**CS 2310 Xiaoyu Ge**

**10/29/2013**

**Project Title：**Real Social Experience Computing

**Project Description：**

 The final goal of this project is to create a platform which can allow industry organizations, such as companies or Non-Profit Organization to post their current project or challenges on the platform, and students can login to the platform to take look those projects provide by industry. If there is a project that currently looking for students, and the student meets the requirements of this project, this student can apply for the project and experiencing the feeling of solving real world problem. This approach can greatly increase students’ real world experience. As well as, a good chance for companies and organizations to demonstrate their work to the general society, moreover for some organizations this platform may really help them to solve some problems which those organizations are facing right now. Some project can even have sponsors so students working on a certain project can get financial aids.

 However due to the size of the project and the limited amounts of time, the final goal is too high, therefore the actual goal of this project is to investigate and invent a few patterns, for both industry and students, and to demonstrate how the system will work by implement a web interface to allow indusial and students to get a feeling of the platform.

**Deliverables**：

**o What might be accomplished by MS2:**

 The patterns for both industry and students should be completely defined, and hopefully part of the website interface can be accomplished.

**o What might be accomplished by Project Demo:**

 Completely define all patterns for this project, as well as a well-finished web interface for the “Real Social Experience Computing” platform.

 The application will be run under the Developer's SIS testbed to select and fine-tune its algorithm.

**o Plan B:**

 In case some extraordinary conditions prevent me from accomplishing all objectives, the minimally tasks can be accomplished should be at least same as the second milestone.