

## CS490 :: Course Project :: Topics (technologies)

On Thursday February 9<sup>th</sup>, each project group will be assigned a topic, a presentation date and a presentation length. (Tentatively: short: 10 minutes + 5 discussion / medium: 20+10 / long: 30+15 or guest: 20+10+15).

Each group should come prepared with their top 5 topics selected from the text, the list below, or your own topics. As the textbook has repeatedly shown, even simple and straightforward established technologies can have a huge impact on businesses (organizations). Ideally we will have a good mix of presentations, with some groups presenting more established technologies and others presenting more "cutting-edge" technologies.

We have prepared a list of possible topics (technologies) to help inspire you for ideas.

- 3D printers
- 4G software tools / Microsoft Lightswitch
- Agent-based methodologies
- Alternative fuels
- Artificial assistants (eg: siri)
- Automated planning and scheduling systems
- Biometrics
- Biotech
- Business intelligence systems
- Computing clouds (Amazon EC2)
- Data mining / machine learning
- Digital wallets
- Distributed computing (eg. hadoop / mapreduce)
- Expert Systems
- Facial and/or voice recognition
- Game theory (incl. automated auctions)
- Gamification
- GPS
- Heads-up displays
- Information retrieval
- Mobile ad-hoc networking (or VANETs)
- Motion sensors (Microsoft kinect-type sensors)
- Nanotechnology (eg: nanoelectronics)
- Next-gen HCI (eg. intelligent surfaces)
- Online education and training
- Personal area networks / wearable computers
- RFID
- Robotics (ASIMO, affordable robotics, etc.)
- Social networking
- Supercomputers / Advanced AI (eg: IBM's watson!)
- Tablets / PDAs / smartphones, etc.
- Virtual (ro)bots (chatter bots, ai bots, etc.)