3RD FYP 1 WORKSHOP
“Abstract Writing”

Dr. Reyas
What is proposal presentation or proposal defend

- Problem statement
- Motivation
- Methodology/ Approach
- Results
- Conclusion
Problem Statement

• What problem are you trying to solve?
• What is the scope of your work (a generalized approach, or for a specific situation)?
• Be careful not to use too much jargon. In is best to start the abstract with the problem statement first so the reader/audience so the reader understand importance of the research/project.
Methodology/ Approach

- *How did you go about solving* or making progress on the problem?
- Did you use simulation, analytic models, prototype construction, or analysis of field data for an actual product?
- What was the *extent* of your work (did you look at one application program or a hundred programs in twenty different programming languages?)
- What important *variables* did you control, ignore, or measure?
Results

• **What's the answer?** Specifically, most good computer architecture papers conclude that something is so many percent faster, cheaper, smaller, or otherwise better than something else. Put the result there, in numbers.

• Avoid vague, hand-waving results such as "very", "small", or "significant." If you must be vague, you are only given license to do so when you can talk about orders-of-magnitude improvement.

• There is a tension here in that you should not provide numbers that can be easily misinterpreted, but on the other hand you don't have room for all the caveats.
Conclusions

• *What are the implications* of your answer? Is it going to change the world (unlikely), be a significant "win", be a nice hack, or simply serve as a road sign indicating that this path is a waste of time (all of the previous results are useful).

• Are your results *general*, potentially generalizable, or specific to a particular case?
Other considerations

• Meet the word count limitation (200-300 Words)
• Avoid jargon
• Use short and direct sentences
• Do not repeat an idea.
• Correct tenses (past tense, present or future). Normally past-tense to describe things that has already been done.
“This study explored the pattern of video game usage and video game addiction among male college students and examined how video game addiction was related to expectations of college engagement, college grade point average (GPA), and on-campus drug and alcohol violations. Participants were 477 male, first year students at a liberal arts college. In the week before the start of classes, participants were given two surveys: one of expected college engagement, and the second of video game usage, including a measure of video game addiction. Results suggested that video game addiction is (a) negatively correlated with expected college engagement, (b) negatively correlated with college GPA, even when controlling for high school GPA, and (c) negatively correlated with drug and alcohol violations that occurred during the first year in college. Results are discussed in terms of implications for male students’ engagement and success in college, and in terms of the construct validity of video game addiction.”
THANK YOU