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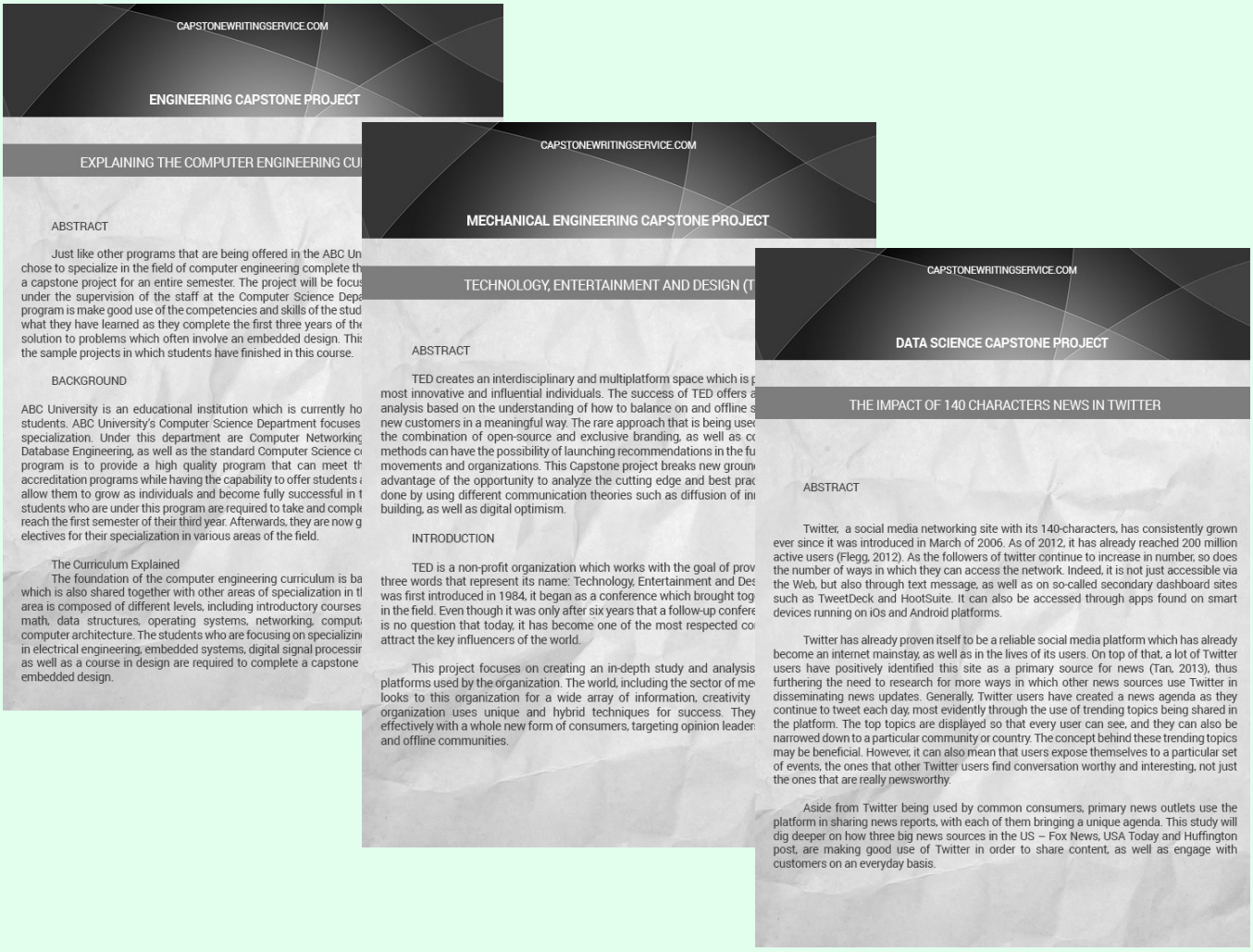

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ENGINEERING CAPSTONE PROJECT

EXPLAINING THE COMPUTER ENGINEERING CU

ABSTRACT

Just like other programs that are being offered in the ABC Un chose to specialize in the field of computer engineering complete th a capstone project for an entire semester. The project will be focus under the supervision of the staff at the Computer Science Depa program is make good use of the competencies and skills of the stud what they have learned as they complete the first three years of the solution to problems which often involve an embedded design. This the sample projects in which students have finished in this course.

BACKGROUND

ABC University is an educational institution which is currently ho students. ABC University's Computer Science Department focuses specialization. Under this department are Computer Networking Database Engineering, as well as the standard Computer Science c program is to provide a high quality program that can meet th accreditation programs while having the capability to offer students a allow them to grow as individuals and become fully successful in t students who are under this program are required to take and comple reach the first semester of their third year. Afterwards, they are now g electives for their specialization in various areas of the field.

The Curriculum Explained

The foundation of the computer engineering curriculum is ba which is also shared together with other areas of specialization in th area is composed of different levels, including introductory courses math, data structures, operating systems, networking, computa computer architecture. The students who are focusing on specializin in electrical engineering, embedded systems, digital signal processir as well as a course in design are required to complete a capstone embedded design.

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MECHANICAL ENGINEERING CAPSTONE PROJECT

TECHNOLOGY, ENTERTAINMENT AND DESIGN (T

ABSTRACT

TED creates an interdisciplinary and multiplatform space which is p most innovative and influential individuals. The success of TED offers a analysis based on the understanding of how to balance on and offline s new customers in a meaningful way. The rare approach that is being usec the combination of open-source and exclusive branding, as well as co methods can have the possibility of launching recommendations in the fu movements and organizations. This Capstone project breaks new groun advantage of the opportunity to analyze the cutting edge and best prac done by using different communication theories such as diffusion of in building, as well as digital optimism.

INTRODUCTION

TED is a non-profit organization which works with the goal of prov three words that represent its name: Technology, Entertainment and Des was first introduced in 1984, it began as a conference which brought tog in the field. Even though it was only after six years that a follow-up confere is no question that today, it has become one of the most respected co attract the key influencers of the world.

This project focuses on creating an in-depth study and analysis platforms used by the organization. The world, including the sector of me looks to this organization for a wide array of information, creativity organization uses unique and hybrid techniques for success. They effectively with a whole new form of consumers, targeting opinion leader and offline communities.

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DATA SCIENCE CAPSTONE PROJECT

THE IMPACT OF 140 CHARACTERS NEWS IN TWITTER

ABSTRACT

Twitter, a social media networking site with its 140-characters, has consistently grown ever since it was introduced in March of 2006. As of 2012, it has already reached 200 million active users (Flegg, 2012). As the followers of twitter continue to increase in number, so does the number of ways in which they can access the network. Indeed, it is not just accessible via the Web, but also through text message, as well as on so-called secondary dashboard sites such as TweetDeck and HootSuite. It can also be accessed through apps found on smart devices running on iOs and Android platforms.

Twitter has already proven itself to be a reliable social media platform which has already become an internet mainstay, as well as in the lives of its users. On top of that, a lot of Twitter users have positively identified this site as a primary source for news (Tan, 2013), thus furthering the need to research for more ways in which other news sources use Twitter in disseminating news updates. Generally, Twitter users have created a news agenda as they continue to tweet each day, most evidently through the use of trending topics being shared in the platform. The top topics are displayed so that every user can see, and they can also be narrowed down to a particular community or country. The concept behind these trending topics may be beneficial. However, it can also mean that users expose themselves to a particular set of events, the ones that other Twitter users find conversation worthy and interesting, not just the ones that are really newsworthy.

Aside from Twitter being used by common consumers, primary news outlets use the platform in sharing news reports, with each of them bringing a unique agenda. This study will dig deeper on how three big news sources in the US – Fox News, USA Today and Huffington post, are making good use of Twitter in order to share content, as well as engage with customers on an everyday basis.

