## Final Projects Presentations

<table>
<thead>
<tr>
<th>People</th>
<th>Topic</th>
<th>Time for Presentation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kelly Bourke, Arianne Hinds, Anthony Ressler, Julie Schenk (4)</td>
<td>open source movement that are relevant to topics of Lifelong Learning (including active participation, shared understanding, users as co-developers, and human centered and domain oriented approach.)</td>
<td>May 1</td>
</tr>
<tr>
<td>Mike Webster, Brad Crysel (2)</td>
<td>Business-to-Business (B2B) Internet Revolution—further concepts for B2B Exchanges</td>
<td>May 1</td>
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<tr>
<td>Kirsten Davis (1)</td>
<td>explore project websites designed to be used in the building industry to facilitate communication and continuity</td>
<td>May 1</td>
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<tr>
<td>Nelson Carpentier, Scott Posch, Shane Church (3)</td>
<td>Project Marmalade is an experiment the tests the criteria used in the book “Image of the City” by Lynch to identify the elements of design in a communal environment.</td>
<td>May 1</td>
</tr>
<tr>
<td>Craig Morrison, Troy Weingart (2)</td>
<td>Virtual Community: Extension the Department Of Communication’s Community onto the Web</td>
<td>May 1</td>
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<tr>
<td>Taro Adachi, Lu Fan, Huda Khan, Shinichi Konomi, Matthew Schulz (5)</td>
<td>MTC: Correlation and Co-evolution of Document Media, Technology, and Community</td>
<td>May 1</td>
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<tr>
<td>Leo Burd, Anne Chang, Daniel Perez, Chris Sanchez (4)</td>
<td>Footprints — extend the game into an interactive game using Agent Sheets</td>
<td>May 3</td>
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<tr>
<td>Jeff Rose, Gabe Johnson, Lian Liu, Aaron Martin (4)</td>
<td>Collaborative Cognitive Cartography (Water/Soil system with Infomap)</td>
<td>May 3</td>
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<tr>
<td>Eric Dick, Scott Linemeyer (2)</td>
<td>Virtual Gas Price Community Project Proposal (an Internet web site that will provide a service pertaining to automobiles and petroleum usage)</td>
<td>May 3</td>
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<tr>
<td>Mark Sampias (1)</td>
<td>develop a simulation in AgentSheets that will demonstrate how a volcano works</td>
<td>May 3 no progress report</td>
</tr>
<tr>
<td>Arjune Mirchandani (1)</td>
<td>Interactive Webhosting For ANY CU Professor Project Proposal</td>
<td>May 3 no progress report</td>
</tr>
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**Note:** At the beginning of class on May 3, we will have to do the FCQs!
**Time Allocation**

- 1 and 2 person(s): 8 minutes
- 3 and 4 persons: 10 minutes
- 5 persons: 12 minutes

**Due Date:**

Final Reports are due **May 3, 4:00pm in two forms:**

a) posted on the web  
b) as a written document given to the instructors in class

**Requirements for Final Report**


**Format**  
A maximum length of 6 pages

**Evaluation:** The final report will be graded based on relevance, creativity, appropriateness, completeness, and clarity.

**Content** — The final report must include the following sections (it is encouraged to extend and reuse arguments from previous reports):

1. *Statement of the Problem (Abstract)* — it describes how your understanding of the problem has changed while you have worked on it over the period of the course
2. *Rationale* — it explains why is the problem interesting or important? Relate it to other systems and the literature! Why should someone else be interested in the problem chosen by you? i.e., tell about the contribution it makes to the knowledge of a community.
3. *Non-Implementation Projects:*
   3.1. articulate clearly your contribution  
   3.2. describe how you advanced the knowledge (e.g., questionnaire, testing of developments, new conceptual framework, empirical data)
4. *Implementation Projects:*
   4.1. *Technical approach* — discuss the impact of the tools (which you have selected) on the problem solution. Contrast your approach with other approaches to similar problems described in the literature.  
   4.2. *Description of the system* — describe the structure of your system in sufficiently abstract terms (so that the reader does not get lost in technical details).  
   4.3. *Description of the system behavior* — what does the program do? Illustrate it with a scenario!  
   4.4. *Evaluation of the program / system* — it should address questions such as: how well does it work? what are the shortcomings and limitations? which theoretical issues does it clarify?  
   4.5. *Potential further developments of your program /system* — assuming you would have another year to work on: what would you do?  
5. *References* — List the key references, other systems, previous projects on which your work will be based.

**in addition**

1. team members of your project  
2. title  
3. a concise statement of the problem (abstract)