

CAPSTONE PROJECT



The CAPSTONE TEAM

CAPSTONE PROJECT

the high point : crowning achievement



The CAPSTONE TEAM

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 – 4TH YEAR IN YOUR OWN COMPANY



**MORE ABOUT
THIS IN THE
SECOND LECTURE**



EMERGING TECH SCENE

7 WEEKS

1 - PROJECT / 03.06 - 27.07



DURATION

AI - OPEN SOURCE - EXPERTS

LEVERAGE IT ALL TO BUILD YOUR PROJECT



SCOPE and PROJECT SCALE

AI and OPEN SOURCE



Sam Altman

@sama



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 AM · 21 апр. 2023 г. · **1,7 млн** просмотров

960 ретвитов **214** цитат **10,1 тыс.** отметок «Нравится» **802** закладки



 **UNIQUE OPPORTUNITIES**

PICK ONE OF
THE TIERS FOR
YOUR PROJECT

WEB, MOBILE, ML or a 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**



TIERS

MVP or a PROTOTYPE



GOAL

MVP – PROTOTYPE EXAMPLES:

1: FUNCTIONING BOOKING SERVICE

2: V-LLM based app

3: WEB STORE

4: LOCAL EVENTS DISCOVERY platform

... you name it!



GOAL

PRODUCT, SERVICE or a PROBLEM –

SCIENTIFIC
BUSINESS
HUMANITARIAN

YOUR PROJECT SHOULD AIM AND CONSIDER:

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



GUIDELINES

YOU CAN USE GENERATIVE AI

SO, THE BAR IS HIGHER



NOTE

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

HUMANITARIAN

- BUILD YOUR **PORTFOLIO** / SHOW YOUR SKILLS



CHARITY



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**



TEAM BUILDING

TO TRY AND FAIL IS OK!

THINGS TO CONSIDER

TO IMMITATE WORK IS NOT!

THINGS NOT TO CONSIDER



NOTE



PROJECT TIMELINE:

WEEKLY DELIVERABLES

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



ROADMAP



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**



LEARNING



GRADING CRITERIA 100 POINTS MAX

60 points – PROGRESS REPORTS

40 points – FINAL DEMO



EVALUATION



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



WEEK ONE

WHAT TO DO?

**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](https://capstone.innopolis.university)



DELIVERABLES FOR THE WEEK