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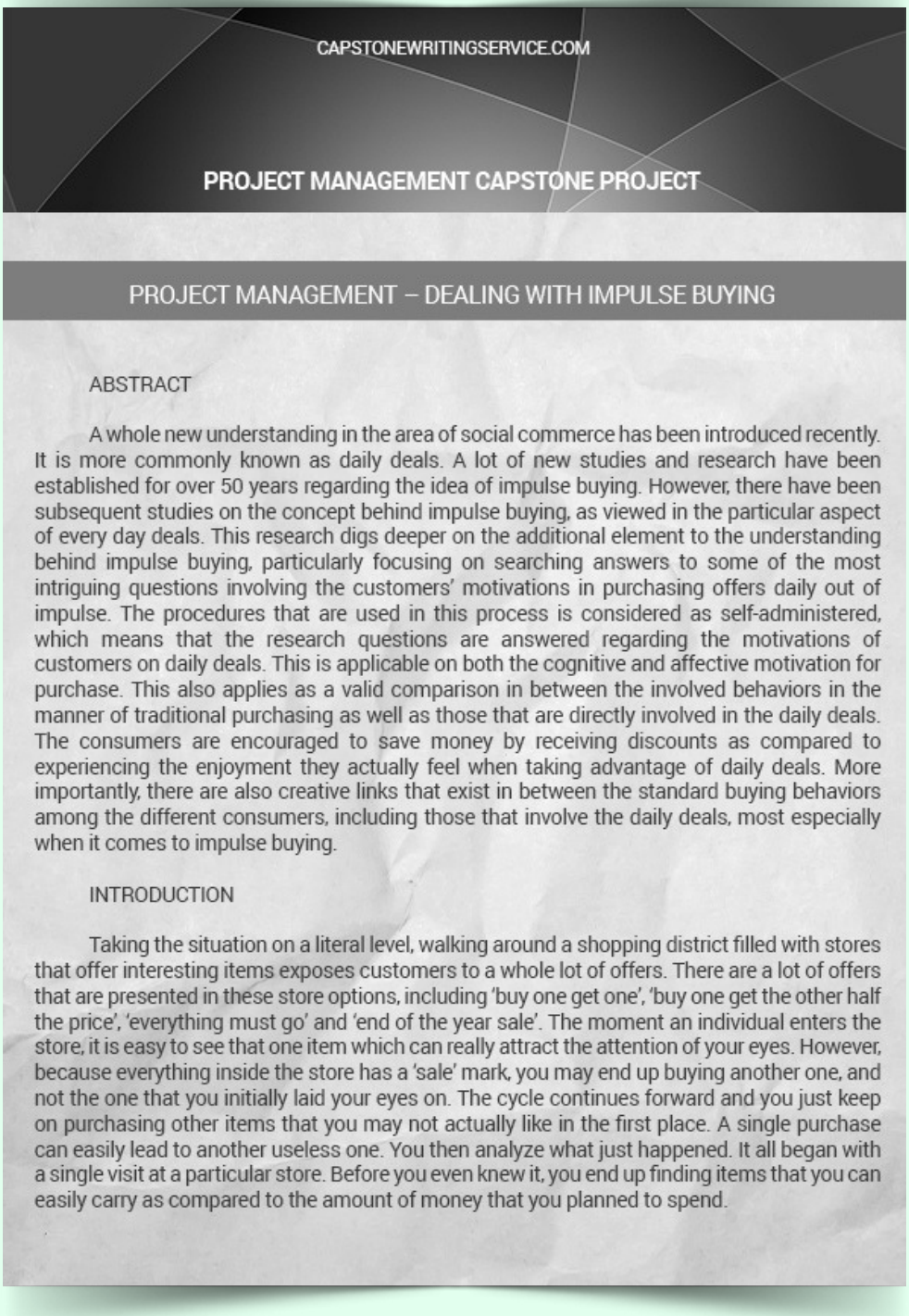

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PROJECT MANAGEMENT CAPSTONE PROJECT

PROJECT MANAGEMENT – DEALING WITH IMPULSE BUYING

ABSTRACT

A whole new understanding in the area of social commerce has been introduced recently. It is more commonly known as daily deals. A lot of new studies and research have been established for over 50 years regarding the idea of impulse buying. However, there have been subsequent studies on the concept behind impulse buying, as viewed in the particular aspect of every day deals. This research digs deeper on the additional element to the understanding behind impulse buying, particularly focusing on searching answers to some of the most intriguing questions involving the customers' motivations in purchasing offers daily out of impulse. The procedures that are used in this process is considered as self-administered, which means that the research questions are answered regarding the motivations of customers on daily deals. This is applicable on both the cognitive and affective motivation for purchase. This also applies as a valid comparison in between the involved behaviors in the manner of traditional purchasing as well as those that are directly involved in the daily deals. The consumers are encouraged to save money by receiving discounts as compared to experiencing the enjoyment they actually feel when taking advantage of daily deals. More importantly, there are also creative links that exist in between the standard buying behaviors among the different consumers, including those that involve the daily deals, most especially when it comes to impulse buying.

INTRODUCTION

Taking the situation on a literal level, walking around a shopping district filled with stores that offer interesting items exposes customers to a whole lot of offers. There are a lot of offers that are presented in these store options, including 'buy one get one', 'buy one get the other half the price', 'everything must go' and 'end of the year sale'. The moment an individual enters the store, it is easy to see that one item which can really attract the attention of your eyes. However, because everything inside the store has a 'sale' mark, you may end up buying another one, and not the one that you initially laid your eyes on. The cycle continues forward and you just keep on purchasing other items that you may not actually like in the first place. A single purchase can easily lead to another useless one. You then analyze what just happened. It all began with a single visit at a particular store. Before you even knew it, you end up finding items that you can easily carry as compared to the amount of money that you planned to spend.

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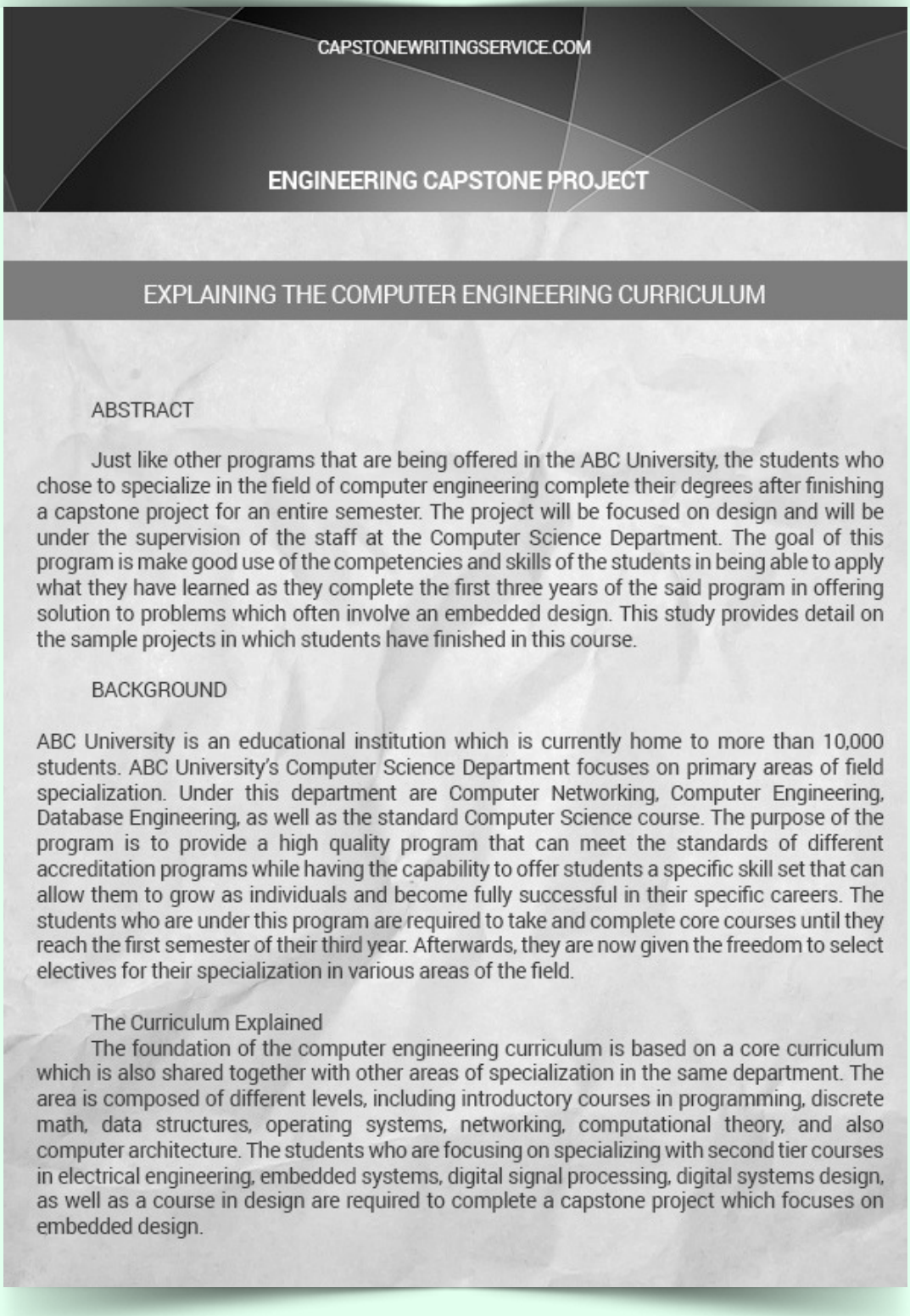

