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:
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.