Reinventing the Wheel: Publishing High-quality Slides

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Outline

- 1 Introduction
 - Who are we?
 - Problem Statement
- 2 System Design
 - System Architecture
 - System Components
- 3 Results
 - Tracking
 - Demo
- 4 Recap
 - Ongoing Study
 - Future Work





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Who are we?

Who are we?



Introduction

Figure: SUSTech Campus

- Southern University of Science and Technology (SUSTech)
 - Center of China's Education Reform





Who are we?



Introduction

Figure: SUSTech Campus

- Southern University of Science and Technology (SUSTech)
 - Center of China's Education Reform
- Shenzhen, the city of Makers
 - The center of innovation in China





Problem scenario

Getting things done is difficult

Human beings subject to their natural tendency to procrastinate





Problem Statement

Problem scenario

Getting things done is difficult

- Human beings subject to their natural tendency to procrastinate
- Efforts are often in pure vain while hope is nowhere to be seen





Problem scenario

Getting things done is difficult

Introduction

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- Human beings subject to their natural tendency to procrastinate
- Efforts are often in pure vain while hope is nowhere to be seen
- You do not have a girlfriend :)





Problem Statement

State of the art

■ Current anti-procrastination systems lack raw force



State of the art

- Current anti-procrastination systems lack raw force
 - Pomodoro, GTD, etc.





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Problem Statement

State of the art

- Current anti-procrastination systems lack raw force
 - Pomodoro, GTD, etc.
- Raw force are often misused and in the wrong hands



State of the art

- Current anti-procrastination systems lack raw force
 - Pomodoro, GTD, etc.

Introduction

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- Raw force are often misused and in the wrong hands
- People usually try to avoid punishment by telling lies





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Results 000 0 O O OOO

System Architecture

System architecture

figures/test.pdf



System Architecture

System architecture

Electric Chair: Punishment

figures/test.pdf



System architecture

Electric Chair: Punishment

Sensor: Detect behavior

figures/test.pdf



System architecture

figures/test.pdf

- Electric Chair: Punishment
- Sensor: Detect behavior
- Handcuffs: Raw confinement

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Tracking Results

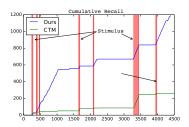


Figure: Effect of Electric Shock



System Architecture

Tracking Results

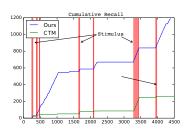


Figure: Effect of Electric Shock

 Electric shock indeed improves the memory of subjects





System Architecture

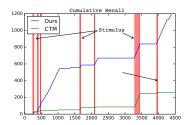


Figure: Effect of Electric Shock

- Electric shock indeed improves the memory of subjects
- This is a big loss for Big **Brother**





Demo



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Recap

In the paper:

 Proposed an electric-shock-based memory enhancement system that





Recap

- Proposed an electric-shock-based memory enhancement system that
 - Uses handcuffs to confine user.





Recap

- Proposed an electric-shock-based memory enhancement system that
 - Uses handcuffs to confine user
 - Can maintain reliable performance in real-world conditions





Recap

- Proposed an electric-shock-based memory enhancement system that
 - Uses handcuffs to confine user
 - Can maintain reliable performance in real-world conditions
- Implemented such a system and proved that





Recap

- Proposed an electric-shock-based memory enhancement system that
 - Uses handcuffs to confine user
 - Can maintain reliable performance in real-world conditions
- Implemented such a system and proved that
 - It really worksTM





Future Work

Get more people to try this



Future Work

- Get more people to try this
- Benchmark the entire system in the wild



Future Work

- Get more people to try this
- Benchmark the entire system in the wild
- Profit!





Thank you

Thank you for listening! (to this joke)



Q&A

Questions?