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ENGINEERING CAPSTONE PROJECT

EXPLAINING THE COMPUTER ENGINEERING CURRICULUM

ABSTRACT

Just like other programs that are being offered in the ABC University, the students who chose to specialize in the field of computer engineering complete their degrees after finishing a capstone project for an entire semester. The project will be focused on design and will be under the supervision of the staff at the Computer Science Department. The goal of this program is make good use of the competencies and skills of the students in being able to apply what they have learned as they complete the first three years of the said program in offering solution to problems which often involve an embedded design. This study provides detail on the sample projects in which students have finished in this course.

BACKGROUND

ABC University is an educational institution which is currently home to more than 10,000 students. ABC University's Computer Science Department focuses on primary areas of field specialization. Under this department are Computer Networking, Computer Engineering, Database Engineering, as well as the standard Computer Science course. The purpose of the program is to provide a high quality program that can meet the standards of different accreditation programs while having the capability to offer students a specific skill set that can allow them to grow as individuals and become fully successful in their specific careers. The students who are under this program are required to take and complete core courses until they reach the first semester of their third year. Afterwards, they are now given the freedom to select electives for their specialization in various areas of the field.

The Curriculum Explained

The foundation of the computer engineering curriculum is based on a core curriculum which is also shared together with other areas of specialization in the same department. The area is composed of different levels, including introductory courses in programming, discrete math, data structures, operating systems, networking, computational theory, and also computer architecture. The students who are focusing on specializing with second tier courses in electrical engineering, embedded systems, digital signal processing, digital systems design, as well as a course in design are required to complete a capstone project which focuses on embedded design.

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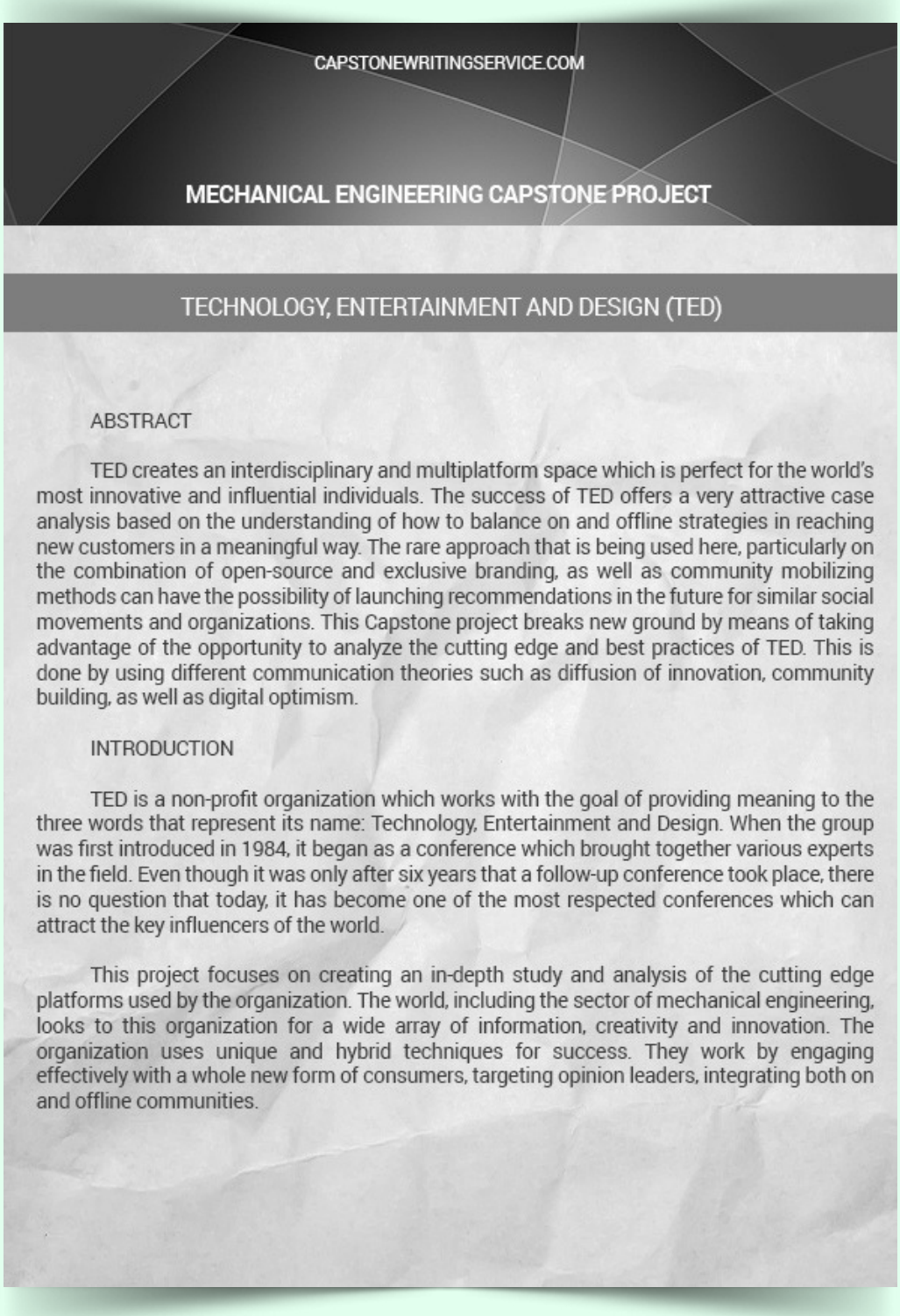

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MECHANICAL ENGINEERING CAPSTONE PROJECT

TECHNOLOGY, ENTERTAINMENT AND DESIGN (TED)

ABSTRACT

TED creates an interdisciplinary and multiplatform space which is perfect for the world's most innovative and influential individuals. The success of TED offers a very attractive case analysis based on the understanding of how to balance on and offline strategies in reaching new customers in a meaningful way. The rare approach that is being used here, particularly on the combination of open-source and exclusive branding, as well as community mobilizing methods can have the possibility of launching recommendations in the future for similar social movements and organizations. This Capstone project breaks new ground by means of taking advantage of the opportunity to analyze the cutting edge and best practices of TED. This is done by using different communication theories such as diffusion of innovation, community building, as well as digital optimism.

