Critical Inquiry Topics
Semester 1 AY2025/2026

Project ID	Project Title	Supervisor
AC-01	Analysis of communities	Alton Chua
AC-02	Analysis of user-generated content	Alton Chua
AC-03	Deception on social media	Alton Chua
AC-04	Rumors and rumor denials	Alton Chua
BK-01	Leading through stories	Brenda Lee
BK-02	Leadership through storytelling	Brenda Lee
BK-03	Storytelling in speechmaking for an occasion	Brenda Lee
BK-04	Storytelling in speechmaking during a crisis	Brenda Lee
BK-05	Leading in a crisis through stories	Brenda Lee
BK-06	Virality of Stories	Brenda Lee
BK-07	Storytelling on Video	Brenda Lee
BK-08	Leadership in Literature	Brenda Lee
BL-01	The Social Context of Libraries and Librarians	Brendan Luyt
BL-02	Understanding Wikipedia as a social technology	Brendan Luyt
BL-03	Domain analysis of academic disciplines or sub-disciplines	Brendan Luyt
BL-04	The role of librarians and information professionals as cognitive authorities in an age of misinformation	Brendan Luyt
BL-05	The social and historical context of disinformation campaigns	Brendan Luyt
CK-01	Knowledge graph or graph database application development using Neo4j	Chris Khoo
CK-02	Information extraction using generative AI technology to populate a knowledge graph	Chris Khoo
DG-01	Misinformation in immersive environments	Dion Goh

Project ID	Project Title	Supervisor
DG-02	Understanding perceptions of deepfakes	Dion Goh
DG-03	Evaluating games for deepfake identification	Dion Goh
DG-04	Perceptions of generative AI at work and play	Dion Goh
DG-05	AI literacy – perceptions and influential factors	Dion Goh
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FT-02	Customer Intelligence collection methods and analysis	Francis Tay
FT-03	Digital Transformation	Francis Tay
FT-04	Data Analysis in the Workplace	Francis Tay
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FT-06	Intelligent Automation Solutions and Tools	Francis Tay
HO-01	Investigating health misinformation in social media content	Hamzah Osop
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HO-03	Improving LLMs with knowledge bases	Hamzah Osop
HO-04	Leveraging LLMs to autonomously generate context-aware dynamic questions	Hamzah Osop
HO-05	Analysing the spread of information through information propagation model	Hamzah Osop
JP-01	Defending Adversarial AI Attacks	Jonathan Pan
JP-02	Security Audit using LLM	Jonathan Pan
JP-03	Teaching Aids with Gen AI	Jonathan Pan

Project ID	Project Title	Supervisor
JP-04	Assistive Technology with Gen AI	Jonathan Pan
JS-01	Perception and use of libraries	Joanna Sin
JS-02	Everyday life information behaviour	Joanna Sin
JS-03	Information inequality: Status, effects, and remedies	Joanna Sin
JS-04	Trending topics in Library and Information Science	Joanna Sin
LCK-01	Porting the arXif dataset into Neo4j	Lee Chu Keong
LCK-02	Porting the movies dataset into Neo4j	Lee Chu Keong
LCK-03	Vertical farming: A bibliometric analysis	Lee Chu Keong
LCK-04	Storage of Family Tree Information Using Neo4J	Lee Chu Keong
LCK-05	Storage of Research Publications Using Neo4J	Lee Chu Keong
LCK-06	Constructing a Web Front-End for a Movie Community based on Neo4j database	Lee Chu Keong
LCK-07	An Investigation into the Career Anchors of Postgraduate Students	Lee Chu Keong
LCK-08	Bibliometrics on the publications of health communication	Lee Chu Keong
LCK-09	Storage and visualisation of bibliographic data using Neo4J	Lee Chu Keong
LCK-10	A Bibliometric Analysis of Knowledge Management Research Papers	Lee Chu Keong
LCK-11	Developing a Neo4J Database and Frontend for Researchers in Health Communication	Lee Chu Keong
LCK-12	Natural Language Processing	Lee Chu Keong
LCK-13	Bibliometric Analysis and Topic Modelling of Two AI Journals	Lee Chu Keong
LCK-14	An Analysis of the Abstracts of an Academic Journal using Topic Modelling	Lee Chu Keong
LCK-15	Social Capital and Knowledge Transfer	Lee Chu Keong

