

Guide: Good vs. Bad Project Ideas for AC215

What Makes a Good Project Idea

- Solves a real problem – clear pain point for real users.
- Not already solved/brings something new – either better or niche.
- Market & value potential – someone would adopt or pay for it.
- Clear, measurable outcomes – success criteria are defined.
- Exciting & creative – something you'd be proud to demo.
- Tackles a broader societal challenge (e.g., accessibility, sustainability, education).

Technical components

- There should be some AI component in your product
- There should be some user interface as the delivered product.
- The end product must be deployed to a cloud provider
- Apply various techniques we learned in class such as RAG, fine-tuning, Agents, MCP etc

What Makes a Weak Project Idea

- Trivial applications (e.g., recipe generators, joke bots).
- Generic chatbot wrappers without unique value.
- Unclear problem or user – vague and not impactful.
- Too ambitious/unscoped – impossible to complete in one semester.

Quick Test: Is My Project Idea Good?

- Does it solve a real, important problem?
- Can you explain the user and why they care in one sentence?
- Is it new or significantly better than what already exists?
- Could it have market/research value if it worked well?
- Is it doable in one semester?
- Use [Novi](#) to test your idea.

Examples:

- Good Ideas: [LumenAI](#), [Smart BirdWatching](#), and [LaTex](#) (example from previous students)
- Bad Ideas: Recipe generator (trivial), chatbot that tells jokes (generic), and AI lawyer (too ambitious).