INTRODUCTION

TED is a non-profit organization which works with the goal of providing meaning to the three words that represent its name: Technology, Entertainment and Design. When the group was first introduced in 1984, it began as a conference which brought together various experts in the field. Even though it was only after six years that a follow-up conference took place, there is no question that today, it has become one of the most respected conferences which can attract the key influencers of the world.

This project focuses on creating an in-depth study and analysis of the cutting edge platforms used by the organization. The world, including the sector of mechanical engineering, looks to this organization for a wide array of information, creativity and innovation. The organization uses unique and hybrid techniques for success. They work by engaging effectively with a whole new form of consumers, targeting opinion leaders, integrating both on and offline communities.

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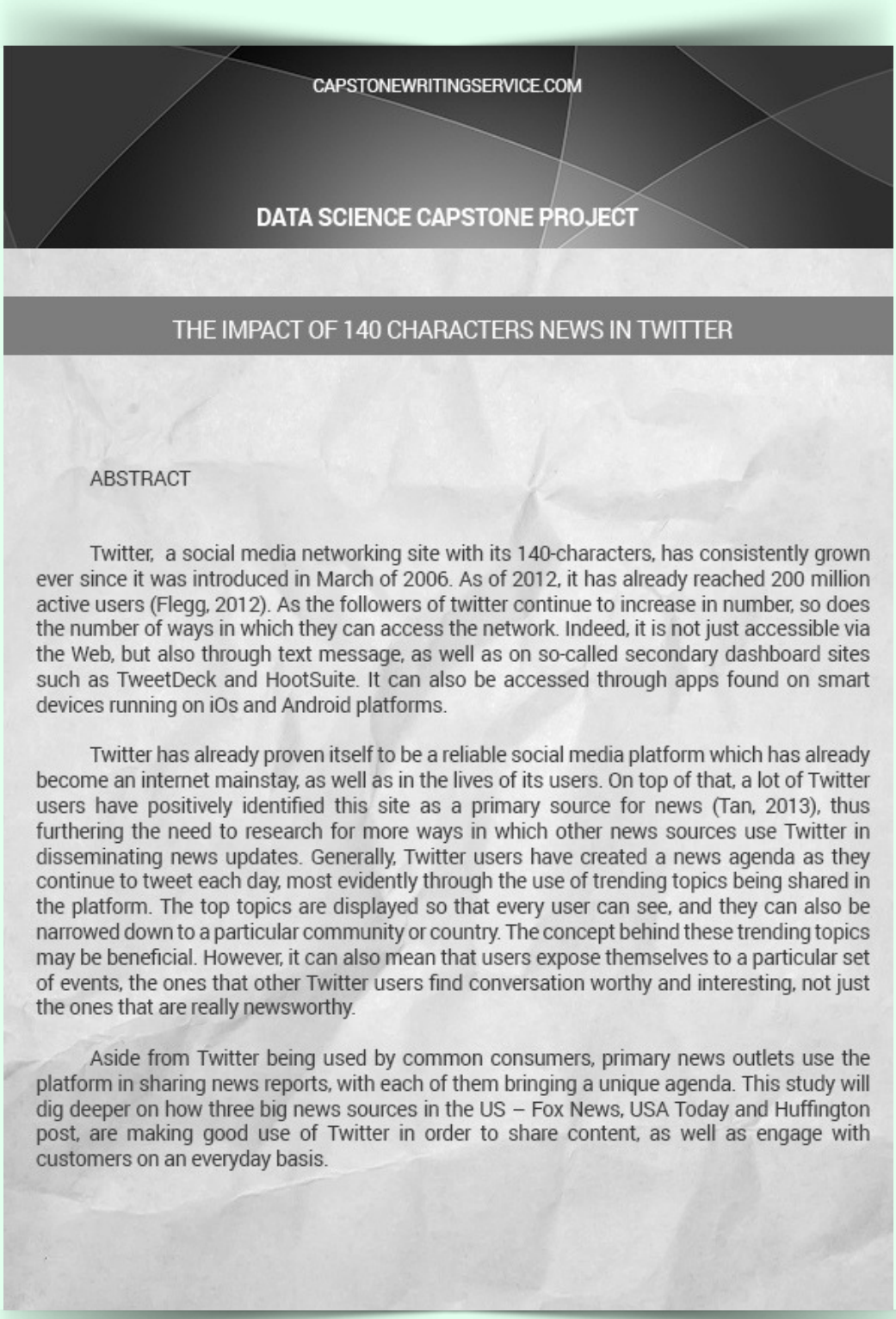

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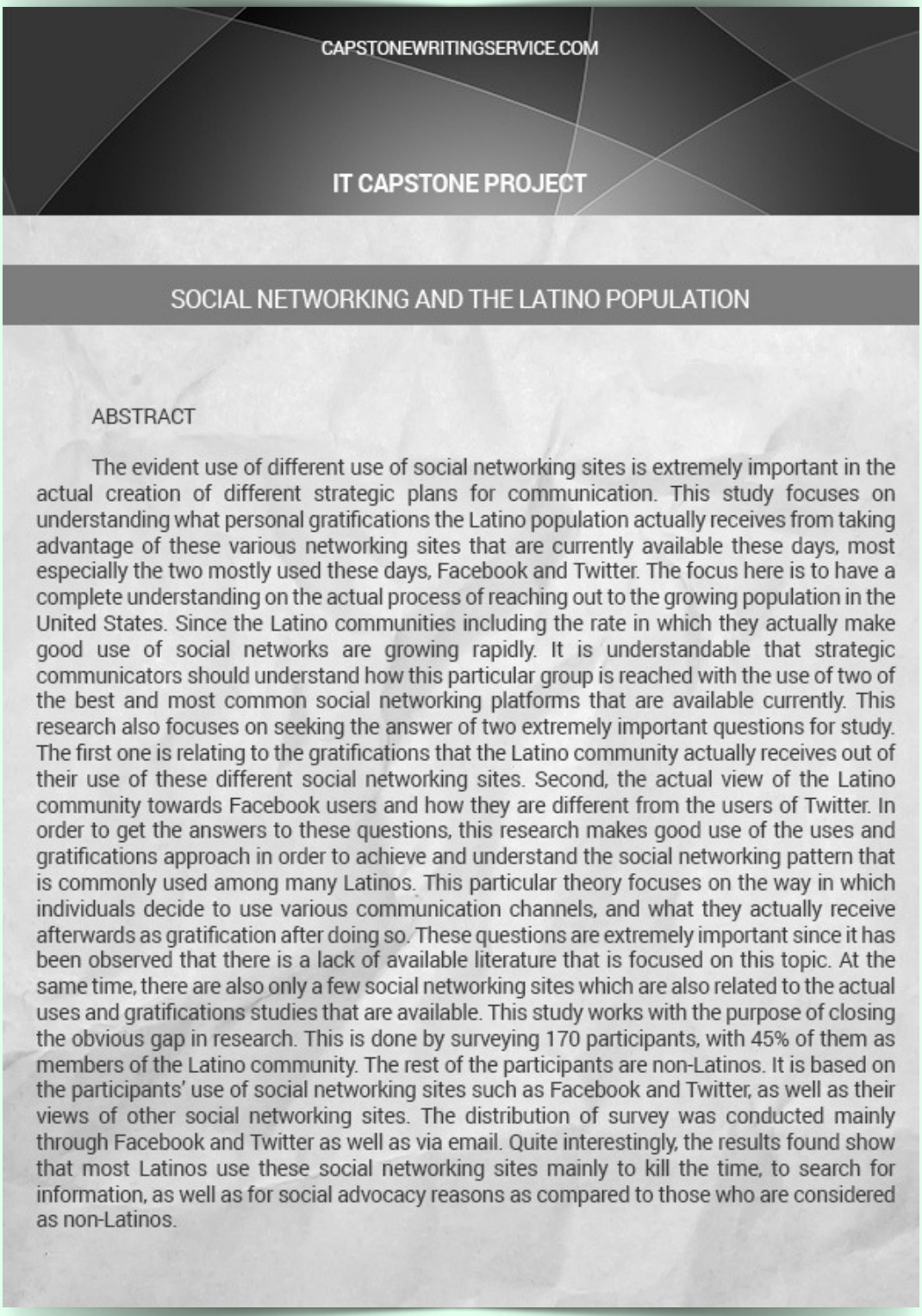

