

Department of Computer Science and Engineering
College of Engineering, University of Nevada, Reno

CS 791m Human-Computer Interaction

Project Part #3 (PP-III): Project Demo and Project-based Paper

November 20, 2006

Due:	Monday, December 18, 11:59 pm
Points:	100
Weight in course grade:	20%

The final version of your project should contain two components:

(1) *Project Demo*

This will be a short demo of the project presented to the instructor on December 18 or 19. It should consist of a dynamic user-interface prototype that provides the main functionality of your system (at this time, some secondary functions and features may be represented only by placeholders, e.g. by a message such as "to be done").

The source code, with proper documentation, should be available upon request by the instructor at demo time. The demo will be about 15 minutes long, including Q&A as well as going over the source code together with the instructor. The demo will take place on either December 18 or 19, at a precise date and time to be set soon with the instructor.

(2) *Project-based Paper*

IEEE-style paper, 2 columns, at least 3 pages, at least 8 references, in the format specified at http://www.cse.unr.edu/~dascalus/HCI2006_paperformat.doc

Make sure that:

- the project is well described
- the text is clear, correct and fluent
- the references are properly used and cited
- there is a good balance between text, on the one hand, and figures and/or tables, on the other

Required parts of the paper are title, author, affiliation, Abstract, Introduction, Conclusions, and References. In between Introduction and Conclusions it is up to you to decide on specific sections and subsections. You can reuse text, diagrams, and figures from the previous two parts of your project.