Project ID	Project Title	Supervisor
LCS-01	Information searching and learning using Generative AI	Lee Chei Sian
LCS-02	Exploring digital nudging	Lee Chei Sian
LCS-03	Understanding information practices in the transitions to university and workplace	Lee Chei Sian
LCS-04	Examining the online information environment for neurodivergent learners	Lee Chei Sian
LCS-05	Understanding Searching as Learning with Generative AI	Lee Chei Sian
LGP-01	Sustainability informatics in organisations	L. G. Pee
LGP-02	Use of generative artificial intelligence (AI) in organisations	L. G. Pee
LGP-03	Design principles for mobile games	L. G. Pee
LGP-04	Design principles for information systems	L. G. Pee
LGP-05	Perceptions of emerging technologies: topic modeling and sentiment analysis	L. G. Pee
LT-01	Exploration of Multimodal Embeddings	Luke Tan
NJC-01	Fake News Detection on Social Media	Na Jin Cheon
NJC-02	Stance Detection of Social Media Content	Na Jin Cheon
NPS-01	Understanding the library trends in post-pandemic period	Nirmal Prabu S/O Sangar
NPS-02	Ensuring Accessibility in Libraries: Strategies and Tools for Providing Equitable Access to Information and Services	Nirmal Prabu S/O Sangar
RSD-01	Unveiling Knowledge Management through Maritime History and Diplomacy - Applying Lessons from Admiral Zheng He to Boost Singapore's Maritime Industry and Tourism	Rajesh Singh Dhillon
RSD-02	Innovative Knowledge Management Approaches for Humanitarian Assistance and Disaster Response	Rajesh Singh Dhillon
RSD-03	Enhancing Operational Efficiency and Impact in Non-Profit Organisations	Rajesh Singh Dhillon
RSD-04	Integrating DEI Initiatives within Humanitarian Organisations	Rajesh Singh Dhillon

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RSD-05	The Importance of Tacit Knowledge for the Future of Work: A Comprehensive Study	Rajesh Singh Dhillon
RSD-06	Building Resilient Knowledge Management and Information Systems in Non-Profit Organisations	Rajesh Singh Dhillon
RSD-07	Knowledge Management Strategies for Disaster Relief Operations - Lessons from the ASEAN Experience	Rajesh Singh Dhillon
RSD-08	Integrating DEI Initiatives in Knowledge Sharing and Information Systems within Humanitarian Organisations	Rajesh Singh Dhillon
RSD-09	Enhancing Operational Efficiency and Impact in Non-Profit Organisations through Knowledge Management and Information Systems	Rajesh Singh Dhillon
VH-01	The Impact of Generative AI on Business Decision-Making	Vaidhyanathan Hariharan
VH-02	Low-Code/No-Code Platforms: Empowering Citizen Developers and Redefining IT Roles	Vaidhyanatha Hariharan
VH-03	Analysis of Large Dataset Using Polars Open-Source Library	Vaidhyanatha Hariharan
VH-04	Blockchain for Supply Chain Transparency and Traceability	Vaidhyanathan Hariharan
VZ-01	Disability and Generative AI	Victor Zhuang

AC-01: Analysis of communities

This project requires students to analyze the relationship patterns among members of an online community. Members therein may transcend geographical and cultural boundaries but are bound together to pursue mutual goals or interests. The goal of this project is to study how members are brought together, and how they co-create content for the community. Students undertaking this project need to be conversant with the use of a web crawler.

