**Risk** **Management**

Maintaining and disposing data is on par with the challenge involving data collection since the volunteers that have participated in data collection have been assured of their privacy. Which is why in order to increase volunteers' level of confidence, the data collection system must outline the aspects of the privacy policies. It includes not only the sensitiveness of data management but also immunity from hackers and malware. Therefore, firewalls and other layers of security in form of cryptographic data encapsulation are necessary for these systems. It is common to come across project management issues as they involve protocols that can also be improved upon by didn’t of SDLC waterfall agile methodologies. As opposed to FTP based CRUDE interface, the UI should be well designed and ergonomic. The cloud storage protection is one among many important factors. The data protection is a paramount concern. The cloud services policies from their providers should be thoroughly examined, and the data in their cloud servers must be well encrypted. Issues regarding UI can be major prominence. Users may experience issues while data transfers and the network concerns might result in no backup or backlogs. Cloud handlers' data labeling and integration imply risks such as data corruption while transmitting data to the labeler, in which cases there are risks of recording the video again. Backing up the raw data is the best strategy to mitigate the risk. In order to protect the users from the risk, firewall installation will be a crucial part of our contract with the cloud provider.

**Labelling**

System needs labelling because it is an important part of this system. There is a separate team for labelling the videos. The client is using 360 degrees camera for collecting Raw footage where four participants are eating at the same time and those videos are converted into a video file. Each person has separate video and that crop out from the main Raw video. A new video file is created for each person. Every participant has 20 minutes per video with 40 hands movements. The total hours of video are 58 and the hand to mouth movements are 8 thousand and is divided by frames. Labelers label the videos as eating and drinking movements. After that all the data is given to labelers.

**Scheduling**

Scheduling means arrange or plan (an event) to take place at a particular time. Scheduling is very important part of a project which is a first part. Every project has own target and it is under the scheduling process. After setting the project needs to implement the project and that is under the scheduling process. In this project, client has given a date to every participant and they will come to give interview. everyone’s arrival will be scheduled.  Participants will give the interview and provide their personal details and that is kept as a record. After starting the interview, the client tells to all participants all the conditions then give them an application form to fill-up and sign. After that the client give the selected table for sitting the participants and client also provides variety of foods to participants and that time recording is also started. The participants recording will finish before eating foods and the video is saved on the database system. It is raw video that is given to the labelers. The participants are interacting with scheduling team While this whole process of scheduling.