

Project

Period 1 and 2, 2012

We are taking into account

- You are already a **SUCCESSFUL** individual
- You have valuable skills
- You are an independent thinker
- Our aim is to put the conditions to help you to growth

Project in this course

In teams you will build a **system**.

Ideally a game, that will help us (*me and other students and members of the community*) to understand the different research groups at the CS University of Eastern Finland.

Step 1.

You will create teams

Teams of 2 individuals.

Teams should be ideally mixed.

We will invite Finns as well, you can invite them to your teams.

Deadline: Submit name of team members by **Sept. 25, 2012 @ 17hrs.**

Address: <http://doodle.com/i3irqt6qrqmfcn35>

(<http://tinyurl.com/9rpbzet>)

Step 2.

You will select a research group

1. Intelligent media computing

1. Speech and Image Processing Unit Contact: Pasi Franti
2. Color Research & InFotonics Center Contact: Markku Hauta-Kasari
3. Computational Intelligence. Contact: Pekka Toivanen

2. Technologies for education and development

- 4 Educational Technology (I4D, games, robotics, emotions): Contact: Jarkko Suhonen and me.
- 5 Interactive Technologies (eye-tracking research) Contact: Roman Bednarik
- 6 Inclusive Science and Solutions Contact: Susanne Mäkelä

3. Information Systems and software and system quality

- 7 Health Information Systems (HIS) Contact: Juha Mykkänen - DAISY research in human activity and socio- technical information systems (within HIS): Tuija Tiihonen
- 8 Information and Knowledge Engineering: Virpi Hotti
- 9 Software Engineering -> Software Quality. Contact: Anne Eerola

Step 2.

You will select a research group

Each team will select ONE research group.

Deadline: Submit the research group with the name of team members by **Sept. 25, 2012 @ 17hrs.**

Address: <http://doodle.com/i3irqt6qrqmfcn35> (<http://tinyurl.com/9rpbzet>)

Selecting Research Group
Edit your poll | 0 | 0 | less than a minute ago
Where: UEF - CS

Table view | Administration

This is a limited poll
Every option can be chosen by maximum 1 participant(s).

Most popular option: undefined | Close poll

	Speech and Image Processing Unit	Color Research & InFotonics Center	Computational Intelligence	Educational Technology	Interactive Technologies	Inclusive Science and Solutions	Health Information Systems (HIS)	Information and Knowledge Engineering	Software Engineering -> Software Quality	DAISY (human activity and socio-technical information systems)
0 participants	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Carolina Islas

Save

So far, clear?

Step 3.

Investigate the research group you selected

How?

- Interview members of the research group
- Read papers
- Understand what they do
- Remember always be polite! **HOWEVER** ask questions!

Delivery:

1. A written report (min. 3 pages max. 5 pages.)
2. A presentation for all your classmates (schedule will be given 1 week before)

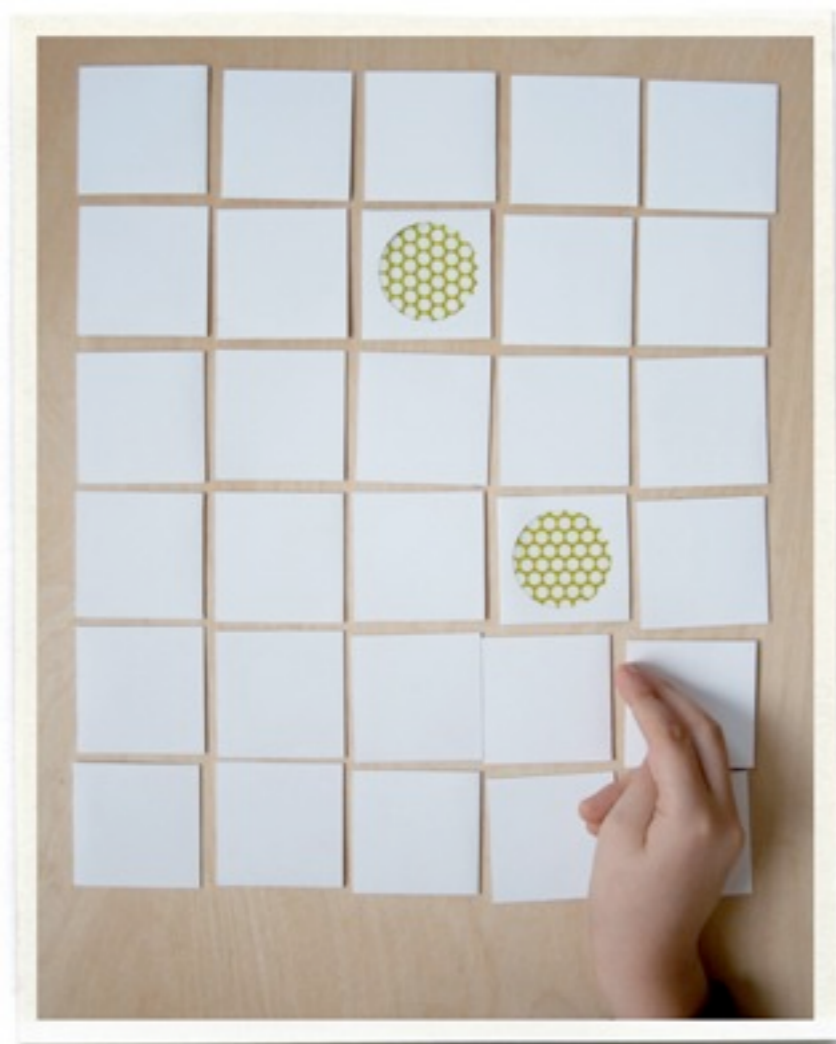
On October 22, 2012 @ 11:59 am

What next?