AC-02: Analysis of user-generated content

The advent of Web 2.0 has promoted active user participation. Users can now easily contribute their own content, as well as comment on others'. This project requires students to collect and analyze user-generated content. The goal is to identify themes in the content and examine the interaction patterns among users. Students undertaking this project need to be familiar with web crawling and content analysis.

AC-03: Deception on social media

Deceptions on social media have become increasingly prevalent. This project seeks to better understand the ways in which deceptions present themselves, and how users can fall prey into these deceptions. Students undertaking this project need to be familiar with basic statistical techniques.

AC-04: Rumors and rumor denials

With the rise of the Internet, false rumors are ubiquitous. As a way to combat falsehood, some users and organizations develop rumor denial messages. For rumor denials to be effective, they must be shared. This project studies the factors which affect the virality of rumor denials. Students undertaking this project need to be familiar with basic statistical techniques.

BK-01: Leading through stories

Howard Gardner says that every great leader is a great storyteller. Much of this great storytelling skill is evident in the speeches of the great leader. In this project, students will select a notable woman leader in business or in politics, and study her speeches over the course of her leadership. The goal of the study is to determine the extent of the leader's story use, uncover the types of story that the leader tells, and if possible, examine the effects of story choice on leadership.

BK-02: Leadership through storytelling

Howard Gardner says that every great leader is a great storyteller. Much of this great

storytelling skill is evident in the way the great leader communicates, whether orally or in writing or in some other form. In this project, students will select a notable leader, whether in business or in politics, and study his various modes of communication in the context of his leadership. The goal of the study is to determine the leader's use of storytelling in his leadership.

BK-03: Storytelling in speechmaking for an occasion

This project will analyse the use of storytelling in speechmaking for one type of occasion. Students keen on the project for this first semester of AY2025-2026 will focus on a select group of Singapore political leaders who have made speeches in political broadcasts, interviews or debates and discussions, and rallies leading up to the general election held on 3 May 2025. The goal of the project is to make a comparative study of the story types and storytelling strategies used by the selected leaders from two different camps, one from the ruling party and another from the alternative party.

BK-04: Storytelling in speechmaking during a crisis

This project will analyse the use of storytelling in speechmaking during a crisis, whether personal or organisational. Students keen on this project will focus on a number of leaders in business and/or in politics, and study the stories they tell in their speeches to frame/reframe the crisis. The goal of the project is to uncover story types and storytelling strategies used by leaders during times of crisis.

BK-05: Leading in a crisis through stories

Howard Gardner says that every great leader is a great storyteller. Much of this great storytelling skill is evident in the way the great leader communicates, whether orally or in writing or in some other form. In times of crisis, the leader's skill in using storytelling as a communication tool becomes all the more critical.

In this project, students will take the climate change as a crisis under study, select key leaders from various spheres of influence, and study the stories they tell in various modes of communication for climate change. The goal of the study is to survey the development of the climate change story as it emerges and evolves to its current status.

BK-06: Virality of Stories

Students keen on this project will collect a repertoire of stories fulfilling a range of characteristics from a particular domain of their interest, and conduct a survey on the type of story that is most- shared. The goal of the project is to determine the factors that promote virality of stories.

BK-07: Storytelling on Video

Students keen on this project will take a story filmed on video that has attracted a significant amount of traffic, and analyse the attitudinal response of viewers to the story

from the comments posted on major social media platforms. The goal of the project is to determine story impact and uncover storytelling strategies used in the video that have contributed to its virality, and if possible, measure the subjective effect of the emotional value of the story on the viewers in objective terms.

Students can select more than one video on a particular topic.

BK-08: Leadership in Literature

According to Shoup and Hinrichs (2020), great literature can serve as tutors and mentors in the ways of leadership, equipping leaders and managers with the knowledge and skills to navigate the drama of leadership and engage in meaningful sensemaking to help organizations thrive. The plot and characterizations in novels, novellas, and short stories can act as simulations of real-world situations, fostering empathic growth and prosocial behavior in real-world interactions, equipping readers to properly and adequately handle the often-tangled knot of real-life problems and personalities and improve their social-inference skills.

