Towards Evaluating Creativity in Language

Project Plan

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Introduction

This section should briefly describe the background to your project and explain why your project is a worthwhile task. You could add some references here, if appropriate, to cite relevant articles [1, 2] and [3].

Goals

This section should describe the main goals of your project. In other words, describe *wht* it is that you want to do. Are you building a tool or an application? What functionality already exists, and what will you have to do yourself?

Try to make it clear which goals are central to your project, and which might be optional extras. Try to be realistic about making your goals *achievable.*

Methodology

This section should describe *how* you will conduct your project. You should explain in general terms the activities you will be carrying out during your project, such as:

- reading about related work – either to get ideas on how to proceed, or to compare your approach with what was done before;
- learning a new programming language or API;
- learning about relevant technologies;
- developing prototypes to test ideas;
- testing and debugging early design choices.

The above examples are purely suggestions. You should try to think of what would be appropriate for your specific project.

Resources Required

You should mention here the hardware and software resources you will require. Even if it seems obvious that you might only need Java and a PC, you should still say so!

Risk Assessment

Try to describe possible circumstances (e.g. a particular piece of technology doesn't work or is too expensive) that might cause the project to become become infeasible. What would you have to do or change to recover your project?

Timetable

This section should describe the *schedule* for your project. You should describe the various activities you expect to perform and their durations, along with any deadlines and deliverables. It is often useful to collect all of this information in a *Gantt chart*, as shown in Figure 1 below:

Figure 1: Main Project Activities

Don't forget to add time at the end of your project for evaluation and writing-up! This could easily require 2-3 weeks.

References

[1] Michael Wooldridge. *An Introduction to Multiagent Systems*. John Wiley & Sons, Chichester, UK, February 2002.

[2] Y. Shoham and M. Tennenholtz. On Social Laws for Artificial Agent Societies: Off-line Design. *Artificial Intelligence*, 73(1-2):231–252, 1995.

[3] A. Garcia-Camino, P. Noriega, and J. A. Rodriguez-Aguilar. Implementing Norms in Electronic Institutions. In *4th Int'l Joint Conf on Autonomous Agents and Multiagent Systems (AAMAS)*, Utrecht, The Netherlands, July 2005. ACM Press.