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

<table>
<thead>
<tr>
<th>Date</th>
<th>Introduction</th>
<th>Brainstorming</th>
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<tbody>
<tr>
<td>Apr 4</td>
<td>Introduction</td>
<td>Brainstorming</td>
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<tr>
<td>Apr 11</td>
<td>Forming Projects</td>
<td>Forming Projects</td>
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<td>Apr 18</td>
<td>Project proposals</td>
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<td>Apr 26</td>
<td>Project proposals</td>
<td>Student-led discussions</td>
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<td>May  9</td>
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<td>May 30</td>
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<td>Jun 6</td>
<td>Project presentations</td>
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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