

THESIS TITLE

by

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A thesis submitted in partial satisfaction of the
requirements for the degree of
Master of Arts
in
Multimedia
and the Designated Emphasis
in
Interaction Design
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Graduate Division
of the
California State University, East Bay

Committee in charge:

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The thesis of
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	_____	Date	_____

California State University, East Bay

THESIS TITLE

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Abstract

A good abstract explains in one line why the paper is important. Then it describes your starting point (your thesis question), and goes on to give a summary of your major results. The final sentences explain the major implications of your work. A good abstract is concise, readable, and precise.

- Length should be 1-2 paragraphs, approx. 400 words.
- Abstracts generally do not have citations.
- Information in title should not be repeated.
- Be explicit. Don't make vague statements.
- Very brief statements in response to the following questions:
 1. What did you do?
 2. Why did you do it? What question were you trying to answer?
 3. How did you do it? State methods.
 4. What did you learn? State major results.
 5. What is different or unique about this project?
 6. Why does it matter? Point out at least one significant implication.

The dedication page is optional. If used, it comes after the approval page. It is not counted, numbered or listed in the Table of Contents. It is used to acknowledge those who have supported you during your graduate studies. This is not typically the place to recognize those who assisted you in your academic research, which is done on the required

Acknowledgments page.

There are no restrictions on the style or format.

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Acknowledgments

This is where you thank all the people you feel indebted to in the creation of the thesis

Foremost, I would like to express my sincere gratitude to my advisor Prof. ..

Besides my advisor, I would like to thank I thank my fellow

Last but not the least, I would like to thank my family.....

Chapter 1

Original Concept

1.1 Subsection

Explain initial concept. Include a narrative about how you chose your methods. 1. What is your project thesis? 2. Assumptions about project requirements? 3. Expected interaction/or responses from users/consumers? 4. Methods you initially selected to implement your project? 5. Initial self-assessment of how well the thesis concept, methods, and techniques were defined and understood? In other words, how much risk/uncertainty was there for your concept definition, implementation, technology, time schedule, etc.

Chapter 2

Prior Art

An overview of prior art. In a science paper, this would be a literature review. What other similar projects have already been done? What is the state of the art in the area of your research?

Advancing the State of the Art

Art is considered in a wide spectrum from commercial projects to fine art ones. In masters thesis projects the goal is to advance the state of the art. The paper is written with this in mind, so that those interested in exploring this field can benefit from and build upon the work described within. It must give enough details to make this possible. (Karplus and Strong 1983)

Chapter 3

Detailed Project Development and Methods

- Content (describe theme, flow or narration, structure, user control, etc.)

- Technology
 - Computing hardware (define minimum requirements)
 - Software (OS, application language, development process, libraries)
 - Graphics/Video
 - Projection and Physical Space
 - Other

- Design

- Implementation Process
- History of development of Content and Technology (eg history of research – what options were tested and discarded? why? Dont cover every Shannon and Weaver 1949 minor twist, turn or drama – only include lessons learned that others could benefit from). Perhaps add a schematic of project design

Chapter 4

User Testing

How were the user testing questions developed? How is the user experience evaluated?

- Define testing objectives (usability, ease of access, bugs, limitations)
- Define acceptance expectations/goals
- How did you go about measuring over all user and project experience?
- How did you measure criteria for acceptance?
- Describe testing process.
- Describe major unexpected problems.
- Describe testing outcome (including necessary project redesign to meet acceptance).

Chapter 5

Results

Describe results thoroughly. Report raw results, not interpretation. Results will include what you got to work, and, to the extent that you used an iterative process for development, the specific results of the process. Good results (ie, those that support your thesis question) are OK. Bad results are OK. Mixed results are OK. But vague or unclear results, no results, or mushy waffle instead of results is not.

Chapter 6

Discussion

This is where you interpret the results. What was successful and why. For negative & ambiguous results - analyze. Are there problems in the testing instrument? With the methods? With the thesis question? Examine the final aesthetics? Describe the process of testing and fine tuning. The interpretation is addressed to people who might want to build upon the work, those interested in this area of multimedia.

- If project succeeds, is there anything you would do differently? How would extend the project? Is there something you wish you had done and the reason you didn't do it.
- If project failed (or didn't meet expectations), why? What alternatives might have worked? How does your experience map to your initial self-assessment in section 1.1? What did you learn from this failure?
- What was your experience of working together as a team? What did you learn? What

would you do differently?

Chapter 7

Dissemination

How the work was promoted, explained, and presented. Include details of website, release schedule, venues (iTunes Store, Maker Faire, MM Grad Thesis presentation in June, etc), promotion efforts (press releases, kickstarter campaigns, etc), published papers (this or spinoffs), open-source software (libraries or apps) contributed, conferences or panels, etc.

Chapter 8

Conclusion

- What is the strongest and most important statement that you can make from your observations?
- If you met the reader at a meeting six months from now, what do you want them to remember about your paper?
- Refer back to problem posed, and describe the conclusions that you reached from carrying out this investigation, summarize new observations, new interpretations, and new insights that have resulted from the present work.
- Include the broader implications of your results.
- Do not repeat word for word the abstract, introduction or discussion.

Chapter 9

Recommendations

Goal is to help people build upon this work. Further research to fill in gaps in our understanding. Directions for future investigations on this or related topics.

Bibliography

- [1] Kevin Karplus and Alex Strong. “Digital Synthesis of Plucked-String and Drum Timbres”. In: *Computer Music Journal* 7.2 (1983), pp. 43–55.
- [2] Claude E. Shannon and Warren Weaver. *The Mathematical Theory of Communication*. Urbana, Chicago, and London: University of Illinois Press, 1949.

Chapter 10

Appendices

10.1 Appendix A: Project Files = a CD with files including all code, graphics, video.

10.2 Appendix B (optional): Production Logs, User testing instruments (questionnaires, notes, etc)

Blog could be included as an appendix.