Students keen on this project will read fiction drawn from the canon of great literature, and elicit key insights useful for effective, empathetic, and ethical leadership.

BL-01: The Social Context of Libraries and Librarians

Libraries and librarians are integral parts of a wider social landscape which shapes and filters their image, policies and general discourse. This project would see students examine some aspect of the relationship with libraries, past or present, and this wider environment.

BL-02: Understanding Wikipedia as a social technology

Wikipedia is much maligned in information studies circles as an inaccurate and even dangerous source of information. However, those studies which have been done suggest that its accuracy is comparable to more traditional encyclopedias. What is perhaps of more interest is the social dynamics of the organization as it represents a novel and collective approach to the dissemination of knowledge. Students undertaking projects in this area would examine, with the aid of the instructor, various aspects of these dynamics.

BL-03: Domain analysis of academic disciplines or sub-disciplines

Knowledge is generated by people working within various disciplinary traditions. The study of these traditions is important in order to develop a deeper theoretical and practical understanding of how people look for and use information. The domain analytic approach is

one way to study the knowledge traditions of a discipline. In this project students would apply this approach to particular academic disciplines or sub-disciplines.

CK-01: Knowledge graph or graph database application development using Neo4j

Student to propose a knowledge graph or graph database application--to develop using Neo4j graph database software and Web technologies.
Requirement: K6307 Organisation of Knowledge will be helpful but not mandatory.

CK-02: Information extraction using generative AI technology to populate a knowledge graph

One challenge of developing knowledge graph applications is that the knowledge graph is usually developed manually. This project will explore how generative AI technology can be used for extracting information to populate a knowledge graph.
Requirement: A text mining course taken previously or concurrently

DG-01: Misinformation in immersive environments
Immersive environments refer to virtual/online spaces where people can create and explore with other people. Other terms include virtual or mixed reality and the metaverse. The technology is potentially useful but concerns about safety and wellbeing have been raised by researchers, end-users and policymakers. One critical aspect involves misinformation. While there is much research about misinformation in other platforms such as social media, little is known about how misinformation is represented in immersive environments. The goal of this project is to investigate the types of misinformation is found in immersive environments and how it is presented to users. Research methods may include interviews and surveys.

Other possible topics include identify possible harms in relation to personal safety among different groups (e.g. children or females), how to encourage safety and welbeing, and proposing types of measures that could be taken.

DG-02: Understanding perceptions of deepfakes
This project investigates deepfake videos. Studying deepfakes is important as people become more dependent on various online information services and could fall prey to misinformation. This project will study how people perceive and respond to deepfakes. Topics include but are not limited to: (1) how they verify the authenticity of videos; (2) the potential harms that deepfakes may bring upon people; (3) multimodality and its influence on perceptions of deepfake videos; (4) realism of deepfakes and AI-generated video and its influence on people's perceptions. Research methods may include interviews, surveys and experiments.

DG-03: Evaluating games for deepfake identification
The goal of this project is to evaluate games that teach people about deepfakes and how to identify them. Groups will be given access to such games and will carry out evaluations

to assess their engagement and educational value. This project is thus suitable whether groups have coding skills or not. Research methods may include interviews, surveys and experiments.

DG-04: Perceptions of generative AI at work and play
Given the increasing popularity and advancement of generative AI (GAI) systems like ChatGPT, Gemini, and others, there are concerns about how these technologies will impact people's lives and livelihoods. This project aims to investigate how people perceive generative AI in terms of benefits and risks across work, study, home and/or leisure contexts. Topics include but are not limited to: (1) use of GAI in learning contexts; (2) biases associated with GAI; and (3) information seeking and verification practices. Both qualitative (e.g. interviews) and quantitative (e.g. surveys) data collections methods are possible.

DG-05: AI literacy – perceptions and influential factors
Given the rise of artificial intelligence (AI) in many segments of society, it is important for people to gain AI literacy skills. Possible projects include but are not limited to: (1) AI literacy and how they differ among age groups, (2) anxiety about AI and mitigating factors; and (3) factors influencing motivations to learn AI. Both qualitative (e.g. interviews) and quantitative (e.g. surveys) data collections methods are possible with this project.

FT-01: The Value and Impact on a Business' revenues through the use of Digital Proximity Solutions

Students will explore the various ways that businesses can use digital proximity solutions for marketing, customer service, etc. The students will compare how businesses in different markets approach the use of such technologies to have a positive impact on their business.

FT-02: Customer Intelligence collection methods and analysis

Students will look at the array of ways to gather customer intelligence across the various customer touch points. The focus can be on B-to-B or B-to-C business models. Students would develop a framework on what would be a good way to collect customer intelligence for different types of business models.

FT-03: Digital Transformation

Students will research how companies are transforming themselves, if at all. The focus will be on what companies' use digital transformation for, what they have implemented or are considering implementing. Students will provide a write-up case examples on how to initiate and implement digital transformation.

FT-04: Data Analysis in the Workplace

Students will research what type and level of data analysis is being done by companies, the expectation of employees, and the tools or software used, by employees in data

analysis. The objective is to better understand the job skills (hard and soft) expected of employees today and in the future.

FT-05: Data Analytic Tools

Students will do a comprehensive research on the tools available in the market that can be used to conduct data analysis. The objective is to come up with an unbiased toolkit list that can be used by companies for the varying analysis across the different departments/functional lines, and the value-chain.

FT-06: Intelligent Automation Solutions and Tools

Students will research the extent of interest and use of Intelligent Automation solutions in business operations. The focus will be on the awareness, interest and use of solutions and tools like *Robotics Process Automation (RPA), Keyboard Automation, WebApps, Virtual Reality (VR), Augmented Reality* (AR), *Robots, Generative AI,* etc. Students will write-up case examples as a means of understanding intelligent automation and its impact on business operations.

HO-01: Investigating health misinformation in social media content

This project uses analytical and computational techniques to investigate health misinformation circulating on social media.

HO-02: Investigating hallucination and misinformation from large language models use

Large language models (LLMs) are powerful tools that potentially span various applications. However, issues such as misinformation and fake news tend to mislead users. Despite these issues, its utilisation in healthcare is steadily increasing. This project requires students to analyse freely accessible LLMs and understand the causes and concerns of misinformation in healthcare. This project aims for students to understand how LLMs can be implemented better for healthcare decision support.

HO-03: Improving LLMs with knowledge bases

While LLMs have significantly progressed, improvements are still needed. The size and diversity of training data and the incorporation of knowledge bases have been identified as ways to enhance the performance of LLMs. In this project, students are required to transform medical literature from databases such as PubMed or Nature into a graph database or knowledge base. The aim is for students to study the impact of knowledge bases on the performance of LLMs.

HO-04: Leveraging LLMs to autonomously generate context-aware dynamic questions

Traditionally, LLMs have been used primarily on answering user questions and queries. In this project, students investigate the alternative use of LLMs that is capable of building knowledge from user interactions using Knowledge Graphs to generate questions.

HO-05: Analysing the spread of information through information propagation model

Small enterprises often lack direct access to mass audiences. In this project, students investigate the gap between information producers and consumers through an Information Propagation model so as to increase the spread of information to the wider public.e

JP-01: Defending Adversarial AI Attacks

This project studies and evaluates techniques or solutions used to protect AI models from a specific adversarial attack technique. The project entails a comprehensive and in depth paper survey and technical evaluation of defensive solutions to deal with specific adversarial technique. Programming and knowledge of artificial intelligence algorithms will be the prerequisites.

JP-02: Security Audit using LLM

This project involves the development of audit tools that perform cyber security audit using Large Language Models (LLM). Working prototypes and academic report are the expected deliverables for this project. Some knowledge of cyber security will be the prerequisites. The project will provide an opportunity to learn about prompt engineering with LLM.

JP-03: Teaching Aids with Gen AI

This project explores how Gen AI could be used as teaching aids to educators. A comprehensive literature survey is to be done and a novel application prototype in Gen AI is to be developed. Coding experience in UX and AI will be advantageous. The project will provide an opportunity to learn about developing a Gen AI application.

JP-04: Assistive Technology with Gen AI

This project explores how Gen AI could be used to develop assistive technology solution to overcome specific disability. A comprehensive literature survey is to be done and a novel application prototype in Gen AI is to be developed. Coding experience in AI will be advantageous. The project will provide an opportunity to learn about developing a Gen AI application

JS-01: Perception and use of libraries

Nowadays, individuals often turn to sources beyond libraries for their information needs. This project aims to study the perception and use of libraries by a specific group (e.g., adolescents, parents, etc.). Researchers may also focus on a particular type of library (e.g., public, school, or academic libraries). The goal is to identify how libraries can improve and promote their services. The study may examine: How do individuals perceive and use libraries and other sources such as social media platforms? What library services are most valuable to the user group? What services do users want the library to provide or

enhance? What are the demographic, cognitive, affective and contextual factors that contribute to use or non-use?

JS-02: Everyday life information behaviour

The advent of social media and mobile communication has led to an explosion of information being disseminated through many channels. How do individuals stay informed about daily happenings and topics of interest to them? Researchers may focus on a specific demographic group and investigate some of the following areas: Everyday information needs and information barriers; information behaviour on social media; information overload; credibility assessment; or factors affecting users' everyday life information behaviour.

JS-03: Information inequality: Status, effects, and remedies

Recent technological development has not mitigated the unequal access and use of information resources among different user groups. It may even have exacerbated the digital and information divide. In this project, researchers may study specific demographic groups, types and channels of information (e.g., health information, printed materials, the Internet), and geographic scopes. The study may focus on: mapping and charting the status and changes in information inequality; identifying the factors that contribute to unequal access and usage; examining the effects of information inequality on different groups; or exploring practices and policies that address information gaps.

JS-04: Trending topics in Library and Information Science

Research in Library and Information Science (LIS) plays an important role in informing the effective provision of up-to-date library and information services. This topic explores the subjects and issues central to LIS and its subfields. The research may focus on: longitudinal changes in topics discussed in Singapore and worldwide; changing usage of theories and methods in LIS research; and differences in topics covered by scholarly publications and informal channels such as social media.

LCK-01: Porting the arXif dataset into Neo4j

The arXif dataset contains the metadata of over 1.7 million scholarly papers. In this project, students will study the arXif dataset (downloadable from https://www.kaggle.com/datasets/Cornell-University/arxiv and write a Python program to port the data over to a graph database (specifically, the Neo4J database). We will then use the Neo4j database to perform graph theoretic analysis on the collaboration/co-authorship graph.

LCK-02: Porting the movies dataset into Neo4j

The Movies dataset contain the metadata of 45,000 movies. In this project, students will study the Movies dataset (downloadable from https://www.kaggle.com/datasets/rounakbanik/the-movies-datasetand write a Python program to port the data over to a graph database (specifically, the Neo4J database). We will then use the Neo4j database to perform graph theoretic analysis on the dataset.

LCK-03: Vertical farming: A bibliometric analysis

Vertical farming involves growing plants indoors in multi-storied structures. LED lighting is used to control growth and nutrition is carefully monitored. In this project, we will perform a bibliometric analysis of the academic literature of vertical farming.

LCK-04: Storage of Family Tree Information Using Neo4J

In this project, students will explore two things:
1. the possibility of using Neo4J for the storage and retrieval of information related to family trees
2. the visualisation of family trees on the Web using the Django web framework

The deliverable is a basic website that displays family configurations.

LCK-05: Storage of Research Publications Using Neo4J

In this project, students will explore two things:
1. the possibility of using Neo4J for the storage and retrieval of bibliometric information related to academic publications (journal papers, conference papers and monographs)
2. the visualisation of collaborative patterns on the Web using the Django web framework

The deliverable is a basic website that displays collaborative patterns between academics.

