

Home Assignment 2

Version 1.1

“Engineering” Part (Teams of 3-4 students)

Build Your Own Social Search Engine!

What to do:

1. Form teams of 3-4 students. In case you have too few team members, use the newsgroup to find other students.
2. Decide which of the following programming languages to use: Python or Java. Consider that your choice affects your hosting options (point 7).
3. Implement a **Social Search Mashup** that utilizes a search API (either Yahoo BOSS, or - as an alternative - Twitter Search), and one or more additional APIs from [1].
4. Make sure your Social Search Mashup uses social information on the web to improve search with regard to one or many of the following aspects:
 - i. query suggestion
 - ii. query transformation
 - iii. search result re-ranking
 - iv. search result clustering
 - v. search result visualization
 - vi. ...
5. Justify your choice of APIs and explain why and how your search mashup is “social”
6. Implement a simple user interface for your prototype, and introduce a unique name for your mashup. This name is your team name. The start page of your mashup should include:
 - a. the name of your prototype (the team name)
 - b. a search input field and a search button.
7. **Release your search mashup via one of the following options:**
 - a) with Google App Engine [2], release your app on Google's servers.
 - b) deploy a .war for use with Apache Tomcat 6.0.18 on Windows XP and include it in your submission's code directory.
 - c) host on your own server (make sure that your app is available throughout June 2009)
8. Evaluate your search engine with 2 human subjects and 10 selected queries to calculate Precision @ 10/20. **A tutorial on 13.5.2009 10:00 - 11:30 HS Modul will be held by D. Lamprecht**, where further details will be discussed.
9. What you need to submit:
 - a. The URL of your search engine (a Google App URL or the URL of your own server)
 - b. Your code (incl. a jar file, if applicable)
 - c. A one page report PER TEAM containing 1) the justification of your choice of APIS, 2) the explanation why and how your search mashup is "social" and 3) your evaluation summaries. On the top of your report, you must include your team name, the full names of all team members, and the corresponding Matr. Nr.

Resources:

[1] <http://www.programmableweb.com/apis>

[2] <http://code.google.com/appengine/>

Submission:

Home assignment 2 is due in week 12, **Deadline is Monday 8.6.2009 12.15pm**

Your submission “wswt_ass2_<NAME_OF_MASHUP>.zip“ should be structured as follows:

wswt_ass2_<NAME_OF_MASHUP>/report.pdf # your report as described above

wswt_ass2_<NAME_OF_MASHUP>/code/ # your code

Policies:

- Using pre-existing API wrapper code is allowed, but must be documented in your report, incl. sources (e.g. URLs). Re-using code from other mashups *is not* allowed.
- If you are hosting your mashup on your own server, the service must be available throughout June 2009 (during the time of grading).
- Home assignment 2.0 will be graded based on an assessment of 1) your hosted social search mashup prototype 2) your report and 3) the code you hand in.