School of Computing
CP4101 BComp Dissertation / BT4101 BSc Dissertation / CP4106 Computing Project

CP4101/BT4101/CP4106 Proposal by External Organisation / Instituition
(Duration of project: Semesters __ of AY _____ and Semester __ AY _____)

Project ID	*(System generated number from projadmin)*
Title	
Proposer	*(Name of School of Computing faculty member)*
Co-Proposer	(please state the name and contact of external supervisor /company supervisor)
Category	FYP
Project Keywords	*(please use the standard list provided in Appendix A1 or A2 to complete. Choose 3 keywords from the list that best describe the project)*
Maximum Number of Students per Project ID	
Details of Coordinator from the Organisation / Institution	Name and email : Designation: Organisation Name: Mailing address: Tel: (O) (HP) Fax:
Description including Deliverables	
Start Date/ Duration	AY _____ (Semester __) / 2 Semesters
Requirements	*(state the software and hardware required to execute the project including their availability)*
Skill	*(state the skill set expected of the student)*
Benefits	*(state the benefits that the student is going to get after successfully completing this project)*

Is the project purely an implementation project, or is there research questions to be answered? **If so, what are the research questions?**	
What are the project objectives and deliverables	
Lab Required (at SOC)	
For internal use:	
Reviewer 1's Comments	
Reviewer 2's Comments	

NOTE:

University staff members are **NOT** expected to sign any additional legal agreement as there's already an existing policies on IP which university members are expected to abide.

For details, you may refer to https://nus.edu.sg/tti/for-researchers/faq-policies-and-guidelines

Projects that require additional legal documents to be signed by examiners are not appropriate for FYP.

Department of Computer Science (DCS) – Keywords

Advanced Type Systems
Architecture
Artificial Intelligence
Compression
Computational Biology
Computer / Processor
Computer Graphics
Computer Networks
Computer Systems
Constraint Programming
Data Mining
Data Security
Data Structure and Algorithms
Database Systems
Distributed Computing and Algorithms
Distributed Systems
eLearning
Formal Methods
Graph Theory
HCI
Image Analysis & Processing
Information Retrieval / Processing
Learning and Decision Support
Logic and Formal Methods
Machine Learning
Mathematical Logic
Mobile Applications
Multimedia Systems
Natural Language Processing
Operating Systems
Parallel Computing
Program Analysis and Optimization
Programming Languages & Systems
Real-Time / Embedded Systems
Security
Sensor Networks
Software / Program Specification
Software and Applications
Software Engineering
System Security
Theory & Algorithms
Time Concurrent Systems
Video / Audio Analysis
Visual Computing
Web-based Applications
Wireless and Mobile Networks

Department of Information Systems and Analytics (DISA) – Keywords

Affective computing
Artificial Intelligence
Augmented Reality
Big Data Analytics
Blockchain and Distributed Ledger Technologies
Causal Inference
Clinical Data Analytics
Computing Education
Computational Social Science
Crowdfunding
Crowdsourcing
Cryptocurrencies
Cybersecurity
Data Science & Business Analytics
Data Mining
Data Visualization
Deep Multi-View Learning
Digital Collaboration
Digital Innovation
Digital Marketing
Digital Transformation, Platforms & Innovation
E-Commerce
E-Government
Economics of IS
Education Technology
Financial Analytics
FinTech
Future of work
Genomic Data Analytics
Healthcare Informatics
Health Informatics/Analytics
Healthcare IT
Human Computer Interaction
Information Management
Diffusion of Innovation
Intelligent Systems
IT Entrepreneurship
IT Governance
IT Labor Economics
IT Policy
IT Project Management
IT Strategy
IT-enabled Financial Services
IT-enabled Supply Chains
Knowledge Management
Knowledge-based Systems
Learning Analytics

Legal Aspects of IT
Machine Learning
Management of Emerging Technologies
Market Design
Marketing Analytics
Mobile Health
Natural Language Processing
Network Science
Neural Networks
Online Advertising
Online Communities
Online Consumer Behavior
Online Platforms
Open Innovation
Sentiment Analysis
Service System Innovation
Sharing Economy
Social Media
Social Networks
Software Development
The Dark Web
User Experience Design
User Generated Contents (UGC)
Virtual Reality