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IT CAPSTONE PROJECT

SOCIAL NETWORKING AND THE LATINO POPULATION

ABSTRACT

The evident use of different use of social networking sites is extremely important in the actual creation of different strategic plans for communication. This study focuses on understanding what personal gratifications the Latino population actually receives from taking advantage of these various networking sites that are currently available these days, most especially the two mostly used these days, Facebook and Twitter. The focus here is to have a complete understanding on the actual process of reaching out to the growing population in the United States. Since the Latino communities including the rate in which they actually make good use of social networks are growing rapidly. It is understandable that strategic communicators should understand how this particular group is reached with the use of two of the best and most common social networking platforms that are available currently. This research also focuses on seeking the answer of two extremely important questions for study. The first one is relating to the gratifications that the Latino community actually receives out of their use of these different social networking sites. Second, the actual view of the Latino community towards Facebook users and how they are different from the users of Twitter. In order to get the answers to these questions, this research makes good use of the uses and gratifications approach in order to achieve and understand the social networking pattern that is commonly used among many Latinos. This particular theory focuses on the way in which individuals decide to use various communication channels, and what they actually receive afterwards as gratification after doing so. These questions are extremely important since it has been observed that there is a lack of available literature that is focused on this topic. At the same time, there are also only a few social networking sites which are also related to the actual uses and gratifications studies that are available. This study works with the purpose of closing the obvious gap in research. This is done by surveying 170 participants, with 45% of them as members of the Latino community. The rest of the participants are non-Latinos. It is based on the participants' use of social networking sites such as Facebook and Twitter, as well as their views of other social networking sites. The distribution of survey was conducted mainly through Facebook and Twitter as well as via email. Quite interestingly, the results found show that most Latinos use these social networking sites mainly to kill the time, to search for information, as well as for social advocacy reasons as compared to those who are considered as non-Latinos.

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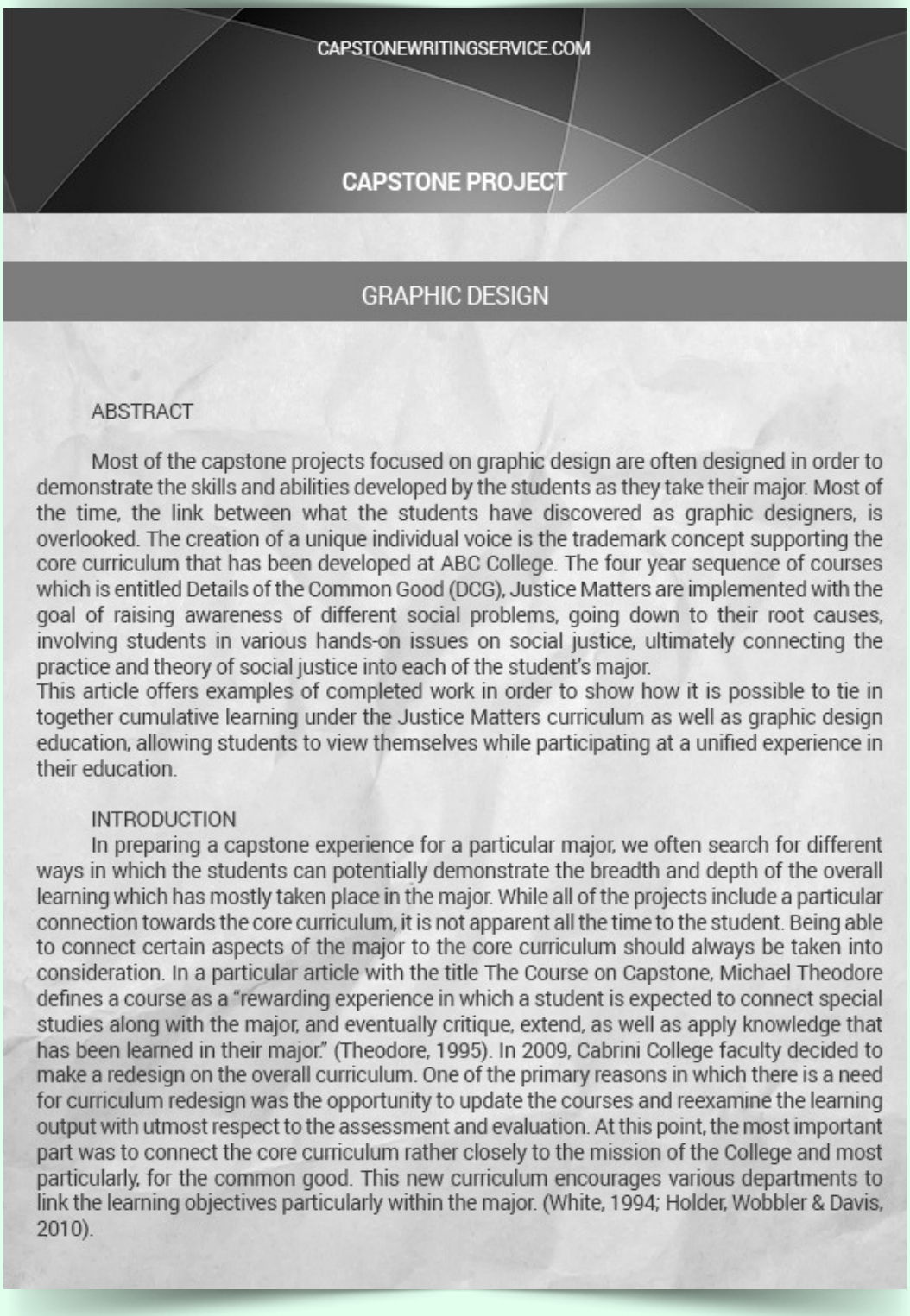

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CAPSTONE PROJECT

GRAPHIC DESIGN

ABSTRACT

Most of the capstone projects focused on graphic design are often designed in order to demonstrate the skills and abilities developed by the students as they take their major. Most of the time, the link between what the students have discovered as graphic designers, is overlooked. The creation of a unique individual voice is the trademark concept supporting the core curriculum that has been developed at ABC College. The four year sequence of courses which is entitled Details of the Common Good (DCG), Justice Matters are implemented with the goal of raising awareness of different social problems, going down to their root causes, involving students in various hands-on issues on social justice, ultimately connecting the practice and theory of social justice into each of the student's major.
This article offers examples of completed work in order to show how it is possible to tie in together cumulative learning under the Justice Matters curriculum as well as graphic design education, allowing students to view themselves while participating at a unified experience in their education.