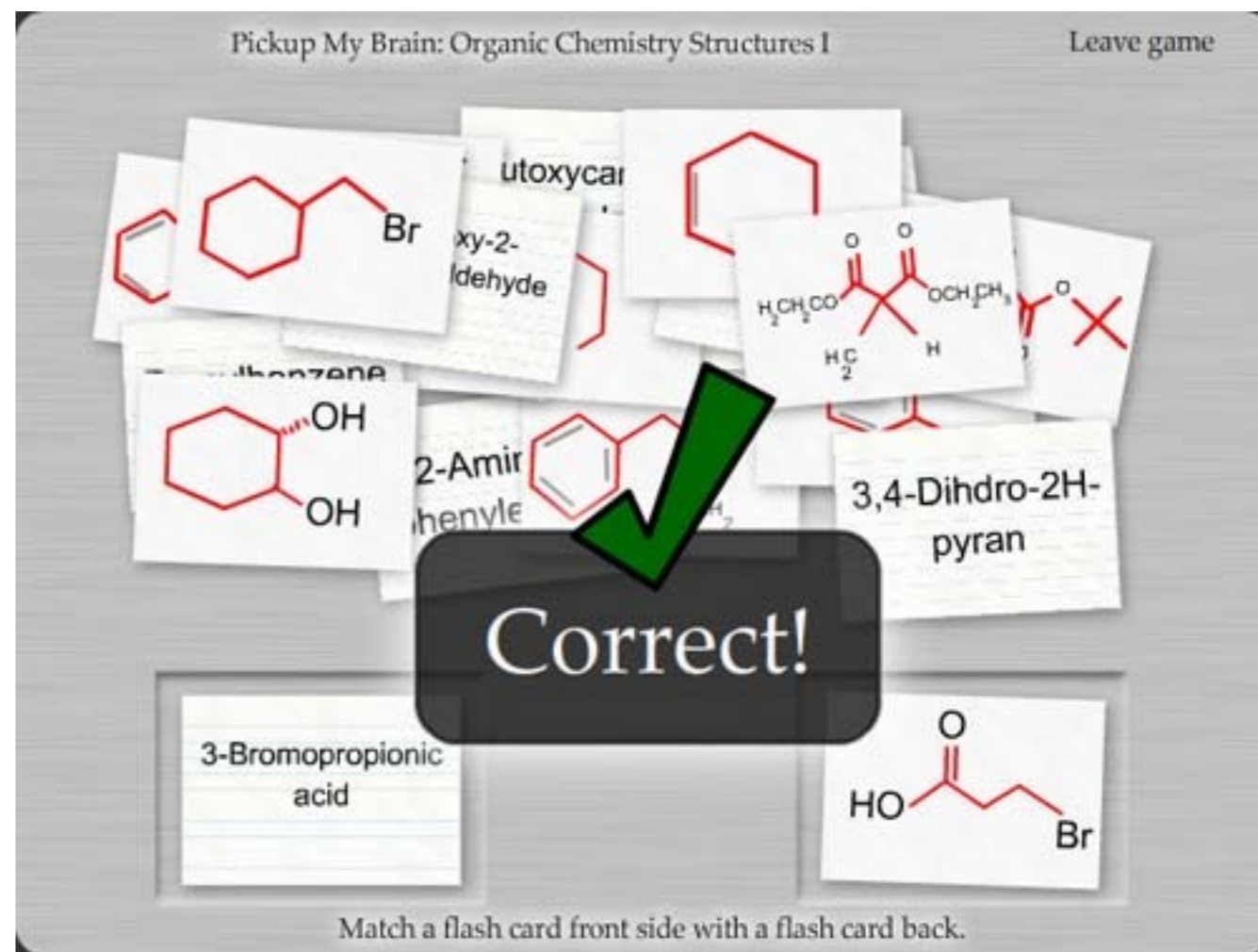
Have you played any of these card games?



You will transform a card game to help other to understand the research group



eg. memory game



eg. match card

Pay attention

- Content!!!

We evaluate if the game transmits a message of the research group

- Rules of the game

Keep it fun! :)

Step 4.

Create a game system

- You will conceptualize a game that will help us to understand the research group you research about.
- Format should be with cards, eg. memory, UNO, storytelling, memory.
- Remember will be implemented.

Delivery: Paper prototype to test it
Monday November 12 @ 11:59 am

Step 5.

You will digitalize your game

- Once the paper prototype works, you will digitalize it. For web or for a mobile phone.

Delivery: Paper prototype to test it

Monday December 10th @ 11:59 am (with seniors club)

Workload

Activities												
<i>Step 1. Teams</i>	X											
<i>Step 2. Selection of topic</i>	X											
<i>Step 3. Investigation of content</i>		X	X									
<i>Step 4. Concept of game system</i>				X	X	X						
<i>Step 5. Digitalize</i>							X	X	X			
Final Delivery										X		
EXPLAINING / EVALUATING	*		*			*			*	*		

Any questions?