



Team **MHz**
Hardware &
Behavioral AI



Welcome To Our Project



Our Team



Darrel



Faiza



Ryan

Our Team



Tony



Jade



Mango

Name	Strengths	Weaknesses	Roles			Notes
			Research	Preparation	Production	
Mango (CEO)	- Has 9 month experience in HTML CSS - Is very focused and hardworking - Pretty ok leadership	- Not really great at designing using canva	Behavioral AI			Mango will try to teach others HTML CSS
Jade (CIO)	- Has really good self discipline, teamwork presentation and designing skills - Can adapt to new things well - Willing to listen to advice (not a conservative person 4sure)	-A real "night owl" and "sleepaholic" at the same time - A "gamaholic" also	Hardware + Network		Web programmer	- Jade, Tony and Mango are all Vietnamese, so the HTML CSS teaching is a little easier
Tony	- Can learn quite quickly and engage in the team well - Can 100% focus on studying and working	- Can forget quite quickly as well - Is sometimes pretty conservative as well	Hardware + Network	Group discussion		
Ryan	- Is really good at focusing - Is fast when learning something - Is interested in robotics*	- Sleepy joe - Over thinks a lot	Behavioral AI			* Ryan and Darrel are the ones who suggested that the team go for Behavioral AI
Darrel	- Had HTML CSS back in high school (only needs a refresher) - Uses Canva a lot - Is also interested in robotics*	- Also sleeps a lot - Thinks about guns all day	Behavioral AI		UI UX design	- Both being roommates and Indonesian, they can help each other out a lot.
Faiza	- Has experience in Canva, powerpoint and presentation skills - Is extremely enthusiastic in learning new things - Always give her 100%	- Is still a beginner at programming	Hardware + Network			Faiza will also be in charge of writing down our meeting logs



Research Topics

A. Computer Hardware

I. Computer Organization

1. Components

- a. Central Processing Unit (CPU)
- b. Motherboard
- c. Random Access Memory (RAM)
- d. Storage Devices
 - Hard Disk Drive (HDD)
 - Solid State Drive (SSD)
 - NVMe SSD
- e. Power Supply Unit (PSU)
- f. Graphics Processing Unit (GPU)
- g. Input/Output (I/O) Devices
 - Keyboard and Mouse
 - Monitor
 - Other peripherals
- h. Cooling Systems
 - Fans
 - Liquid Cooling
- j. Case (Chassis)
- k. Expansion Cards

2. Number Systems

- a. Decimal Number System
- b. Binary Number System
- c. Octal Number System (Base 8)
- d. Hexadecimal Number System (Base 16)
- e. Conversion between Number Systems

3. Von Neumann Model

4. Program Execution

computer hardware



- A. Computer Hardware
 - └ II. Computer Networks
 - 1. Network Types
 - Local Area Network (LAN)
 - Wide Area Network (WAN)
 - Metropolitan Area Network (MAN)
 - Personal Area Network (PAN)
 - 2. Network Components
 - Router
 - Switch
 - Modem
 - Access Point (AP)
 - Network Interface Card (NIC)
 - Firewall
 - 3. Network Topologies
 - Star
 - Bus
 - Ring
 - Mesh
 - 4. Internet
 - 5. Networking Protocols
 - TCP/IP (Transmission Control Protocol/Internet Protocol)
 - HTTP/HTTPS (Hypertext Transfer Protocol/Secure)
 - FTP (File Transfer Protocol)
 - DNS (Domain Name System)
 - DHCP (Dynamic Host Configuration Protocol)
 - 6. Network Security
 - Encryption
 - VPN (Virtual Private Network)
 - Antivirus and Anti-malware
 - Authentication Systems
 - 7. Wireless Networking
 - Wi-Fi (Wireless Fidelity)
 - Bluetooth
 - 8. Cloud Networking

computer hardware



B. Behavioral AI

- 1. Behavioral Data Collection
 - User interactions
 - Sensor data
 - Social media
- 2. Behavioral Pattern Recognition
 - User preferences (e.g., shopping or content consumption)
 - Decision-making habits (e.g., buying products at a certain time)
 - Emotional states inferred from text, speech, or facial expressions (e.g., sentiment analysis)
- 3. Machine Learning Models
 - Supervised Learning
 - Unsupervised Learning
 - Reinforcement Learning
 - Natural Language Processing (NLP)
- 4. Human-AI Interaction
 - Personalization
 - Adaptive Learning
 - Emotionally-Aware AI
- 5. Applications of Behavioral AI
 - Recommendation Systems
 - Virtual Assistants
 - Health and Wellness
 - Finance
 - Gaming
 - Customer Service
- 6. Behavioral Biometrics
- 7. Challenges and Ethical Considerations
 - Bias
 - Privacy
 - Autonomy
- 8. Behavioral AI in Robotics

B, Behavioral AI

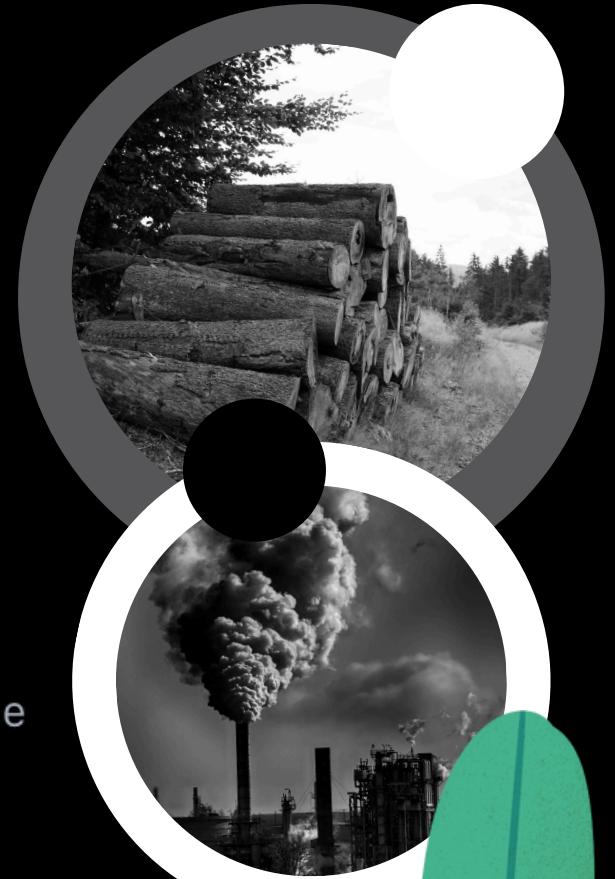


To-do list

C, To-do list

C. To-do List

- 1. Research Phase
- 2. Preparation Phase
 - a. Analysis
 - b. Layout Discussion
- 3. Production Phase
 - a. Websites to make on Lexue
 - Practice websites
 - Related topics
 - Interactive videos
 - b. Studying Guide to make on Lexue
 - Definition
 - Categorization
 - Mindmaps
 - Exercise Tests
 - Quizzes
 - Keywords



Thank You —

