Advice on Informatics Project Selection

The procedures for project allocation aim to allocate students to projects that are as high on their list of preferences as possible, within the constraints imposed by the number of students, the availability of projects and the capacity of potential supervisors.

In a little more detail:

1. Every student is assigned a project on their priority list for which they have been classified as suitable.

2. No project is assigned to more students than its capacity, which is often 1 student.

3. No supervisor is assigned more than a certain number of students, also taking into account MInf4 students continuing to MInf5. (For most supervisors, currently 4 for UG4 and 5 for MSc; for a few part-time people, less).

4. Overall, combined ranks of allocated projects are minimized, i.e., as many students as possible get highly ranked projects on their list.

In game theoretic terms, we optimize a utilitarian measure of global happiness and the allocation procedures are incentive compatible (also called strategyproof). In layman's terms, it is in your own best interest to state your project preferences honestly. Students who do not follow the rules by providing a priority list that contains fewer projects than required are considered for the leftover projects once all other students have been allocated projects. These students are considered in descending order of the number of projects in their priority list.

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