

Computer Science 690A: Research Methods in Computer Science I

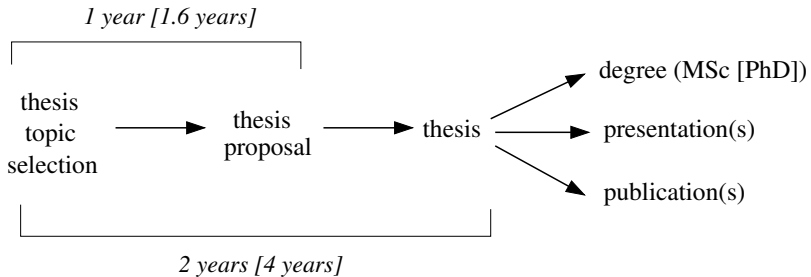
Introduction

YOUR THESIS IN PICTURES

COURSE ORGANIZATION AND WORKLOAD

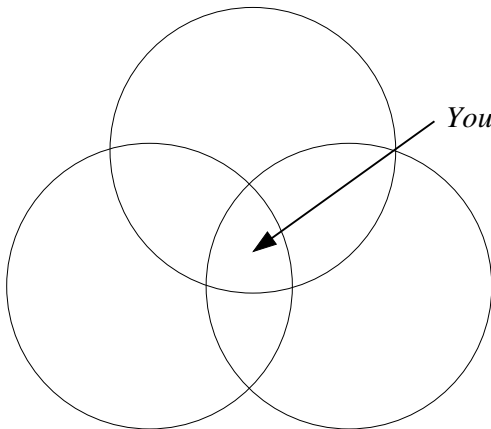
COURSE PHILOSOPHY

Your Thesis in Pictures I



Your Thesis in Pictures II

What You Can Do



You Should Be Here

What Hasn't Been Done

What's Worth Doing

Course Organization (Tentative)

- 690A
 - Giving Talks for Fun and Enlightenment
 - Technical Writing (LaTeX, xfig, SliTeX)
 - Effective Literature Search (Google Scholar)

- 690B
 - Starting Research: Selecting a Thesis Topic
 - Doing (and Surviving) Research
 - Presenting Research I: Conference Submission
 - Presenting Research II: The Joy of Peer Review
 - Presenting Research III: Conference Presentation, Attendance, and Beyond
 - Funding Research: How to Get Shown the Money

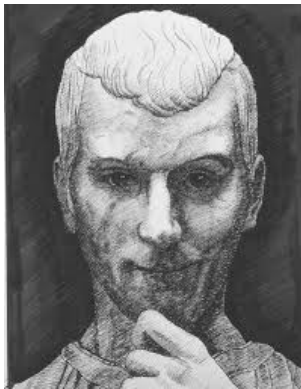
Course Workload (Tentative)

690A	• Assignments (2)	40%
	• In-class Presentation	25%
	• In-class Exam	35%
690B	• Assignments (2)	40%
	• In-class Presentation	25%
	• Course Project	35%

Course Philosophy: Paragons and Pragmatists



Mahatma Gandhi
(1869–1949)
What We Should Do



Niccolò Machiavelli
(1469–1527)
What We Actually Do

Course Philosophy: The Importance of Story

“It doesn’t have to be revolutionary
and it doesn’t have to be very difficult
but it *must* tell a story.”

— Juris Hartmanis (1928–)