Software Proposal Document for project ————

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Abstract

The main idea of this project is to study the ....

1 Introduction

1.1 Background

Please start from very big domain for your problem then focus on some area inside this domain that match your interest.

1.2 Motivation

Discus as much as market needs and academic needs for your project. It is expected that in this section you will get about 10 15 general technical CS challenges. Use surveys for showing the market need of your project.

1.3 Problem Definitions

Please put a focus on 1 2 challenges that this project aims to solve and state them very clear as your formal problem statement.

2 Project Description

Show down with a figure the proposed system.

2.1 Objective

Why this system is to be developed.

2.2 Scope

The scope of your project.

2.3 Project Overview

Some extra details for your system implementations.

3 Similar System Information

List down at least 10 papers from ACM and IEEE for similar work experience in the domain of your problem. You can add 5 papers or more from other sources (Springer, Elsevier, Website ..etc)

Be sure that each paper you list include the following points

1. Motivation of this work (Why the researchers do it)

2. The main problem statement of the work.

3. How the researchers contributed to solve the problem

4. What main results the researchers reach.

5. How do you think this paper you read is important for you.

3.1 Similar System Description

A system proposed by Rehm at al. [2] has been developed to ... Also the work was discussed in [[3],[1]].

3.2 Comparison with Proposed Project

3.3 Screen Shots from previous systems (if needed)

4 Project Management and Deliverables

4.1 Tasks and Time Plan

Use some software for primitive plan of your project.

4.2 Budget and Resource Costs

4.3 Supportive Documents

You can put here documents you collect for your project from customers or survey results.

5   References

References

[1] J. Holler, "Speakers' use of interactive gestures as markers of common ground," in *Proceedings of the 8th international conference on Gesture in Embodied Communication and Human-Computer Interaction*, ser. GW'09. Berlin, Heidelberg: Springer-Verlag, 2010, pp. 11–22.

[2] M. Rehm, N. Bee, and E. Andre, "Wave like an egyptian: accelerometer based gesture recognition for culture specific interactions," in *Proceedings of the 22nd British HCI Group Annual Conference on People and Computers: Culture, Creativity, Interaction - Volume 1*, ser. BCS-HCI '08. Swinton, UK, UK: British Computer Society, 2008, pp. 13–22.

[3] M. Weiser and J. S. Brown, *The coming age of calm technolgy.* New York, NY, USA: Copernicus, 1997, pp. 75–85.