Intelligent Interactive Systems 2016-2017 (1MD032)

Projects

Implementation and requirements

Projects can be done individually, but it is recommended that students work in groups (3 to 4). To pass a project, each group should provide a fully functioning, coherent implementation and demonstration of the chosen project. The project needs to be selected amongst a pool of project specifications provided by the teacher. These are available on the Student Portal. All basic specifications provided in each project description must be followed in order to pass the project.

In addition, in order to pass a project, it is necessary to submit in due time (see "Important dates" in the next page) on the Student Portal the following:

1) A project report (maximum 5 pages; pdf format).
   The report is a textual and graphical description of how you implemented your project. The report should include, at the beginning, a summary of the work and main results, what has worked and what has not, and the role played by each individual group member. One paragraph explaining the contribution of each individual student should be included. You should include your original project specifications as an Appendix in the report (note that the Appendix does not count towards the 5-page limit).

2) The commented source code, project files and executable for the application in a sensible directory structure.

3) A video showing a demo of the system developed during the project should also be submitted.

Project grading

Every project is different and will be marked based on its individual merits. However, there are some generic requirements. You should check with the course team for feedback if you have doubts or questions. Generally, the more specific your specification/idea is, the better the feedback that you will receive.

Indicative requirements	Grading
Fully functioning, coherent implementation and demonstration of project; comprehensive report and supportive material.	3-5, depending on level of challenge, sophistication of results, presentation and level of achievement.

Project room and tools

Room 2146 (located on the first floor of House 2, Department of Information Technology) can be used to conduct project work. The room can be accessed from 8:00 to 17:00 Monday to Friday (except for Mondays from 13:00 to 14:00). More rooms may be available for project work (to be confirmed).
The simulator for the NAO robot (Webots for NAO, allowing you to work with a virtual NAO) will be made available by the teaching team. For those projects requiring the use of the physical NAO robot, it will be possible for groups to book timeslots to access the robot. The teaching team will post instructions on how to access this equipment. A number of webcams are also available on request.

Important dates

Tuesday 02/05/2017, 13h00: deadline to sign up for projects.

There are a limited number of projects for each topic, in order to ensure adequate resources to be in place for support and feedback on the projects. After joining a project group on the Student Portal (see "Project groups" under "Group divisions" in the menu on the left of the course page), please indicate your preference for projects at this link:
http://doodle.com/poll/fnz575bkgi2dkbeg.
You will be assigned a project shortly after.

Friday 05/05/2017, 16h00: deadline for submission of project specifications.

Project specifications should be submitted on the Student Portal and include concrete specifications for how you plan to implement the project, together with a timeline for the project.

Monday 29/05/2017 (10:15-12:00, room 1211): final project presentations by students

Wednesday 31/05/2017, 16h00: Deadline for submission of project report and supporting material.

Feedback sessions

Tuesday 09/05/2017 (10:15-12:00, room 1211): 1st feedback session on projects (individual – single groups)

Tuesday 16/05/2017 (10:15-12:00, room 1211): 2nd feedback session on projects (plenary)

Tuesday 23/05/2017 (13:15-15:00, room 1211): 3rd feedback session on projects (individual – single groups)