# Guidelines for selecting a Course Project

There are various types of projects to choose from:

1. Implementing a simple prototype adaptive system from scratch.
2. Extending an existing system.
3. Conducting a user study on an existing system
4. Doing a literature review. Be aware that, contrary to common belief, this option is *not* easier, nor does it involve less work than doing an implementation project, if one wants a good grade.

Projects should be done in groups of at least 2 students and it is very important that the contribution of each group member be well defined. Each member's contribution should be explicitly described in the project proposal and in the in-class presentation.

All projects will have to be accompanied by a project report, no longer than 20 pages, single space. Important components of the project's evaluation include:

- If and how the report places the work in the context of the issues discussed in class
- If and how the report references relevant class readings and other related work

## Sample Projects from Past Courses

**Prototype Implementation/Extension**

- Open learning environment for mathematical functions (3 people group project, later extended into the ACE system)
- Re-implementing and extending an existing recommender system.
- Tutoring component for the Hunt the Wumpus Electonic Game
- Cognitive Tutor for 2 linear equations in two variables (2 people group project)
- Logic Tutor for finding the truth value of a logical sentence given the value of its atoms
- Filtering tool to improve collaboration by delivering only the most relevant postings from chats in group-based tasks
- Recommender system for adaptive bug assignment in software projects.
- Unsupervised user-modeling for detecting user types.
- Generating adaptive tips for World of Warcraft
- Using email-reading patterns to infer sentence importance in automatic email summarization
- User-adaptive pallette for annotating WebPages
- Automatic folder recommendation for saving web downloads