Due: April 2

The alternate project is worth 15% of final grade and is assigned to those who did not volunteer for the service learbing project.

1. There are a number of topics (i.e. novel ideas or approaches, "killer applications", etc.) that relate to "Great Ideas" in (or related to) Computing that we did not discuss in the course. Such great ideas can be past ideas that helped to make computing so universal, or can be some curent idea that you think will have a major impact. The first part of the project is to choose a reasonably well focused topic not yet discussed and briefly (say in one or two paragraphs) describe the topic and submit the project title and description for approval. Send your project title and description to bor@cs.toronto.edu In addition to the initial list of suggested topics on the web page, I will suggest some additional projects (without descriptions) below. I suggest avoiding topics (such as NP completeness, error correcting codes) which will be soon discussed and which are more technical in nature. We will allow at most two people (priority based on time of submission) to choose the (essentially) same topic.

2. The project requires a written paper of 5-10 typed pages. The paper will be graded on its content and clarity of exposition. In terms of content, the paper should include the following:

   - Any relevant historical background.
   - An informal description of any technical concepts relevant to the topic.
   - A well justified armument as to why this idea, approach, application, etc is novel (given the existing state of the art at the time) and why it did (or is expected to) have a major impact.

3. Your paper must have a bibliography and properly cite the sources you used to prepare your paper. (Please consult the University guidelines on plagarism.)

4. Finally, there will be a 10-15 minute class presentation summarizing your project that will take place during the final weel of classes.

Some possible additional topics:

- The semantic web.
- "Next generation search engines".
- HCI beyond the mouse and the keyboard.
- The influence of blogs and their impact on traditional news sources.
- Open source software.
- Computer animation and the impact on entertainment.