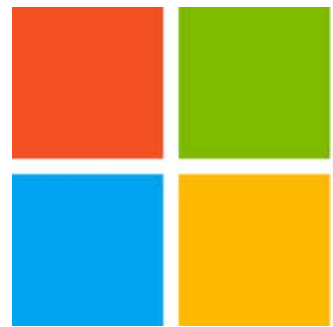


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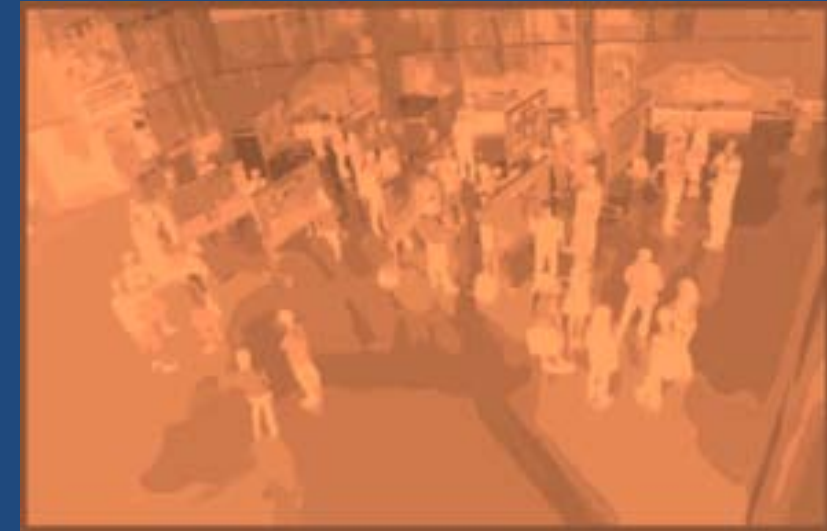
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NUS SoC Presents:



3rd STePS: The Third SoC Term Project Showcase

19 November 2013 18-22:00
@ SoC SR1/SR1 Foyer/SR3/Cerebro

<http://steps.comp.nus.edu.sg>

Programme

- 18:00 Event Starts
- 19:00 Catering (outside SR2) Opens
- 21:00 Last Call for Votes
- 21:15 Closing Ceremony
- 22:00 End

