MATH 113 PROJECT GUIDELINES AND DEADLINES

1. Guidelines

The final project consists of two parts: a report section and a creative section.

The Report Section. This portion of the project should be the equivalent of 1-2 pages typed, single-spaced. In this section you should:

(1) Give an overview of the outside material you learned for your project. This should *not* just consist of a list of theorems; you must also give some explanation of the meaning of the theorems and how they fit together. Proofs should almost certainly be omitted unless directly relevant to the creative section.
(2) Give a full list of the references you used.
(3) *Not* use flowery prose or long introductory paragraphs. Think of this as a science report where the goal is to convey as much information as possible.

If not relevant to your project (i.e. if you decided to investigate a problem that we already knew the tools for) you can omit or shorten the report section and add length to the creative section.

The Creative Section. This portion of the project should be the equivalent of 1-2 pages typed, single-spaced. In this section you should do some or all of the following:

(1) Describe your own examples of the phenomena from the report section, and give an analysis of these examples.
(2) Give your own creative applications of the material from the report section.
(3) Describe your own conjecture about the material from the report section, as well as your progress on that conjecture.
(4) Write a program that implements algorithms or ideas from the report section.
(5) Create visual models that illustrate the ideas from the report section (it's up to you to decide how much "written length" a visual model counts for).
(6) Do your own creative things.

The Project Overall. Overall the project should be the equivalent of 3-4 pages typed, single-spaced. The project should be at least 50% your own creative input.

2. Deadlines

Deadline	Date
Submit Topic Choice	Friday, July 31st, 6 PM
Project Due	Thursday, August 13th, 12 PM.