Prepare and deliver a 25-minute presentation using PowerPoint along with a set of notes for that talk. Don’t be confused by my use of the term “notes”. I’m expecting the notes to be in a form of a short (about 10 pages) paper structured as you would for any term-like paper you might write. They are not, as the term “notes” may suggest, a transcript of the talk. They must stand on their own.

You will be assigned a topic based on the list shown on the backside. You should rate your interest in each topic, which will influence my assignment. Hand in your preferences by March 20 (jlw@cs.unh.edu) or in class. Assignments will be sent out March 21. Your notes in contrast to your talk must contain appropriate citations and a bibliography. All cited papers must be available in the ACM digital library (portal.acm.org) unless otherwise agreed to by me. The format of the bibliographic entries can be gotten from the library under the ACM Ref link. Any notes without appropriate citations and formatted bibliography will receive a 0.

Your talk should, in addition to describing the current state of the topic, discuss future directions. Your talk should be based on at least five papers written by different authors in that area. Be careful to include thoughtful images in your presentation, not just text. This is VERY important. Audio and video would be fine, except the time is short, so don’t use them. Try not to quote. I want to hear what you are saying, not what others said.

Some hints on how to give a good presentation can be found at: http://pages.cpsc.ucalgary.ca/~saul/wiki/pmwiki.php/Chapter1/HowToGivePresentations
Possible Topics – Order by Interest (1 for the topic you’d most like to use)

__1. Augmented Reality applied to Wayfinding (See: https://www.youtube.com/watch?v=5-1CdrFxT8k - a talk by Mark Billinghurst on AR also http://designworkplan.com/wayfinding/introduction.htm for a introduction to Wayfinding)
__2. Game Design (Read The art of game design: a book of lenses / by Jesse Schel – search for it on the UNH library catalogue)
__3. Multi-modal Interfaces (Google for “multimodal interfaces challenges and perspectives” by Sebe. N.b. multi-modal interfaces are ones where the different modes are overlapped. For example, talking and pointing at the same time.)
__4. Brain Computer Interaction (Google for “brain computer interaction acm” by MacFarland and Wolpaw)
__5. Vision applied to HCI (Check out “CS377S: Designing Applications that See” at Stanford at http://www.stanford.edu/class/cs377s/)
__6. Computer-Supported Cooperative Work (Google for: “The intellectual challenge of CSCW: the gap between social requirements and technical feasibility.” It’s available from ACM digital library)
__7. Audio spaces (Google for: “Supporting Social Awareness in Everyday Life” by Sawhney)
__8. Tangible interfaces (Goto: “http://tangible.media.mit.edu/”)
__11. Intelligent User Agents (Google for “cs376 introduction to intelligent user interfaces 2013” and click on the first result)
__12. Data Visualization (Goto: http://guides.library.duke.edu/vis_types. This choice isn’t available to people who have taken Colin Ware’s course.)