Registration


<http://bit.ly/16enVN2>

Overall Layout

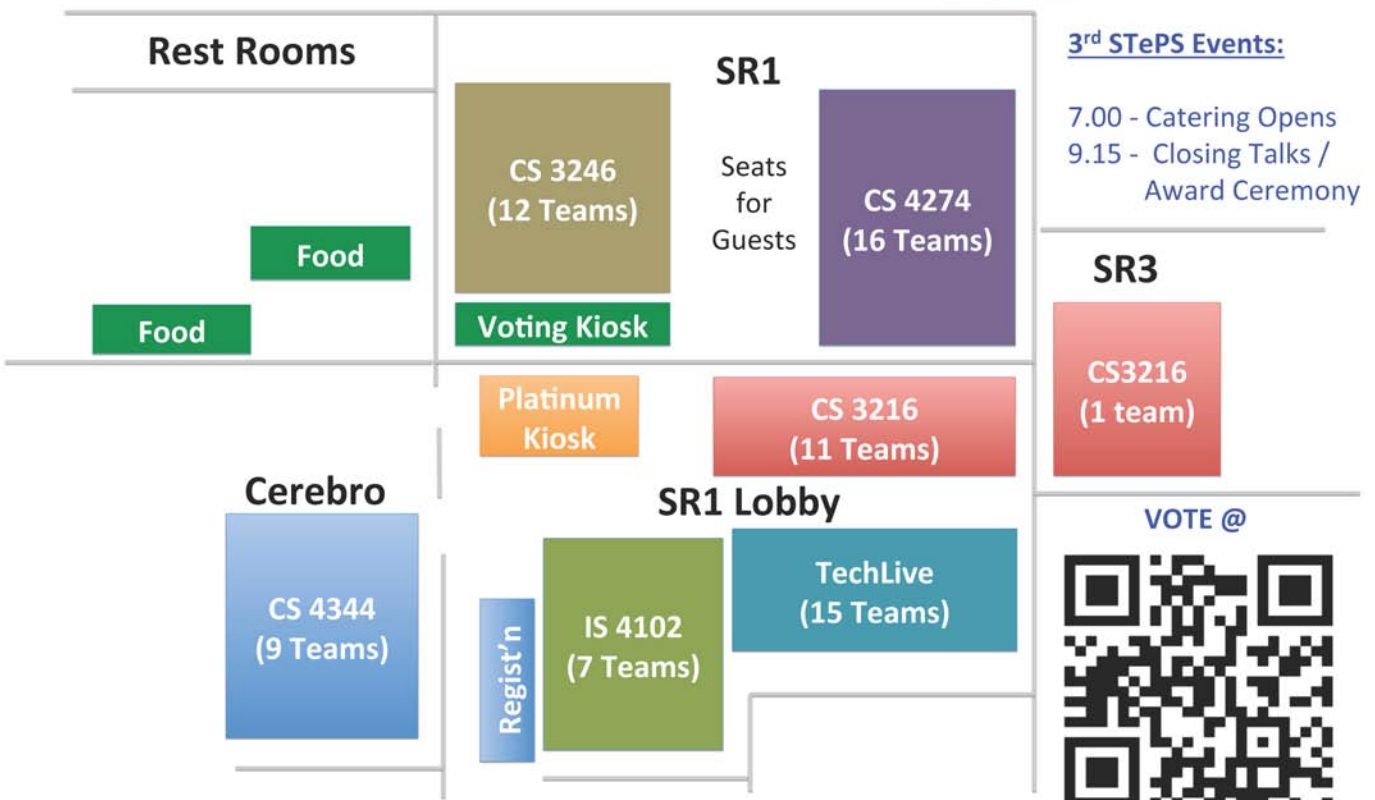
3rd STePS (COM1-Level2)Supported by  Microsoft3rd STePS Events:

7.00 - Catering Opens
9.15 - Closing Talks /
Award Ceremony

SR3

CS3216
(1 team)

VOTE @

Register @ <http://bit.ly/16enVN2>
<http://steps.comp.nus.edu.sg/voting.html>

Registration



Q: I'm interested in coming. How do I attend the event?

A: The event is open to the public. Please come! The venue is at SoC, on the 2nd floor (SR1, SR 3, Cerebro and SR1 Lobby; there will be signage). To let us know that you're coming, we'd appreciate if you can spend 2-3 minutes registering online first: <http://bit.ly/16enVN2>.

Q: Where exactly is the event anyways? I haven't been to the School of Computing in years.

A: It'll be held on the second floor of the School of Computing. Directions are available here: <http://www.comp.nus.edu.sg/maps/location.html>. A map of the venue is here: <http://steps.comp.nus.edu.sg/img/layout.html> but a more detailed map will be prepared soon and available in the navigation bar of the website.

Q: Will there be parking at the event? Where do I go to park?

A: Yes, you can park at Carpark 13 (CP13), which is right next to SoC on the map: <http://www.comp.nus.edu.sg/maps/location.html>. If you plan to leave the showcase by car before 7:30 PM, we can give you a parking voucher so that you won't have to pay fees for parking in the lot next to the School. After 7:30 PM, parking is free. You can indicate your need for a free parking voucher on the event registration form (See the above question).

Q: How long do we have to assess projects? May we do additional assessment outside of the project showcase?

A: The projects are meant to be assessed within the evening of STePS. If you wish to give additional feedback to students, please interact with the students to get their email addresses and feel free to send them additional feedback beyond what you were able to provide during the showcase.

Q: Do we have to be an expert in the course material to evaluate the projects?

A: No, not at all. Please use your own perspective and experience to guide the students about the real-world value of their work. If you can give constructive feedback that could encourage them to develop their projects further, that would be most appreciated.

Q: What's the minimum commitment in assessing projects?

A: You can just use the simple evaluation form. This form consists of a list of projects to select the top three projects in each course and simple comment fields to offer free-form comments you have about the projects. Please indicate the project-id for each free-form comment. The free-form comments will be given to the project team at a later date.

