

Computer Science 690A: Research Methods in Computer Science I

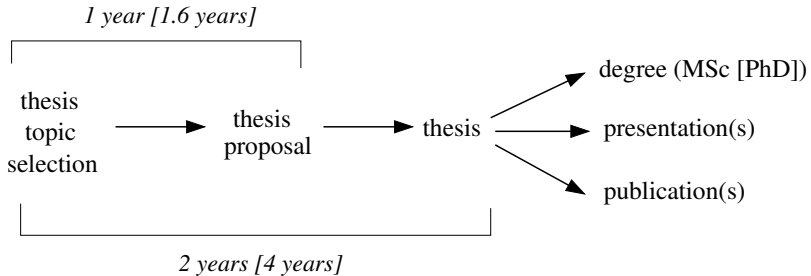
Introduction

YOUR THESIS IN PICTURES

COURSE ORGANIZATION AND WORKLOAD

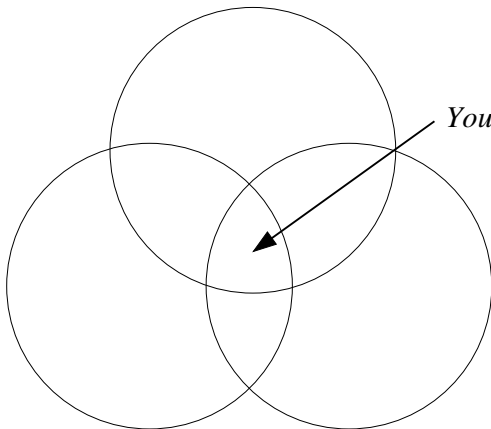
COURSE PHILOSOPHY

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

- 690A
 - Giving Talks for Fun and Enlightenment
 - Typesetting Documents: Fun with LaTeX and BibTeX
 - Effective Literature Search
 - Starting Research: An Overview

- 690B
 - Starting Research: Selecting a Thesis Topic
 - Doing (and Surviving) Research
 - Presenting Research I: The Joy of Peer Review
 - Presenting Research II: Conference Submission, Attendance, and Beyond

Evaluation Scheme

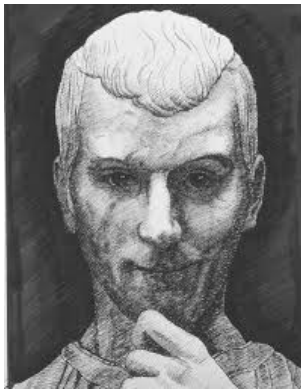
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|------|-------------------------|-----|
| 690A | • Assignments (2) | 30% |
| | • In-class Presentation | 20% |
| | • Tests (2) | 50% |
| 690B | • Assignments (2) | 40% |
| | • In-class Presentation | 20% |
| | • Course Project | 40% |

690A/B mark = (40% 690A) + (60% 690B)

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–)