

CS 620 Human-Computer Interaction

Course paper

Due: Tuesday, Dec. 18, 2005, 10.00 pm (by email) **Points:** 100 **Weight in course grade:** 12%

A Introduction

The course paper, based on the project completed in this course, should follow the IEEE style format available at <http://www.isspit.org/isspit/2005/> (check section Authors Guidelines and then "> 1 ... view Instructions") and should have at least 4 pages in 2-column format.

B Guidelines

- Title: Maximum 10 words (recommended).
- Author(s).
- Abstract: between 100 and 200 words explaining what is the paper about and what are its main contributions.
- Keywords: Between 4 and 7 terms that best characterize the contents of the paper.
- Introduction
 - General background of the problem, with references to previous work and to similar work (at least 5 references should be used here – and more is better);
 - The motivation of the work described in the paper (how it started, what prompted it);
 - Brief indications on contributions/novelty/suggested improvements (these will be expanded later but here you should provide an idea on what the paper brings new);
 - The structure of the remainder of the paper very briefly indicated.
- The Problem
 - Provide details about your problem's background. Put the project in context. Expand on the brief "general background description" given in the introduction.
- The Solution
 - Based on project work done, you can include here items such as excerpts from requirements, use case diagram, use cases, scenarios, and snapshots of the user interface (for the latter, see note below, though). This section is the core of the paper and might need to be divided in subsections. Note that due to space limitations only few excerpts of the software's specification/design can be provided here, so select them carefully.
- Results and/or Comparison with Similar Products
 - Ideally, a comparison with similar projects should be included here. However, due to time limitations, you should provide here at least some initial results, including in terms of additional snapshots of the prototype, and some general observations on differences from and similarities with at least two similar projects.
- Further Work:
 - Indicate at least three directions of future developments.
- Conclusions:
 - Summarize project, contributions, advantages, limitations, applications, and directions of future work.
- References
 - At least 10 references, written using a precise and consistent style.

C Grading

The course paper will be graded based on: technical contents, quality of writing, & paper formatting.