Q: If I use the more comprehensive evaluation form, do I still have to fill out a simple evaluation form?

A: Yes, please fill in a simple evaluation form to vote for top three projects in each course. This vote is important as it is the sole mechanism we use to determine prize winners. For free-form comments, you can use comprehensive evaluation form, which will be sent both to the instructor as well as the project students.

Q: How do my comments influence the results of the showcase?

A: We value industry comments very highly. We weight your industrial evaluations three times more highly than evaluations by the students to their peers. The votes from both industry as well as participants and guests will be used to determine the prize winners for the showcase. The votes do not influence the project grades, since this is the sole province of the course instructors.

Q: May I evaluate other projects than the ones that I am assigned to?

A: Yes! You are free to evaluate any additional projects beyond the ones which we have assigned you. The students are very happy to receive additional evaluation. Grades for any additional projects will also be weighted three times as heavily as peer grades given by students.

Q: May we interact with the project teams outside of the showcase?

A: Yes, you may. If you wish to do so, please take note of the students' email addresses. Feel free to offer more comments or schedule a time to meet up to students for any other purposes.

Q: May we promote our company in our discussion with project students?

A: Yes, please do! Students in the project showcase are largely undergraduate students in their final years. They are very interested in potential job offers, and may have a resume or CV ready for your perusal.

Q: If we are interested in some of the projects that the students have done, and wish to pursue licensing, who should we approach?

A: You should approach the students and the STePS coordinator, Dr. Bhojan Anand directly.

Voting Form


<http://bit.ly/17xzPaL>

TL - TechLive 2013

15 teams

TechLive 2013 is a co-located event. At TechLive 2013, attendees will be able to see demos of technologies in the data analytics, image processing and language processing spaces. Attendees will also be able to interact with the researchers behind these developments and explore opportunities for evaluation and commercialisation of the same.

Project Listings

1. 09266N: Automatic FAQ Compilation for Community-based Question Answering Archive
2. 11153N: In-Video Product Annotation with Web Information Mining
3. 12155N: A Beam-Search Decoder for Grammatical Error Correction
4. 12380N: "Magic Closet" - An Occasion-oriented Clothing Recommendation System
5. 13275N: Chinese Informal Words Detector and Microblog Segmenter
... and more on STePS website

Your Notes:

Course Assignment for Voting

First letter of your last name	Courses to vote
A-E	CS4344 & CS3246
F-J	IS4102 & CS4274
K-O	CS4274 & IS4202
P-T	CS3216 & CS4344
U-Z	CS3246 & CS3216

SR1

CS 3246 - Multimedia Content Analysis and Search CS 4274 - Multimedia & Mobile Networking

- > 3246-01: Social Media Time Machine
- > 3246-02: Show Happenings Nearby
- > 3246-03: Map-based Photo Summary
- > 3246-04: Virtual Tourist Photo
- > 3246-05: Visual Fashion Search
- > 3246-06: Home Furnishing Reco. System
- > 3246-07: Hot Images
- > 3246-08: Advanced Search Functions on Instagram
- > 3246-09: What-to-View on FaceBook
- > 3246-10: Tell Me What
- > 3246-11: People Analytic
- > 3246-12: Virtual Personal Assistant

- > 4274-01: News Butler
- > 4274-02: In-Car Detection Auto Video Recording Service
- > 4274-03: @nonymous
- > 4274-04: Contextual Aware Event Recommendation
- > 4274-05: POI-Specific Activity Processing and Programming
- > 4274-06: Smart and Silent App
- > 4274-07: Run My Way
- > 4274-08: Cuisine Sniffer
- > 4274-09: Auto Silencer
- > 4274-10: Nom Nom Well! - a hassle-free calories calculator
- > 4274-11: Phone Finder
- > 4274-12: Smart Indoor Localization
- > 4274-13: Indoor Location Change Detector
- > 4274-14: Refining Location Update Techniques
- > 4274-15: Point Action Area Information Provider
- > 4274-16: Lost 'N' Found

