EE Senior Design Project

Project title: Applications and User Behavior in Facebook

Mentor Faculty: Prof. Athina Markopoulou (in Winter 09 assisted by grad student Minas Gjoka)

Project Description: The purpose of this project is (1) to develop and deploy a novel Facebook application and (2) to use it to collect and analyze data about user behavior.

Students should read paper [1] for an example of a similar recent project. They should also read [5, 2] on how to develop novel Facebook applications and [3,4] on statistics about Facebook applications. As a first step, the students should spend time researching the topic and choosing an application that could reach a large number of users. As a second step they should develop and deploy the application. An integral part of the application should be the collection of data on user behavior. As a third and final step, they should analyze the collected data and come up with conclusions about the user behavior (e.g. how the social relations affect application spread).

This project involves programming and data analysis. The final demo should include a live demonstration of a working application and its integration in Facebook. The final report should focus on the data analysis of user behavior.

Design tools used: You will need to use at least the Facebook application platform [2], and maybe additional tools, depending on the application you choose to develop.

References

- [1] A.Nazir, S.Raza, C-.N. Chuah, "Unveiling Facebook: A Measurement Study of Social Network Based Applications", *in Proc. of Internet Measurement Conference (IMC)* 2008. Available online at: http://picasso.ece.ucdavis.edu/atifn/imc08_nazir.pdf
- [2] Facebook platform. http://developers.facebook.com/
- [3] Facebook application directory. http://www.facebook.com/apps
- [4] Adonomics. http://www.adonomics.com
- [5] The Stanford Facebook Class (CS377W: Creating Engaging Facebook Applications) http://credibilityserver.stanford.edu/captology/facebook/