

Final Project

Due Date: Thursday November 20th, no later than 12 noon.
Submission is Electronic
Project is submitted to your TA

This is a Team Project. Team will be assigned at random from within recitations/labs.

Teams are to select a topic from the attached list. If your team cannot find an acceptable topic on the list, you can create one of your team's choosing by having it approved by your instructor. Teams will consist of 5-6 class members. Should team members drop the course, the remaining team will still have enough members to complete the project.

Each team will develop a presentation or document in any of the following formats: Video clip, Presentation software (Google Presentation), Wiki (essentially a paper), Blog (Discussion by group members on the topic), Blog (debate -- pro/con), paper, or any other presentation method that seems appropriate.

All team members MUST participate. Team members will evaluate each other and such evaluations will be part of your grade.

Each team will do a presentation of their work in recitation/lab. Presentations should last approximately 15 minutes. Each team must also provide a one page summary which includes references. Presentations may be in a Web "post"able format.

What your presentation might look like:

Each presentation should last between 15 minutes and plan for a few minutes of follow-up questions from the other students in your recitation or your TA.

- a) A video should last at least 10 minutes.
- b) A PowerPoint/Google Presentations should include about 20-25 slide.
- c) Document based presentations such as a blog, wiki or a paper must be the equivalent of a 5-6 page paper. Your team will still need to explain what your wiki or blog contains and you should be expected to be able to show it to your classmates and TA.

Each presentation must use at least 4 verifiable references and appropriate citations are required. All references, whether from print media or the Internet, must be from 2006 to the present. Three years is forever in the computer world. Information from earlier than 2006 is likely to contain out-of-date information. If this three year time frame becomes a problem consult with your TA.

Your project must discuss the topic in sufficient depth so that other students reading or viewing your presentation can then speak/discuss the topic intelligently.

The best presentations will be posted, and questions relating to them may appear on the last exam.

For some of these topics there are no "right" answers. In those cases your views matter. However, you need to be able to support your views with facts.

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Projects will be graded on content, creativity, quality of presented material, and the usefulness of referenced material. Peer evaluations from your team members will also be included in your grade.

All team members will receive the same base-grade. 70% of the project grade is the base-grade, 10% is a presentation grade and 20% is for the peer evaluations.

Students who fail to show up for their team's presentation will automatically receive a **letter grade lower** as their base-grade on the project regardless of their participation in the development of the project.

Peer Evaluations: Each team member will evaluate every other team member, and themselves, in writing. The peer evaluations will be handed in to the TA when the project is presented in class. The form for the peer evaluations are found in an additional attachment.

Topic List:

1. \$100 Laptop Project
2. John Von Neumann
3. Alan Turing
4. Anonymity and Internet information
5. Are Robots like R2D2 and C3P0 possible?
6. Biometrics
7. Computer animation
8. Computer Errors
9. Computer Ethics
10. Computer History
11. Computer Music
12. Computer Piracy
13. Computers and Censorship
14. Computers and Data Collection issues
15. Computers and Free Speech
16. Computers and Medical Data issues
17. Computers and the changing job market
18. Computers and the Family
19. Computers and the War on Terror
20. Computers in Medicine
21. Computers in Science Fiction
22. Copyright & Computers
23. Creating digital content, computers and art
24. Dangers from Computer communities
25. Digital Divide
26. Do computers think?
27. E-dating, good or bad?
28. Electronic voting
29. Email issues
30. Encryption
31. Fraud
32. Game Design
33. Government data collection
34. Hacking
35. Homework sites
36. How safe are the computers and software we use?
37. Identity Theft
38. Information overload
39. Internet access in China

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40. Is Google's influence becoming too great?
41. Is Microsoft the Evil Empire?
42. Keeping in touch, Email, Text messaging, cell phones etc.
43. Out-sourcing of employment
44. Phishing
45. Plagiarism in the digital age
46. Robots in the Real World
47. Software for children. Is this a good idea?
48. SPAM
49. The changing library
50. Virtual Communities and Social Networking: Face book, MySpace etc.
51. What is a Turing Machine?
52. What is the Turing Test? Include examples
53. What's a Blog? How is it used? What can it contain?
54. What's a Wiki? How is it used? What can it contain?
55. Why is computer gaming is so popular?