Vote online: <http://bit.ly/17xzPaL>
Or go to SR1 to key in your votes

CS 4274 – Multimedia & Mobile Networking

42 students in 16 teams

Mobile phone is becoming more pervasive and yet capable of supporting many applications traditionally only suitable for desktops or laptops. However, the technologies developed for conventional networked computing involved mostly relatively static devices may not be entirely relevant to mobile computing. This course aims to identify and study their differences in terms of system requirements focusing on the enabling networking technologies for mobile multimedia computing with the following objectives in mind: (i) understand the characteristics, system and user requirements of mobile multimedia systems, and the driving forces for the convergent of mobile computing and multimedia computing, (ii) understand the working principles of the key enabling technologies – various networks, mobile devices and software support - for mobile multimedia computing, and (iii) develop problem solving methodology and skills through a practical term project in mobile multimedia applications.

Project Descriptions

The term project is an integral part of the course that carries the same weight as the classroom book work. Most projects fall into the areas of mobile computing with varying theme each year. In this year, the students focus on developing events driven applications involving activities of mobile users. Students are expected to propose their own projects and develop a prototype to demonstrate the feasibility of the key idea. They learn how to identify and define a problem, and develop methodology and skills to solve their respective problem and manage the project as a team. To prepare them for the term projects, all students will go through an intensive coaching period, in which they learn some

essential background knowledge, attending programming workshop to beef up their programming capabilities, attending brainstorming sessions to finalize their project ideas. Subsequently each team works independently (programming consultation will be provided to them) to execute and ready the project for a formal evaluation (written report and oral presentation).

Platform: The development platform for the term project this year is Android and the software development environment include Android SDK, a proprietary indoor localization service and an android tasks-plugin platform for event-driven tasks and their integration with the applications.

