CAPSTONE PROJECT

The CAPSTONE TEAM

CAPSTONE PROJECT

the high point : crowning achievement



CAPSTONE PROJECT

CORE SUMMER COURSE

The CAPSTONE TEAM

THE CITY IN NEED OF STARTUPS



~ 100 STARTUPS ARE EXPECTED TO FILL NEW INDUSTRIAL PARK SPACES

EMERGING TECH SCENE

STARTUP AS A THESIS – 4^{TH} YEAR IN YOUR OWN COMPANY



MORE ABOUT THIS IN THE SECOND LECTURE

EMERGING TECH SCENE

7 WEEKS 1 - PROJECT / 03.06 - 27.07



AI – OPEN SOURCE – EXPERTS LEVERAGE IT ALL TO BUILD YOUR PROJECT

SCOPE and PROJECT SCALE

Al and OPEN SOURCE

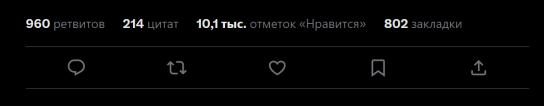


heard something like this 3 times this week:

"our recent grads are now much more productive than people who have worked here for years because they've really learned how to use ChatGPT".

Перевести твит

1:11 АМ · 21 апр. 2023 г. · 1,7 млн просмотров



UNIQUE OPPORTUNITIES

PICK ONE OF THE TIERS FOR YOUR PROJECT

WEB, MOBILE, ML OF C PERSONAL track YOUR PROJECT SHOULD BELONG TO THIS TIERS

- 1 PROJECT PER TEAM (5 OR 7 PEOPLE)
- DIFFERENT TEAMS CAN WORK ON SAME PROBLEMS
- DIFFERENT ASPECTS OF ONE PROJECT CAN BE BUILT BY DIFFERENT TEAMS
- FOR THE PERSONAL TRACK YOUR PROJECT SHOULD BE PUBLIC, NO NDA, CLEAR PERSONAL CONTRIBUTION, REPORTING



MVP or a PROTOTYPE



MVP – PROTOTYPE EXAMPLES:

- **1: FUNCTIONING BOOKING SERVICE**
- 2: V-LLM based app
- **3: WEB STORE**
- 4: LOCAL EVENTS DISCOVERY platform

... you name it!



PRODUCT, SERVICE or a PROBLEM - BUISNESS YOUR PROJECT SHOULD AIM AND CONSIDER:

SCIENTIFIC HUMANITARIAN

- **HIGH SOCIAL UTILITY** •
- **DEFINED CUSTOMER DOMAIN** •
- TIME, RESOURCE AND SCOPE CONSTRAINTS •



YOU CAN USE GENERATIVE AI

SO, THE BAR IS HIGHER



CHARITY – BUILD SOMETHING FOR LOCAL MUSEUMS, NON-COMMERCIAL ORG'S, ETC

HUMANITARIAN

BUILD YOUR PORTFOLIO / SHOW YOUR SKILLS



WHILE BUILDING YOUR TEAM THINGS YOU MIGHT THINK IN PRIOR

- MAKE A TEAM WITH DIVERSE SKILLS
- DIVISION OF LABOR
- SET THE RULES OF INTERACTION MAJORITY VOTE/LEAD DECISION / FREERIDE HANDLING



TO TRY AND FAIL IS OK! THINGS TO CONSIDER

TO IMMITATE WORK IS NOT!

THINGS NOT TO CONSIDER



PROJECT TIMELINE: WEEKLY DELIVERABLES

• WEEK ONE - PITCHING IDEAS, BUILDING THE TEAM, DEFINING THE VALUE PROPOSITION

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- WEEK TWO CHOOSING THE TECH STACK, DESIGNING THE ARCHITECTURE
- WEEK THREE DEVELOPING THE FIRST PROTOTYPE, CREATING THE PRIORITY LIST
- WEEK FOUR TESTING AND ITERATING, NARROWING THE SCOPE
- WEEK FIVE COLLECTING FEEDBACK, REFINING THE PRODUCT
- WEEK SIX PREPARING FOR FINAL PRESENTATION, PACKAGING
- WEEK SEVEN MVP/PROTOTYPE PRESENTATION, EVALUATING THE RESULTS



FEEDBACK, REFLECTION, ACTION HOW TO REPORT ON YOUR PROJECT

- WE WILL SETUP THE PROJECT WEBSITE WHERE EACH WEEK YOUR TEAM WILL BE TASKED TO REPORT ON CURRENT PROGRESS, LATEST EVERY FRIDAY EVENING
- WE WILL PROVIDE YOU WITH FEEDBACK AND MAKE SUGGESTIONS ON YOUR PROJECT
- ALL TEAMS CAN SEE ALL REPORTS / MODIFY THEIR PROJECTS ON THE BASIS OF THIS REPORTS
- EVERY WEEK WE WILL HAVE A LECTURE/MEETING WORKING THROUGH PAIN POINTS



GRADING CRITERIA 100 POINTS MAX **60 points – PROGRESS REPORTS 40 points – FINAL DEMO**



BUILDING ON CAPSTONE PROJECT WAS A SUCCESS?

- CONTINUATION MAKE SURE THAT YOUR PROJECT WILL BE FEASIBLE AFTER CAPSTONE
- MENTORSHIP FIND MENTORS FROM THE FACULTY OR INDUSTRY
- LEADERSHIP BUILD YOUR TEAM FURTHER RECRUIT MORE ENGINEERS

FUTURE PROGRESS



INSTRUCTIONS WILL BE PUBLISHED ON OUR SHARED BLOG EVERY WEEK, PUBLISH THEIR PROGRESS IN THE BRANCH WE WILL EVALUATE YOUR REPORT AND GIVE FEEDBACK WE'LL HAVE WEEKLY MEETINGS WITH TEAMS

DELIVERABLES FOR THE WEEK ONE

QUESTIONS?

INSTRUCTIONS ARE ONLINE

VISIT CAPSTONE.INNOPOLIS.UNIVERSITY

DELIVERABLES FOR THE WEEK