**LECTURE 0**

* 3: Purpose of a thesis:
  + Innovation – let’s not try do something new
  + Research
* 7:
  + Demo does not DIRECTLY affect mark, but inevitably will
* 9:
  + 150 hours for semester = 11 hours a week  
     = 1.5 hours a day (incl weekend)  
     = 2 hours a day (excl. weekend)
* 10: can justify why things are not complete – you define “finished”
* 17: evaluation is important – discussing why you did is meaningful
* 18: dev project methodologies are not so important for research
* 33: large part goes to old related work
* 40: note structure of answer in example
* 44:
  + Relevant: achieve ALL goals - and it should be clear in the lit-rev
* 61: keeps reinforcing NOT skimping on evaluation
* 66: consider snapshots here
* 67-69: what to put into evaluation
* 72: not direct number marks
* 73-74: look through other resources