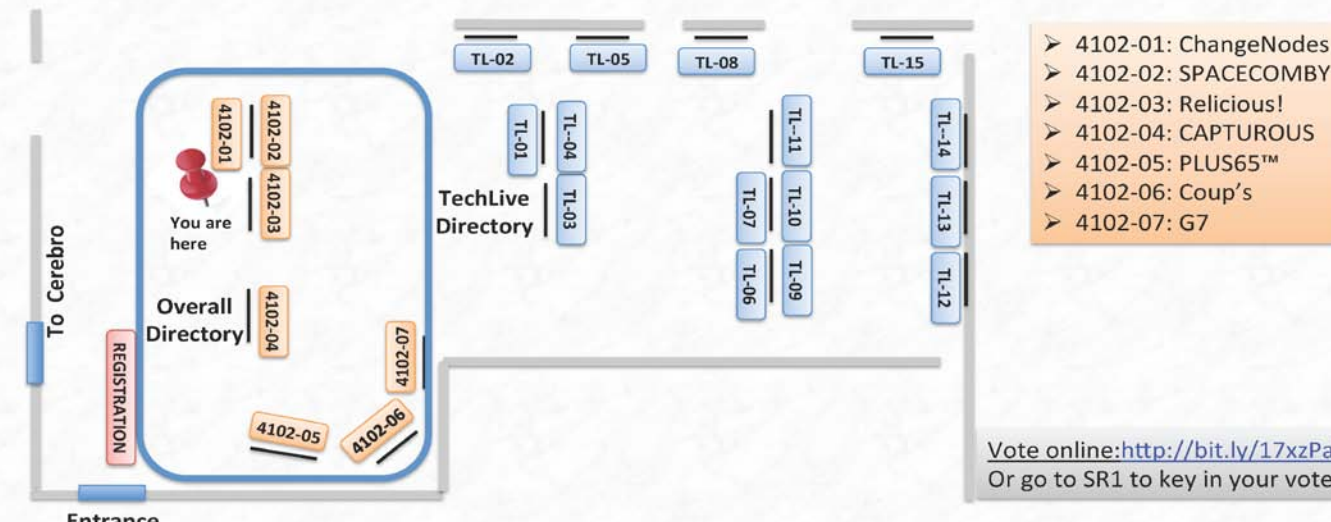
Project Listings

1. **4274-01: News Butler**
by Chong Yun Long, Thian Chang Yi Benjamin
2. **4274-02: In-Car Detection Auto Video Recording Service**
by Ng Kian Long Roger, Chen Chi
3. **4274-03: @nonymous**
by Daniyar Kosmukhanbetov, John Goh, Luk Ming Kit
4. **4274-04: Contextual Aware Event Recommendation**
by Koh Poh Chiat, Chua Wei Ting
5. **4274-05: POI-Specific Activity Processing and Programming**
by Heng Wen Hui, Chan Eاون Wai Benedicta, Chio Yi Li
6. **4274-06: Smart and Silent App**
by Ganesh S/O Mariappa, Khairul Anwar B Abdul Aziz
7. **4274-07: Run My Way**
by Liu Yaguang, Wan Wenli, Hu Yang
8. **4274-08: Cuisine Sniffer**
by Ivan Reinaldo, Edrick Rudy Putra
9. **4274-09: Auto Silencer**
by Tan Wee Kwan, Hue Zi Xian, Hu Qiang
10. **4274-10: Nom Nom Well! - a hassle-free calories calculator**
by Teh Qin Chuan, Lim Seok Min, Ng Sok Cheng Priscilla
11. **4274-11: Phone Finder**
by Cham Tung Ming, Chow Da Wei, Dennis Fung Kwan Tat
12. **4274-12: Smart Indoor Localization**
by Zhou Xiaochuang, Wang Jun
13. **4274-13: Indoor Location Change Detector**
by Dale Chrislene Mathews Prabhakaran, Zhang Haoqiang, Janice Chow Wen Xian
14. **4274-14: Refining Location Update Techniques**
by Dinh Hoang Phuong Thao, Quek Pei Xian Samantha, Nguyen Trung Hieu
15. **4274-15: Point Action Area Information Provider**
by Daniel Gunnarsson, Ken Phuoc Dang Khoa, Adrian Alan Pol
16. **4274-16: Lost 'N' Found**
by Neha Chhabra, Sathiya Coimbatore Viswanathan

Vote online for the top three projects in each course @ <http://bit.ly/17xzPaL>
or go to SR1 to key in your votes!

SR1/lower lobby

IS 4102- E-Business Capstone Project TL – TechLive Projects



IS 4102 – E-Business Capstone Project

38 students in 07 teams

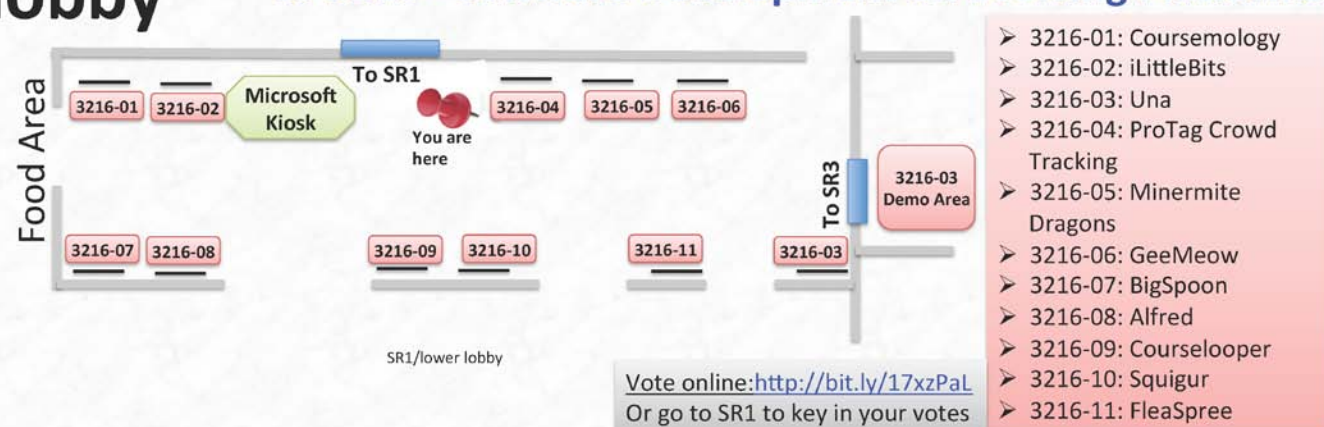
IS4102 is a project-based non-examination module with minimum instructional guidance. In this module, students are required to complete a team-based large scale e-business system. Emphasis will be placed on system design, user interface design, database design, security strategy, and performance.

