

# UNIVERSITY OF LONDON

## INTERNATIONAL PROGRAMMES

### BSc Computer Science and Related Subjects



### CM3070 PROJECT

### PRELIMINARY PROJECT REPORT

<Project title>

Author:

Student Number :

Date of Submission:

Supervisor :

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## CHAPTER 1: INTRODUCTION

<This will explain the project concept and motivation for the project (this chapter can be elaborated from your project proposal previously submitted). State what questions you set out to answer (i.e. aims, research questions), the deliverables you are going to submit (each deliverable will be closely tied to an objective), and the justification for how these objectives will enable you to meet your stated aims. This must also state the idea for the project and which project template you are using (max 2 pages / max 1000 words).>

## CHAPTER 2: LITERATURE REVIEW

<This is a revised version of the document that students previously had submitted for the second peer review (max 5 pages / max 2500 words). This literature review can include academic papers and books. It can also include online articles and websites, but in that case, students should also explain why you consider them credible sources. Students should evaluate the literature and explain how it contributes to your project, and/or how it demonstrates the gaps that your project intends to fill. Examples of types of literature include:

- Similar Projects. Examples of projects that are similar to your own (these can be the same as those used in your proposal).
- Techniques and methods that you plan to use. These could be software libraries, algorithms, or research methodologies.
- Research studies that show the effectiveness of the project you intend to create (for example, if you are doing a project on educational technology, a psychological or educational study showing that the techniques you are using are effective for teaching).

Evaluate the work and explain how it motivates the project - not simply how good their research is. The motivation could be how the project will benefit society, how it will change how people work, how it offers a better understanding of important issues, how it

helps reduce resources and so on. The literature review should also mention what ideas come out of that and how do they apply to the project you are doing.>

## CHAPTER 3:PROJECT DESIGN

< This is a revised version of the document that students previously had submitted for the third peer review (max 4 pages / max 2000 words). In this chapter, students will submit a design for this project and include:

- Explain the domain and users of the project. Who is the project for? What is the domain of the project (e.g. music games, history education, therapy for phobias, narrative films)?
- Justify your design choices based on the needs of users/the requirements of the domain.
- The overall structure of the project (this could be the architecture of a software project, the story of a VR project, the visual interface of a mobile app or the research question and methods of a data science project)
- Identification of the important technologies and methods you will be using in the project. State how you intend to achieve the aims and objectives, and why you intend to do it this way.
- A plan of your work. This should include the major tasks and when you will do them laid out visually (for example in a Gantt chart). Include a schedule detailing all of the tasks required to complete your Project (including writing each section of the Final Report), along with key milestones. This can be in the form of a Gantt chart or similar planning diagram if you wish. Large tasks should be broken down into a number of sub-tasks, each of no more than around two weeks' duration.
- A plan for how you will test and evaluate your project. This should include the techniques to evaluate it, and the key aims to evaluate it against.

Students can attach additional pages of images or references that do not contribute to the page count.>

## **CHAPTER 4:FEATURE PROTOTYPE**

<This is the only new element of the submission, details below (max 1500 words).

The feature prototype should be an implementation of at least one of the most important technical features used in the project to show that it is feasible. It should work as designed, but it is OK at this stage if developing the prototype shows that the feature is not as effective as you expected.

You should describe the prototype in the final chapter of your preliminary report, together with an evaluation of how well you think the prototype works and how you would improve it. You should also submit a 3 minute video that demonstrates the prototype together with any motivation and discussion that you feel is appropriate.>

## **CHAPTER 5:APPENDICES**

<Appendices should be cross-referenced in the relevant section of the main text. No Appendix should be present unless cross-referenced from the main text. The Appendices should include any permission letters that give provenance for a work-based Project, or for access to specific organisations or materials. >

## **CHAPTER 6:REFERENCES**

<Giving full publication details of all literature referred to in the PPR. For details, please refer to: <https://onlinelibrary.london.ac.uk/support/information-skills/organising-and-citing-your-references/citing-references>. This list will generally be much shorter than that for the (later and much larger) Final Project Report.>