

Title

Concise, descriptive, and specific enough to signal the main idea.

Background / Context

Why is this topic relevant? Place it in the broader research or application landscape.

Research Question(s) / Goals

What should the student aim to achieve or answer? Define the intended outcome, not just the activity.

Approach / Methods

Outline possible methodologies (e.g., experimental study, prototyping, simulation, literature review, data analysis). Keep it flexible enough for adaptation.

Expected Contributions / Outcomes

Clarify what counts as a “good result” (prototype, evaluation, algorithm, comparative study, etc.). This helps students understand scope.

Required Skills / Prerequisites

List programming languages, frameworks, or conceptual knowledge that will be important.

Possible Extensions (optional)

Ideas for students who want to go further.

Further Reading / Starting Literature

1–3 key papers, books, or tutorials that give a head start.