Project Listings

1. **4102-01: ChangeNodes**
by Ang Xin Xiang, Choy Yong Wei Donovan, Chua Bo Si, Gan Guoxiong Dominic, Suen Chun Lung Rax, Thian Jiahui
2. **4102-02: SPACECOMBY**
by Chia Chek How, Chin Jia Yi Evelyn, Choo Jin Wen, Eugene Tay Kuan Yong, Goh Wei Xing, Pearlyn Tan Shi Hui
3. **4102-03: Relicious!**
by Chan Yik Cheung, Chua Wen Qian, Ho Shuyi Cally, Dixon Tioh, Woo Chin Chuan, Xavier, Xu Lu
4. **4102-04: CAPTUROUS**
by Chng Pei Sze, Kong Wen Bin, Lee Kok Meng, S Jai Kishan, Seah Guo Hua, Zann Low Wei Xin
5. **4102-05: PLUS65™**
by Aloysius Clement, Lee Lai Sheng, Peh Chin Hua Marcus, Roger Wong, Yeo Chee Wei Raymond, Yang Jianxiang
6. **4102-06: Coup's**
by Cheng WeiSheng, Clovis Tan Choon Kiat, Chua Ming Howe, Lee Jun Hong, Tan Wei Ting, Yeo Yi Nah
7. **4102-07: G7**
by Ng Li Sheng, Goh Qixiang

SR1/upper lobby

CS 3216 - Software Development on Evolving Platforms



CS 3216 – Software Development on Evolving Platforms

45 students in 11 teams

In this course, students will learn to create Internet applications on the latest social networking platforms.

Project Listings

1. **3216-01: Coursemology**
by Chen Minqi, Cheng Zhi Kai Jerome, Joel Low Wor On, Muhammad Fazli Bin Sapuan
2. **3216-02: iLittleBits**
by Ang Civics, Chua Chong Yun, Chen Zeyu, Wei Cui
3. **3216-03: Una**
by Le Viet Tien, Soedarsono, Soon Chun Mun, Tay Yang Shun
4. **3216-04: ProTag Crowd Tracking**
by Qing Cheng, Wu Pei Henry, Jiang Yaoxuan, Cao Sheng
5. **3216-05: Minermite Dragons**
by Nicholas Kwan, Ang Aik Siang, Teoh Zetong
6. **3216-06: GeeMeow**
by Chua Keng Lee Hendy, Ng Joon Kiat Steve, Genevieve Leng Ker Ching, Chua Wei Kuan
7. **3216-07: BigSpoon**
by Shubham Goyal, Wang Gaoxiang, Yang Zhixing, Yos Riady, Chen Liang
8. **3216-08: Alfred**
by Benjamin Yap Yan Han, Huynh Van Quang, Chinab Chugh, Tan Kuan Yan
9. **3216-09: CourseLooper**
by Muhammad Muneer B Gulam M, Yeo Kheng Meng, Yeow Kai Yao, Vishnu Prem, Wang Boyang
10. **3216-10: Squigur**
by Henry Chua Hong Beng, John Goh Choo Ern, Tay Xiu Li Jenna, Ivan Poon Kah Meng
11. **3216-11: FleaSpree**
by Benedict Liang Junjie, Camillus Gerard Cai, Eu Beng Hee, Lim Keng Kiat

CS 3246 – Multimedia Content Analysis and Search

26 students in 12 teams

The emergence of WWW, smart mobile devices and social networks has revolutionised the way we communicate, create, disseminate, and consume information. This has ushered in a new era of communications that involves complex information exchanges and user relationships. This module aims to provide students with a good understanding of the social network phenomena and computational skills for analysing the complex social relation networks between users, the contents they shared, and the ways contents and events are perceived and propagated through the social networks. The analysis will provide better understanding of the concerns and interests of users, and uncover live and emerging events that will affect the community.

Aim: To think through a useful image search application/system on the Web or on mobile device, and implement it using existing technologies.

