

# The Name of the Title is Hope

Student Awesome  
Computer Science, NYUAD  
awesome@nyu.edu

Advised by: Primary Advisor, Secondary Advisor

## ABSTRACT

This is usually a short summary of the report. 1-2 paragraphs.

## KEYWORDS

database systems, human-computer interaction, NLP, cyber-security, computational geometry

### Reference Format:

Student Awesome. 2020. The Name of the Title is Hope. In *NYUAD Capstone Seminar Reports, Spring 2020, Abu Dhabi, UAE*. 2 pages.

## 1 INTRODUCTION

**The section titles here and organization are merely suggestions. Please make sure that you use appropriate sections for your field of study.**

You need to learn latex commands to make sure your report is properly formatted. Points will be deducted for a poorly formatted document with incorrect references, figures or tables that do not fit within page margins, etc.

Pay attention to clarity and good writing style: The overall report should be well-written and persuasive with no spelling or grammar errors. Technical aspects of the proposal are clear and easy to understand. Writing style is simple: avoid dense sentences, flowery prose, passive voice, etc.

- (1) Introduce the overall problem.
- (2) Motivate the importance of the research. For example, why is this an important problem? If you are building tools, what can these tools be used for and by who?
- (3) Provide the necessary background information on the problem.
- (4) Explain the different challenges/problems. Why is this work hard/exciting?

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This report is submitted to NYUAD's capstone repository in fulfillment of NYUAD's Computer Science major graduation requirements.

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## 2 RELATED WORK

You should cite at least 5 papers from top conferences/journals and describe their core idea in relation to your proposal/report. Provide a summary of the techniques employed. You can also cite software tools if you did a quick test of them and report on their overall performance.

A sample reference is here [1]. Make sure you include proper bibtex by downloading them from dl.acm.org for example. You can refer to multiple papers as follows [2, 3]

## 3 METHODOLOGY

### 3.1 Methods

If you implement any methods or design different algorithms, explain the intuition behind them.

- What is neat/intelligent about them?
- How do you expect them to perform?
- Why will they outperform other techniques?
- Feel free to include pseudo-code / algorithmic listings / hand-drawn sketches, etc.
- Expand on the ideas you proposed initially in the brainstorming posts. What is neat/intelligent about them? How do you expect them to perform? Why will they outperform other techniques (e.g., from a usability or performance angle)?

If you provide proofs of correctness or formulaic derivations, list the proof or the derivation and explain it in detail.

## 4 EVALUATION

- (1) How do you plan to evaluate your proposed methods? Is this a thorough evaluation process? Would there be alternatives and why may they not be applicable?
- (2) If you evaluate your preliminary methods/formulas, explain the evaluation process/experimental setup
- (3) List the hypothesis and – possibly – preliminary results.
- (4) Provide appropriate visualizations of these results.

## 5 PROJECT TIMELINE

For the seminar, provide a two semester plan on what you intend to do and what you hope to achieve. For project 1,

provide a timeline for project 2. While this plan might change, it helps to think about a plan.

## 6 BUDGET

The budgetary requests are included in USD and are well justified. This section should only be included in the Seminar and Project 1.

## 7 CONCLUSION

Conclude your proposal emphasizing its main points and contributions.

## REFERENCES

- [1] Lennart E. Nacke. 2019. How to Write CHI Papers (Third Edition). In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (Glasgow, Scotland Uk) (*CHI EA '19*). Association for Computing Machinery, New York, NY, USA, Article Paper C05, 4 pages. <https://doi.org/10.1145/3290607.3298817>
- [2] David Salesin. 2016. How to Write a SIGGRAPH Paper: A Guide to Choosing a Good Research Topic, Doing the Research, and Writing It Up. In *SIGGRAPH ASIA 2016 Courses* (Macau) (*SA '16*). Association for Computing Machinery, New York, NY, USA, Article Article 3, 103 pages. <https://doi.org/10.1145/2988458.2988471>
- [3] Stephanie Weirich. 2015. How to Write a Good Research Paper. In *Proceedings of the Programming Languages Mentoring Workshop* (Mumbai, India) (*PLMW '15*). Association for Computing Machinery, New York, NY, USA, Article Article 5, 1 pages. <https://doi.org/10.1145/2792434.2792439>