

## **Affective Interfaces Project**

It is now your turn to think of and plan your own Affective Interfaces project. You won't actually implement your project, however, we welcome you to plan a project that you might actually implement during your graduate studies. Use this project to help your current or future research. The only stipulation of this project is that it must involve affective interfaces in some capacity.

Your project will consist of a Project Proposal and a Presentation. We're giving you 3 weeks to complete this because this *will* take time. Rushed and ill-thought out project proposals can be spotted from a mile away. *Thinking* and brainstorming takes a great deal of a researcher's time. **In fact, we think it is so important that we're providing the whole of class on December 1<sup>st</sup> to talk with you about your projects.** Rob and I will talk to each person about their project ideas and their thoughts for each section of the project proposal. We will also encourage discussion with your peers during this class about your project ideas. Therefore, you will need to have done some thinking before coming to class on December 1<sup>st</sup>. While this may seem unnecessary now, talking your ideas through is invaluable to research, and listening to other people's ideas may actually help you with your own project.

### **Project Proposal (50%)**

**Due in December 8<sup>th</sup> 2015 at 12pm.** Send to [beste.yuksel@tufts.edu](mailto:beste.yuksel@tufts.edu)

You will create a Project Proposal with the following sections:

#### **Introduction/Motivation (10%)**

In your introduction, talk about *why* your project is important. Set a context for your work, what is its purpose? Many times scientists neglect the motivation of their work, which significantly decreases the chances of publication and effectiveness of their research.

#### **One-Sentence Description (5%)**

This will help clarify your thoughts about the main point of your work. It is also helpful for research papers and presentations to be able to condense your work into one simple sentence.

#### **Related Work (10%)**

Select 4-5 major publications that are related to your work. Describe how they are related, and how your work will be novel or an improvement on current literature.

### **Method (10%)**

What will your methods be to either build and/or test your system? What equipment will you use to measure affect? You can use any of the techniques we've covered in class or one of your own choice. What will your system's adaptations be? Will you use pilot studies to check your adaptations? What is your experimental design? Your experimental design can make or break your paper. Spend some time thinking about how to do this well.

### **Evaluation (10%)**

How will you evaluate your work? List your dependent variables. Are you carrying out quantitative or qualitative research, or both?

### **Define Success (5%)**

When or how do you know if you have succeeded in this project?

### **Extra Credit – Statistical Analysis**

Many researchers (including myself) have carried out experiments without planning on what statistical tests they will use to analyze their results. This is *not* good practice. What statistical test will you use to analyze your results? Check out Koji Yatani's awesome statistics page for HCI for help:

<http://yatani.jp/teaching/doku.php?id=hcistats:start>

### **Presentation (50%)**

In addition to handing in your Project Proposal document, you will also be presenting your Project Proposal in class on **December 8<sup>th</sup> 2015**. You will have **10 minutes + 5 minutes for questions**.

Please address each section defined above in your presentation.

### **Extra Credit**

How many presentations have you sat through checking your emails on your phone? Presentation style *really* matters. No matter how original or ground-breaking your work, if your

slides are full of text and if you're just reading off your slides, people's eyes are going to glaze over.

To be a truly effective researcher, you need to deliver strong and *interesting* presentations.

Check out these 2 links for tips on how to design slides and how not to read off your slides:

Tips 1-5:

<http://blog.proofhq.com/10-tips-for-designing-presentations-that-dont-suck-pt-1-007623/>

Tips 6-10:

<http://blog.proofhq.com/10-tips-for-designing-presentations-that-dont-suck-pt-1-007623/>

Here's a quote I found particularly important:

*"The problem stems from a basic misunderstanding of what a presentation slide should be. In most cases, the slide should not be the ultimate source of content and information. Instead, the speaker is what makes the presentation valuable. The speaker should provide the vast majority of the content, information, insight, bad jokes, etc.*

*After all, if the presentation slides contain all the information being conveyed, then why would the audience even need a speaker? You could just provide everyone with a download link and bid them a good day."*