

Coursework Choice

Can take an existing model as a starting point (begin from a construal comprehension), use an existing model for an idea and develop entirely afresh, devise an original construal and model of your own. Might focus on tools, interfaces, or understanding, or illustration. Think about the role of 'sense-making' in your planned domain. Discuss your ideas with someone, know the resources available.

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Some EM project topics

Cruise Control and Speedo Design (Tran)
 5-a-side Football (Turner)
 Fractions (Cronick)
 Jugs Interface (Pavelin)
 History of the Planimeter (Care)
 Racing Cars (Gardner)
 Crowd Behaviour (Martin)
 3D Room Viewer (MacDonald)

2

More EM projects

Greek battle narrative (Theodorou)
 Basketball Coaching (Bashir)
 Classroom Behaviour (Davies)
 Ant Navigation (Keer)
 Falling Towers (Knights)
 Furniture, friction and forces (various)

3

Rationale for model choice

Good to exploit open-ness and flexibility of EM environments by choosing domain where there is plenty of scope for *exploration*.

It helps to have domain with plenty of opportunity for interaction and interpretation, where experimentation is natural and there is not much standard 'theory'. Areas like design, learning, creativity, imagination.

Because of the above, likely to be good to choose a domain which you know quite well, or are happy to learn a lot about.

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More things to consider

Be aware of topics yet to be covered (!) – likely to include concurrency, more on s/w development, human computing.

Have a look also at lectures/labs of recent years and (especially) at the abstracts from previous WEB-EM Bulletins.

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