



CS 294S:
**Building the World's Best Virtual Assistant
for Mobile Devices and the Internet of Things**

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CS 294S: A Project Course

- Objective: How to learn by experiments?
- Not your traditional course — not lectures & assignments
- “Independent / cross-disciplinary study” projects by groups of 1-3:
 - Product prototype with user study → research prototype that may fail
- What will you learn?
 - Hands-on experience + other teams' experience
 - Choose a topic, literature search, build prototype, evaluate, refine
 - Key criterion for choosing a project: what can we learn?
 - Collaboration, presentations, discussions, brainstorming

How Do I Teach?

Apprenticeship

- Hardest part of a PhD: how to select a topic
- Provide context & tools for research and potential future products
- Group meetings outside class
 - to help define topics and make progress
 - to help prepare for group discussions
- Help find resources

Course Schedule

Apr 4	Introduction	Brainstorming
Apr 11	Forming Projects	Forming Projects
Apr 18	Project proposals	Project proposals
Apr 26	Project proposals	Student-led discussions
May 2	Student-led discussions	Student-led discussions
May 9	Student-led discussions	Student-led discussions
May 16	Student-led discussions	Student-led discussions
May 23	Student-led discussions	Student-led discussions
May 30	Project presentations	Project presentations
Jun 6	Project presentations	

Jun 12: (1:30-3:15 pm) Final project demo and poster session

Course Grading

- 20% Class participation (attendance expected)
- 80%
 - Definition of success:
how much do we learn?
how should we define our next research project?
 - Satisfy expectations set up in individual meetings
will get an A for the project