INTRODUCTION

In preparing a capstone experience for a particular major, we often search for different ways in which the students can potentially demonstrate the breadth and depth of the overall learning which has mostly taken place in the major. While all of the projects include a particular connection towards the core curriculum, it is not apparent all the time to the student. Being able to connect certain aspects of the major to the core curriculum should always be taken into consideration. In a particular article with the title The Course on Capstone, Michael Theodore defines a course as a "rewarding experience in which a student is expected to connect special studies along with the major, and eventually critique, extend, as well as apply knowledge that has been learned in their major." (Theodore, 1995). In 2009, Cabrini College faculty decided to make a redesign on the overall curriculum. One of the primary reasons in which there is a need for curriculum redesign was the opportunity to update the courses and reexamine the learning output with utmost respect to the assessment and evaluation. At this point, the most important part was to connect the core curriculum rather closely to the mission of the College and most particularly, for the common good. This new curriculum encourages various departments to link the learning objectives particularly within the major. (White, 1994; Holder, Wobbler & Davis, 2010).

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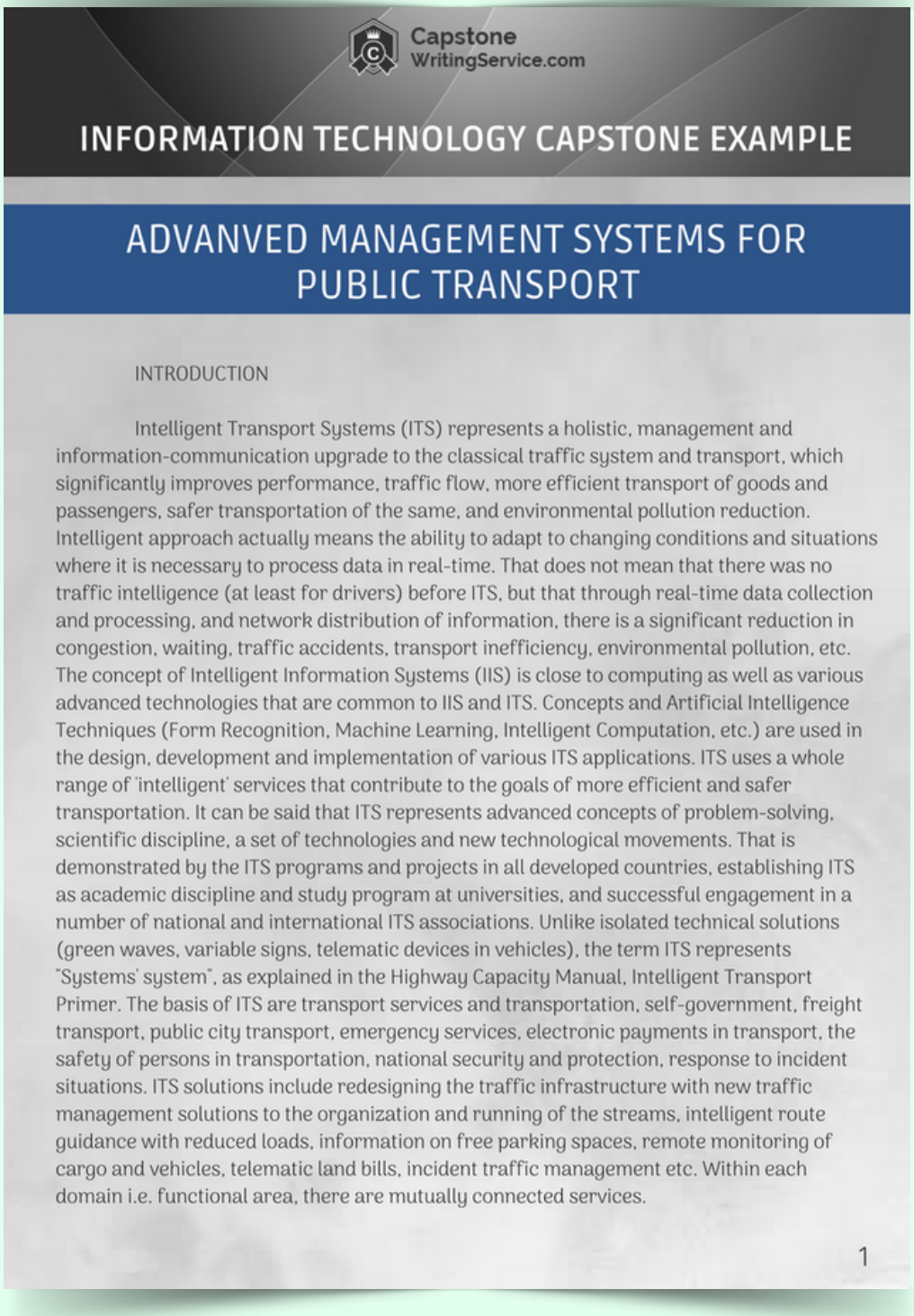

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INFORMATION TECHNOLOGY CAPSTONE EXAMPLE

ADVANVED MANAGEMENT SYSTEMS FOR PUBLIC TRANSPORT

INTRODUCTION

Intelligent Transport Systems (ITS) represents a holistic, management and information-communication upgrade to the classical traffic system and transport, which significantly improves performance, traffic flow, more efficient transport of goods and passengers, safer transportation of the same, and environmental pollution reduction. Intelligent approach actually means the ability to adapt to changing conditions and situations where it is necessary to process data in real-time. That does not mean that there was no traffic intelligence (at least for drivers) before ITS, but that through real-time data collection and processing, and network distribution of information, there is a significant reduction in congestion, waiting, traffic accidents, transport inefficiency, environmental pollution, etc. The concept of Intelligent Information Systems (IIS) is close to computing as well as various advanced technologies that are common to IIS and ITS. Concepts and Artificial Intelligence Techniques (Form Recognition, Machine Learning, Intelligent Computation, etc.) are used in the design, development and implementation of various ITS applications. ITS uses a whole range of 'intelligent' services that contribute to the goals of more efficient and safer transportation. It can be said that ITS represents advanced concepts of problem-solving, scientific discipline, a set of technologies and new technological movements. That is demonstrated by the ITS programs and projects in all developed countries, establishing ITS as academic discipline and study program at universities, and successful engagement in a number of national and international ITS associations. Unlike isolated technical solutions (green waves, variable signs, telematic devices in vehicles), the term ITS represents "Systems' system", as explained in the Highway Capacity Manual, Intelligent Transport Primer. The basis of ITS are transport services and transportation, self-government, freight transport, public city transport, emergency services, electronic payments in transport, the safety of persons in transportation, national security and protection, response to incident situations. ITS solutions include redesigning the traffic infrastructure with new traffic management solutions to the organization and running of the streams, intelligent route guidance with reduced loads, information on free parking spaces, remote monitoring of cargo and vehicles, telematic land bills, incident traffic management etc. Within each domain i.e. functional area, there are mutually connected services.

