Projects

- *Create a fairly complex interactive application*
- *Required elements:*
  - Nontrivial user interaction
  - A purpose
  - Analyzing the requirements
  - Testing and evaluation (between stages 1&2)

- Groups of 3 or 4

Projects

- ***If you application should be***
  - visually pleasing
  - novel
  - complex
  - entertaining
  - technically challenging
  - a solution to a problem

- *You can publish it later!*
- *That is very important of you plan to go to graduate school*

Projects

- ***Evaluation***
  - Project proposal & previous work review (stage 1 & 2)
  - First prototype (as a report with detailed images, video, demo…, stage 1)

  - (possibly) Project in-class presentations (week of Nov 27)
  - Project report with evaluation results (stage 2)
  - Final prototype (video, demo, set of files, apk, zip…; stage 2)

  Dates

  Stage 1: Nov 11, 2014 (must form groups by then)
  Stage 2: last day of the term