# CMSC5733 Project Specifications

## Introduction:

The course project is to give the students hands-on experience on social computing. The project is open-ended, and you can pick any topic that is related to social computing, which includes social network analysis, graph theory, recommender systems, Q&A, opinion mining, human computation, etc.

Four kinds of deliverable are accepted:

- Survey
  - Read at least 20 relevant papers about your topic and submit a survey report. Your survey should focus on a novel topic, which means it is not be a duplicated work of previous ones.
- Algorithm comparison
  - Implement a series of algorithms (at least 4), analyze and compare their performance on some standard data sets (such as UCI data sets, TREC data sets, etc.).
- System
  - Develop a demonstrable prototype system. You need design and implement a whole system (interface, algorithms, data, visualization, etc.) to present your idea.
- Theoretical paper
  - Propose a novel approach to solve a problem, conduct experiments and write a research paper.

Up to four students form a team to finish the project. Please send your team members' names, student ids, and email addresses to cmsc5733@gmail.com with the email title "CMSC grouping"

before above mentioned deadline. Tutor would randomly group students if they fail to send group information to the tutor before the deadline.

## Grading Criteria:

Your project will be graded primarily based on the following weighting scheme:

- Project proposal and final report: 60%
- Presentation: 40%

Late submissions within three days will be deduced 30% of the score, late submissions more than three days will get 0 marks on that phase.

The factors to be considered in grading include:

1. the novelty and utility of your deliverables;
2. the relevance to the course;
3. the challenges you have to solve (i.e., technical contributions);
4. the quality of presentation/writing.