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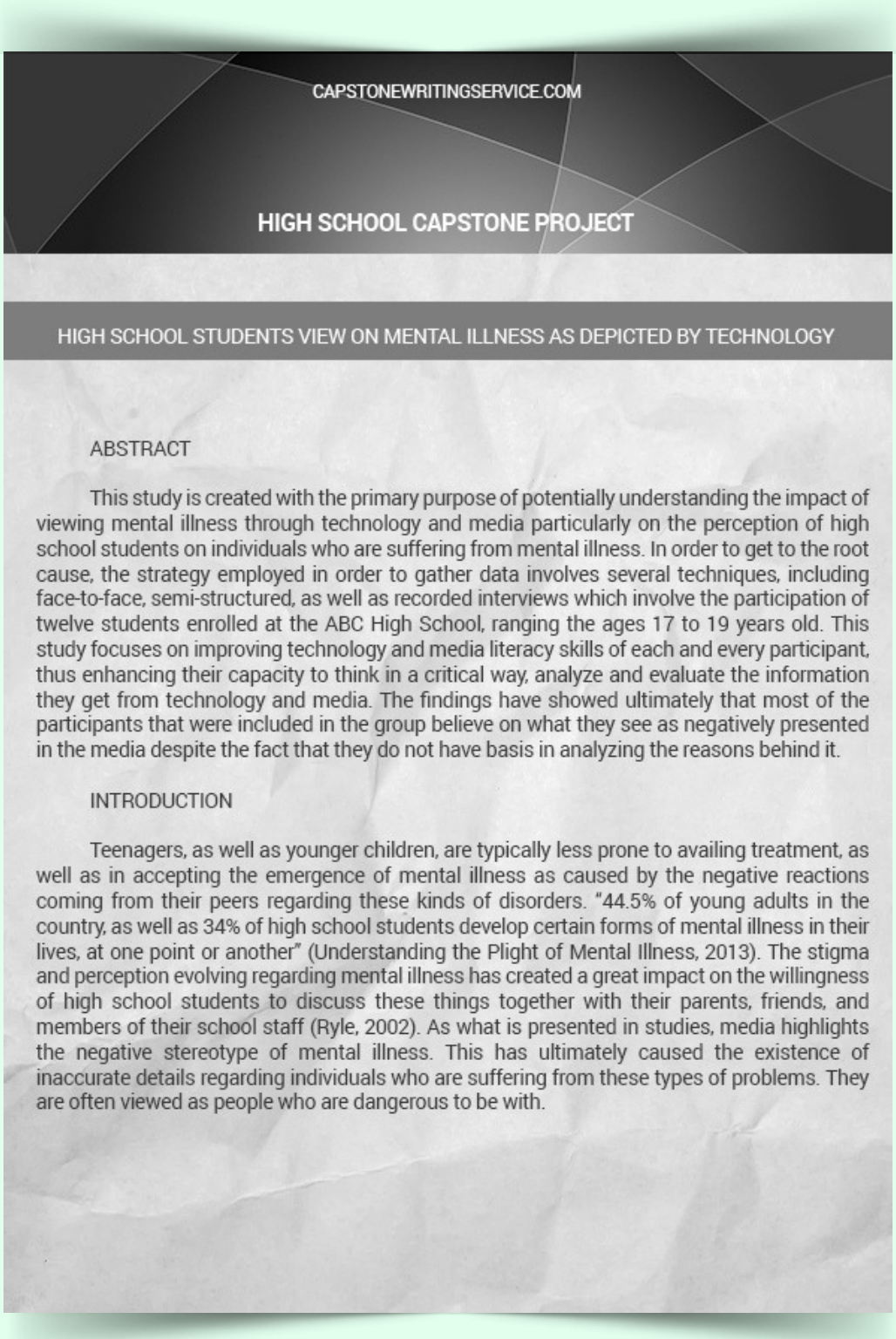

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HIGH SCHOOL CAPSTONE PROJECT

HIGH SCHOOL STUDENTS VIEW ON MENTAL ILLNESS AS DEPICTED BY TECHNOLOGY

ABSTRACT

This study is created with the primary purpose of potentially understanding the impact of viewing mental illness through technology and media particularly on the perception of high school students on individuals who are suffering from mental illness. In order to get to the root cause, the strategy employed in order to gather data involves several techniques, including face-to-face, semi-structured, as well as recorded interviews which involve the participation of twelve students enrolled at the ABC High School, ranging the ages 17 to 19 years old. This study focuses on improving technology and media literacy skills of each and every participant, thus enhancing their capacity to think in a critical way, analyze and evaluate the information they get from technology and media. The findings have showed ultimately that most of the participants that were included in the group believe on what they see as negatively presented in the media despite the fact that they do not have basis in analyzing the reasons behind it.

INTRODUCTION

Teenagers, as well as younger children, are typically less prone to availing treatment, as well as in accepting the emergence of mental illness as caused by the negative reactions coming from their peers regarding these kinds of disorders. "44.5% of young adults in the country, as well as 34% of high school students develop certain forms of mental illness in their lives, at one point or another" (Understanding the Plight of Mental Illness, 2013). The stigma and perception evolving regarding mental illness has created a great impact on the willingness of high school students to discuss these things together with their parents, friends, and members of their school staff (Ryle, 2002). As what is presented in studies, media highlights the negative stereotype of mental illness. This has ultimately caused the existence of inaccurate details regarding individuals who are suffering from these types of problems. They are often viewed as people who are dangerous to be with.

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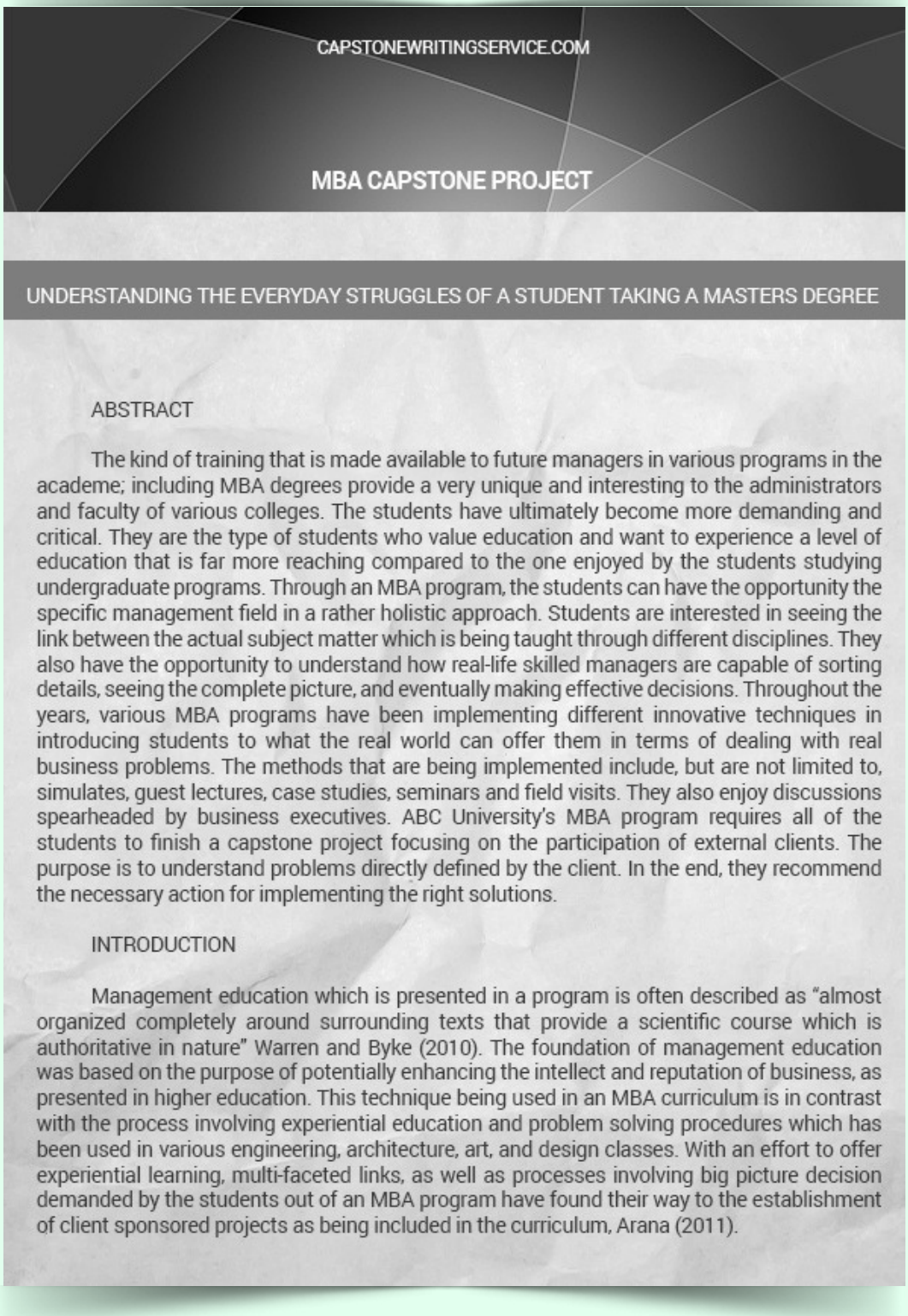