Project Listings

1. **3246-01: Social Media Time Machine**
by Lim Yuan Qing, Riandy
2. **3246-02: Show Happenings Nearby**
by Chin Yong Wei, Quek Pei Xian Samantha
3. **3246-03: Map-based Photo Summary**
by Chen Xukun, Liu Tuo
4. **3246-04: Virtual Tourist Photo**
by Ho Tuan Duong, Vu Phuc Tho
5. **3246-05: Visual Fashion Search**
by Peng Jun, Yang Zhixing, Hu Qiang
6. **3246-06: Home Furnishing Recommendation System**
by Eric Yulianto, Zhang Haoqiang
7. **3246-07: Hot Images**
by Liu Jin
8. **3246-08: Advanced Search Functions on Instagram**
by Wong Yong Jie, Tan Siok Huang Sarah
9. **3246-09: What-to-View on FaceBook**
by Chiong Yao Sheng Eugene, Kek Yan Rong
10. **3246-10: Tell Me What**
by Fong Qian Loon Tonny, Chan Min Feng, Chew Sin Chien
11. **3246-11: People Analytic**
by Lee Si Wei William, David Heryanto
12. **3246-12: Virtual Personal Assistant**
by Lim Wei Chee, Antonius Christian Wijaya, Amy Yehyun Lee

Vote online for the top three projects in each course @ <http://bit.ly/17xzPaL>
or go to SR1 to key in your votes!

Cerebro@Soc

CS 4344 - Networked and Mobile Gaming

- 4344-01: Fun Jump
- 4344-02: Unbelievable Flag Rage
- 4344-03: S/ash
- 4344-04: Kollidiert
- 4344-05: KnockOut
- 4344-07: Puzzle Bubble
- 4344-08: Zoo-Manic
- 4344-09: Save Her!
- 4344-10: nanowar

Vote online: <http://bit.ly/17xzPaL>
Or go to SR1 to key in your votes

CS 4344 – Networked and Mobile Gaming

33 students in 10 teams

This module aims at providing students with a deep understanding of various technical issues pertaining to the development of networked games and mobile games. Students will be exposed to concepts from distributed system, operating systems, security and cryptography, networking and embedded systems. In particular, issues such as game server architectures (mirrored, centralized, peer-to-peer etc.), consistency management (bucket synchronization, dead reckoning etc.), interest management, scalability to large number of clients, cheat prevention and detection, and power management will be discussed.

Project Descriptions

In this open-ended project, students work in a team of 3-4 to develop a real-time multiplayer game of their own design, using HTML5 and Javascript for both the Web and the mobile platform. Platform: Web and (Android or iOS or Windows Mobile or Blackberry).

Project Listings

1. **4344-01: Fun Jump**
by Dinh Hoang Phuong Thao, Sathish s/o Ramani, Hu Qiang
2. **4344-02: Unbelievable Flag Rage**
by Chen Fei, Syed Ali bin Abdullah Aljunied, Cham Tung Ming
3. **4344-03: S/ash**
by He Junwei, Liu Qi, Murali Srirangam Ramanujam

Vote online for the top three projects in each course @ <http://bit.ly/17xzPaL>
or go to SR1 to key in your votes!

4. **4344-04: Kollidiert**
by Tan Yu Kai, Nguyen Trung Hieu, Lim Seok Min, Anshuman Wadhera
5. **4344-05: KnockOut**
by Luk Ming Kit, Quek Pei Xian Samantha, Xu Juntang"
6. **4344-06: Eggplosion** [will not be displayed this sem]
by Teh Qin Chuan, Tan Wen Bin Jeremy, Daniyar Kosmukhanbetov
7. **4344-07: Puzzle Bubble**
by Chen Juncheng, Kwan Yong Kang Nicholas, Jiao Jingping
8. **4344-08: Zoo-Manic**
by Yang Yao Choong Richard, Tran Phuoc Dang Khoa, Zhang Haoqiang, Goh Bing Hiang Edwin
9. **4344-09: Save Her!**
by Wong Hong Wei, Ng Sok Cheng Priscilla, Wu Xianqun, Hue Zi Xian
10. **4344-10: nanowar**
by Le Hoang Quyen, Peng Jun, Zhong Qing

Your Notes: