

RESEARCH METHODS IN COMPUTING (COMP09092)

SOME EXAMPLE PROJECT TITLES

You need to ensure that any title that interests you is relevant to your programme.

Feel free to adapt these titles or come up with project titles of your own.

It is important to get your general idea approved first by your tutor before progressing too far.

1. The Adoption of Mobile technology within SMEs
2. Investigating Technology Awareness in SMEs
3. An analysis of the use of Business Intelligence within the Insurance sector with a particular focus on Car Insurance
4. Usability issues surrounding the recreation and enhancement of the arcade gaming experience for use with home PCs
5. Benefits and Drawbacks of SME's using Social Networking
6. Emerging ICT Technologies in Car Industry
7. How Businesses Can Use Twitter Filtering and Mining
8. Implementing Mobility in SMEs
9. An Evaluation of the Extent to which Three Different Project Approaches can be Integrated
10. Privacy Issues within Information Systems
11. Providing Business Intelligence from Unstructured Text
12. What are the Issues and Benefits of Data Mining in the Retail Industry?
13. An Investigation into the Role and Extent of Social Engineering in Compromising Network Security within Businesses
14. Impact of Illegal Downloading for Businesses
15. Social Media Adoption in SMEs
16. Enterprise-Class Mobile Computing
17. Stock Management System
18. Wireless Network Security In SMEs
19. Design and Implementation of a Database with Reporting and Security Features
20. The Creation of a Property Rental Booking System
21. The Effectiveness of Games Based Learning in Teaching Programming Skills and Knowledge to Undergraduate Students
22. Mobile VPN: Remote Access Solutions for Mobile Workers
23. Is UTP cabling an obsolete technology for SMEs?
24. Automatic code generation of dynamic data structures
25. An investigation into the extent to which 3D game level design can facilitate gamer engagement and immersion.
26. An Investigation into Network Security for SMEs: Best practises
27. A Study of How Audio & Graphics Effects on a Players Immersion Compared To Heavy Narrative & Story Elements
28. A Study of Advertising, Product and Brand Placement in Video Games
29. The Effects of Virtual Reality on Video Game Immersion
30. The Effects of Audio on Game Immersion
31. The Influence of Setting on Gamer Immersion
32. An Investigation into Effective Level Design in Video Game Design and Development

33. An investigation into 3D game level design to identify whether it can facilitate gamer engagement and immersion.
34. Effects of Narrative on Player Immersion, Motivation and Engagement
35. Reviewing the impact of level design towards facilitating immersion in game play
36. Game Immersion: A comparison of Tactical and Narrative Immersion
37. Investigating how the immersive quality of visually minimalistic games can equate that of their graphically rich counterparts.
38. Software DIY Vs. Procurement and the Auto-Generation of Data Structures
39. Is Cloud Computing secure enough to store sensitive data?
40. Software Development Tool Support for Agile Methods
41. The Effect of Challenge in Computer Games on Player Emotions
42. Investigating issues that affect Stock Management System (SMS) in SMEs
43. Comparing Multiplatform Virtualisation Management Software and Standards
44. Investigation of issues and Benefits of data mining in small businesses
45. How Businesses can best utilise Big Data
46. An investigation into the use of social media technology to boost SME business activity and effectiveness
47. Effectiveness of Cloud Security for Enterprises
48. Can Video Game Exercises Improve the Functional Memory of the User?
49. Social Intelligence: Business Intelligence in Social Media
50. An investigation into the Application of Chaotic Systems to Computer Games
51. The use of tessellation for interactive level-of-detail in real-time 3D environments
52. Investigation of the ability of virtualising VoIP networks and services
53. Evaluating and controlling virtual network throughput
54. Comparing Storage Formats for Virtualisation
55. Comparing Open Source Containerisation
56. A Survey of Open Source Virtual Networking
57. Design and Implementation of a Monitoring System for Cloud infrastructures
58. Design and Implementation of a Network Packet Classifier based on IPFIX
59. Design and Implementation of a BGP-based routing protocol
60. Design and Implementation of an MPLS-based backbone infrastructure
61. Investigation of how features of HTML5 can be used to provide an improved E-commerce experience for users
62. A Comparison of Development Methods for Building Mobile Web Applications
63. CMS extension to optimise download of images for mobile devices
64. Comparing Web Application Frameworks
65. Multi-user booking system, multiple venues and multiple shows with HTML5
Features: How can the features of HTML5 be used to provide an improved experience for users booking tickets online?
66. Mobile VPN: Remote Access Solutions for Mobile Workers
67. Empirical Analysis of Wireless Network Conditions Using Linux Containers
68. Towards the Integration of an SDN-Controller within the Novel Cumulus Linux
69. Implementing and Managing a Smart Wireless Mesh Network
70. Enterprise-Class Mobile Computing
71. Readiness to Fully Embrace Cloud Storage
72. Wireless Network Security In SMEs
73. Wireless Networking on the Arduino Platform
74. What are the Issues and Benefits of Data Mining in the Retail Industry?
75. An Evaluation of the Extent to which Three Different Project Approaches can be Integrated
76. Implementing Mobility in SMEs
77. The Creation of a Property Rental Booking System

78. Design and Implementation of a Database with Reporting and Security Features
79. Removable Storage Media as a Security Risk
80. Exploring the Barriers to the Adoption of Business Intelligence by SMEs
81. The impacts of social media marketing in businesses
82. Investigating the impact of Cloud Computing on Data Management in SMEs
83. Evaluating Responsive Web Design in Active Web Applications
84. Exploring the Benefits and Issues associated with Self-Service Business Intelligence
85. A Web application for testing Web standards conformance in other web applications
86. What affect does cloud computing have on Business Intelligence?
87. An Evaluation of HTML Custom Elements in Web Applications
88. Investigating attributes of network data security methods
89. Security in Cloud Computing in Business
90. Cloud Computing and Virtualization
91. The impact of web 2.0 and social media with focus on Education
92. Is Cloud Computing secure enough to store sensitive data?
93. Route planning smartphone app for elderly
94. Google Maps API & HTML5 Geo-location for a Traffic Alert Mobile App
95. How Businesses can best utilise Big Data
96. Design, Development and Implementation of a Fashion Boutique Web Site
97. Investigation into Webserver Optimisation and Load Testing
98. Comparison of host OS-based firewall systems
99. Developing an Online Image Sharing Application Using Symfony
100. An Evaluation of Running a Web Application with the MEAN stack