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MBA CAPSTONE PROJECT

UNDERSTANDING THE EVERYDAY STRUGGLES OF A STUDENT TAKING A MASTERS DEGREE

ABSTRACT

The kind of training that is made available to future managers in various programs in the academe; including MBA degrees provide a very unique and interesting to the administrators and faculty of various colleges. The students have ultimately become more demanding and critical. They are the type of students who value education and want to experience a level of education that is far more reaching compared to the one enjoyed by the students studying undergraduate programs. Through an MBA program, the students can have the opportunity the specific management field in a rather holistic approach. Students are interested in seeing the link between the actual subject matter which is being taught through different disciplines. They also have the opportunity to understand how real-life skilled managers are capable of sorting details, seeing the complete picture, and eventually making effective decisions. Throughout the years, various MBA programs have been implementing different innovative techniques in introducing students to what the real world can offer them in terms of dealing with real business problems. The methods that are being implemented include, but are not limited to, simulates, guest lectures, case studies, seminars and field visits. They also enjoy discussions spearheaded by business executives. ABC University's MBA program requires all of the students to finish a capstone project focusing on the participation of external clients. The purpose is to understand problems directly defined by the client. In the end, they recommend the necessary action for implementing the right solutions.

INTRODUCTION

Management education which is presented in a program is often described as "almost organized completely around surrounding texts that provide a scientific course which is authoritative in nature" Warren and Byke (2010). The foundation of management education was based on the purpose of potentially enhancing the intellect and reputation of business, as presented in higher education. This technique being used in an MBA curriculum is in contrast with the process involving experiential education and problem solving procedures which has been used in various engineering, architecture, art, and design classes. With an effort to offer experiential learning, multi-faceted links, as well as processes involving big picture decision demanded by the students out of an MBA program have found their way to the establishment of client sponsored projects as being included in the curriculum, Arana (2011).

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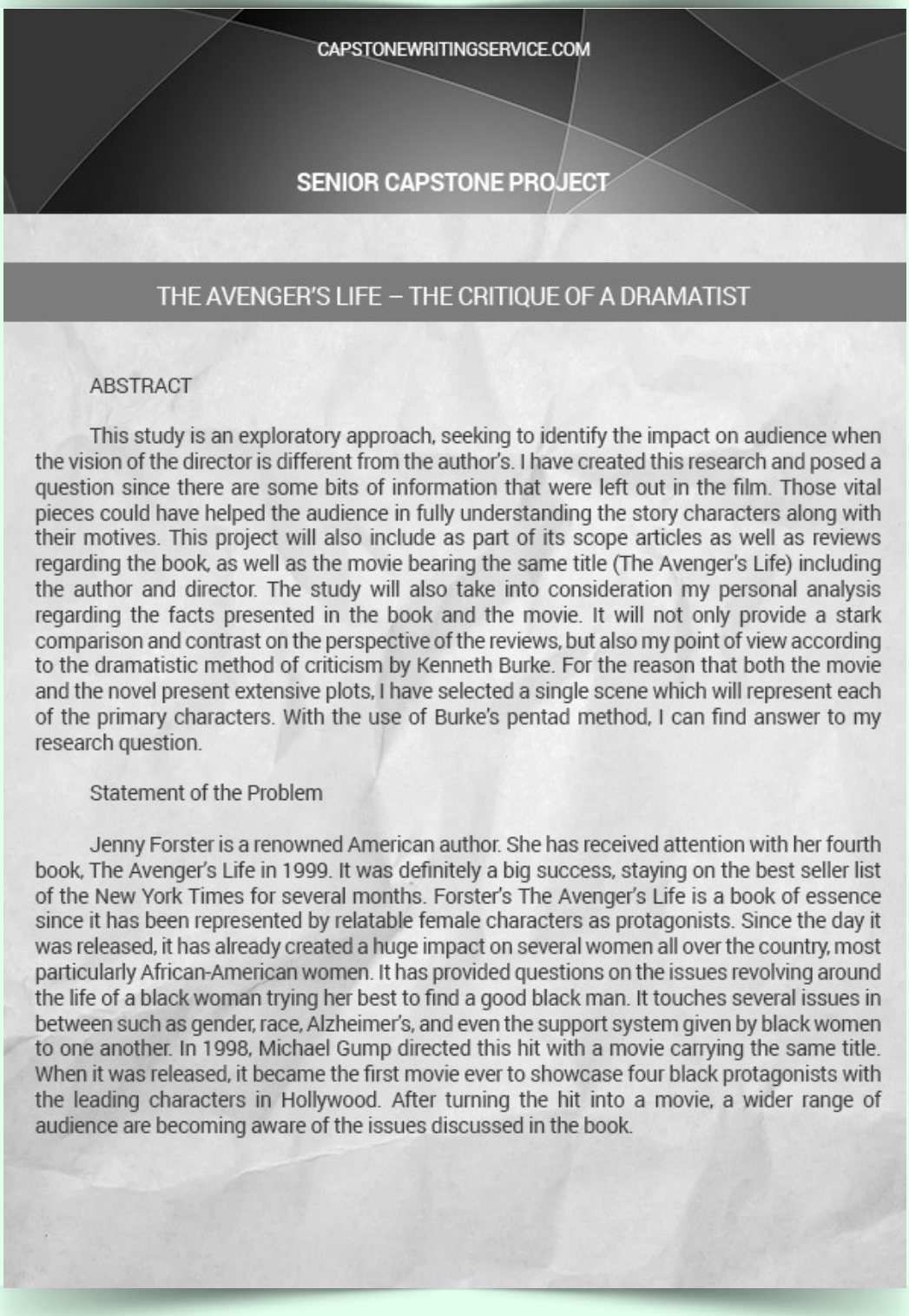

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SENIOR CAPSTONE PROJECT

THE AVENGER'S LIFE – THE CRITIQUE OF A DRAMATIST

ABSTRACT

This study is an exploratory approach, seeking to identify the impact on audience when the vision of the director is different from the author's. I have created this research and posed a question since there are some bits of information that were left out in the film. Those vital pieces could have helped the audience in fully understanding the story characters along with their motives. This project will also include as part of its scope articles as well as reviews regarding the book, as well as the movie bearing the same title (The Avenger's Life) including the author and director. The study will also take into consideration my personal analysis regarding the facts presented in the book and the movie. It will not only provide a stark comparison and contrast on the perspective of the reviews, but also my point of view according to the dramatistic method of criticism by Kenneth Burke. For the reason that both the movie and the novel present extensive plots, I have selected a single scene which will represent each of the primary characters. With the use of Burke's pentad method, I can find answer to my research question.

Statement of the Problem

Jenny Forster is a renowned American author. She has received attention with her fourth book, The Avenger's Life in 1999. It was definitely a big success, staying on the best seller list of the New York Times for several months. Forster's The Avenger's Life is a book of essence since it has been represented by relatable female characters as protagonists. Since the day it was released, it has already created a huge impact on several women all over the country, most particularly African-American women. It has provided questions on the issues revolving around the life of a black woman trying her best to find a good black man. It touches several issues in between such as gender, race, Alzheimer's, and even the support system given by black women to one another. In 1998, Michael Gump directed this hit with a movie carrying the same title. When it was released, it became the first movie ever to showcase four black protagonists with the leading characters in Hollywood. After turning the hit into a movie, a wider range of audience are becoming aware of the issues discussed in the book.