CLASS PROJECT

CS 294-78: Special topics on Technologies for Education and Learning at Large Scale
Project proposal due next week!

Submission:

• Please submit by email to cs294.edu@gmail.com
• Please bring two printed hard-copies to next week’s class
• Typical length: 2 pages
Roadmap

- Class project logistics
- Example topics
- Q/A
Important dates

March 23\textsuperscript{rd}: Project milestone.
-- Please submit a milestone report:
  • Problem identification and motivation
  • System design
  • Preliminary implementation
  • Identify next steps
  • The report can later evolve into the final report

• April 27\textsuperscript{th}: Project showcase and final report due.
  • Problem identification and motivation
  • Refined system design
  • Implementation and demo
  • Evaluation
Proposal requirements

- Project members
- Problem identification and motivation
- Describe what you propose to do
- Briefly describe related work or related systems
- Timeline and milestones
- Deliverables

- Ideally a project should propose to build a system, although theoretic topics are also acceptable.
Example project topics

- A system/platform supporting self-organized learning
  - E.g., where students can quiz each other, and can rate each other’s quizzes

- A e-textbook system

- Use machine learning
  - To identify and diagnose problems students encountered
  - To learn a student’s learning profile and customize the learning experience

- Education games
Example project topics

• Use programming language techniques to automatically grade programming assignments

• Pervasive learning system

• Crowd-sourced online learning platform

• Use sensor technology to enhance learning experience

• User studies and HCI design

• You are more than welcome to propose your own project idea!
Q/A time!

• Have further questions?
  • Please email cs294.edu@gmail.com

• Looking for a project partner?
  • Please email cs294.edu@gmail.com with a brief description of what you would like to do