

FLN 1.05.10

13.00

① Reading literature done
~~not~~ not done

Worth investigating → can I motivate people in my field

Can I perform time
personality

- 1 - knowing field
 - 2 - personal management
 - 3 - motivation
- whether I can publish
time → doable → publish

② SPSS - ~~2D~~
1D - 3D Rapid game envelopment engine

different material for game developing
→ free & easy to use

↓
advance windows hardware used companies

③ statistic → take some classes
trial & error
Developing → changing

④ go to prof and ask
we their experience
pay attention to your interest.
phd is long and try to enjoy.

incremental advances

⑤ depend
basic → the same } IEEE
ACM
google
get some research skill

⑥ 1 - networking → talk
hang out
try to learn

2 - field preceptive: search term
get a little
database

→ categorize them → skim
get a flavor → dig to details

7
⑦ Try to learn from them + Try to collaborate

⑧ Learn how to sell your project

✓ Try to understand the purpose of your presentation

✓ Try to recognize your field and people who works in this field

✓ send it for somebody for advise

Interest

AT

Use Interfaces and Abstraction

CS 438B / 2153

Fall 2014

11:00 - 2:15pm

Final Exam 12/15 - 2:15pm

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