Mobile computing and wireless networks is a young and dynamic field. Ubiquitous access to information, anywhere, anyplace, and anytime, will characterize whole new kinds of information systems in the 21st century. The project is intended to provide the students with an opportunity to take the initiative and develop independent research capability and creativity. In the project, students are expected to identify problems of their own interest in the field of wireless communication and mobile computing, tackle the problems from their own perspective, gain hand-on experience, and hopefully, have the fun of making their own discoveries. The project will obviously require a good deal of time and energy, imagination and hard work. For manageability, the project is divided into three parts: proposal, implementation, and demonstration. The following document sets out the project requirements, milestones, and evaluation criteria, and expected timeline.

1 Project Groups

The project may be done in groups of 1 to 2 students. Groups must be established and set prior to the project proposal submission. Once the groups are set, changing them will prove difficult.

2 Project Styles

- Systematically implement/simulate/analyze an existing approach and make big improvements
- Revise existing methods to solve new research problems
- Identify a novel research problem, and propose a creative solution

Note: the above options have increasing level of challenges, and more credits will be given to a project with a higher challenging level.

3 Project Deliverables

There are six project deliverables. These are:

1. Project Proposal (due June 15, 2015)
2. Proposal Presentation (due June 15, 2015)
3. Project Update (due July 6, 2015)
4. Project Update Presentation (due July 6, 2015)

Note: the final report must be submitted to a targeted journal before or on July 27, 2015. The paper format depends on the journal you chosen.