The two projects have some overlaps, and the two groups working on the projects are encouraged to collaborate. For more information, please email me at ascklee@ntu.edu.sg.

LCS-01: Social Media for Teaching and Learning

LCS-02: Investigating Crowdsourcing

LCS-03: Making sense of social media data

LCS-04: Effects of Cute Aesthetics Interface Design

Please email the faculty at leecs@ntu.edu.sg to enquire if interested.

LGP-01: Case study of sustainability informatics in organizations

LGP-02: Perceptions and expectations of climate change: A survey

LGP-03: Survey of sustainability information management in organizations

LGP-04: Use of generative artificial intelligence (AI) in organizations

LGP-05: Use of generative artificial intelligence (AI) by professionals

> Please email the faculty at peelg@ntu.edu.sg to enquire if interested.

LT-01: Exploration of Multimodal Embeddings

This project requires students to explore multimodal embeddings which are vectors that represent multiple types of data (like text, images, and video) in a shared vector space, allowing for similarity search and other tasks across these different modalities. Essentially, they bridge the gap between diverse data formats by transforming them into a common representation, enabling AI models to understand and compare information regardless of its original source. Students undertaking this project need to be familiar with Large Language Models (LLMs) concepts and Python programming.

NJC-01: Fake News Detection on Social Media

Social media enables the wide spread of fake news. The extensive spread of fake news has the potential for extremely negative impacts on individuals and society. Therefore, fake news detection on social media has recently become emerging research that is attracting tremendous attention. Fake news is intentionally written to mislead readers to believe false information, which makes it difficult and nontrivial to detect based on news content; therefore, we need to include auxiliary information, such as emotions, stances, and user social engagements on social media, to assist in decision-making. The aim of this study is to develop fake news detection algorithms using a deep learning approach. Text/Data mining and computer programming skills will be useful for the project.

NJC-02: Stance Detection of Social Media Content

Stance analysis of social media content is a type of sentiment or opinion analysis that aims to determine the attitude or position (stance) of a person or organization on a specific topic, issue, or event as expressed in social media posts. Unlike traditional sentiment analysis, which focuses broadly on whether content is positive, negative, or neutral, stance analysis goes a step further by assessing a user's position (i.e., in favor, against, or neutral) regarding a specific topic or entity. The CI group will investigate stance analysis of user generated content using deep learning algorithms. Especially, the CI group will explore target-based stance analysis of social media content. Text/Data mining and computer programming skills are required for the project.

NPS-01: Understanding the library trends in post-pandemic period

Information about the CI project: The impact of the COVID-19 pandemic on library services has been significant, and these changes are still ongoing. Libraries face a fundamental shift that will extend far into the future and beyond the pandemic. This project requires students to analyse the current technological trends and how it can be mapped to the different libraries, including public and academic libraries. The goal of this project is for students to survey and understand what technological trends are important to patrons and librarians. The results will need to be analysed and assessed on how it can be fed into the Library Management System.

NPS-02: Ensuring Accessibility in Libraries: Strategies and Tools for Providing Equitable Access to Information and Services

The paper should cover:
- What accessibility means in the context of libraries and library systems, including the importance of ensuring that all members of a community have equal access to information and services.
- The barriers that people with disabilities may face in accessing library resources, including physical barriers (such as stairs or narrow aisles) and digital barriers (such as inaccessible websites or online resources).
- Strategies and best practices for ensuring accessibility in libraries, such as creating accessible physical spaces, providing assistive technology and devices, and designing accessible websites and online resources.
- Examples of successful accessibility initiatives in libraries, and the impact these initiatives have had on patrons with disabilities.
- The role of librarians and library staff in promoting accessibility, including the importance of training and education on accessibility issues.

Overall, this topic would allow students to explore the ways in which libraries can promote equity and inclusion by prioritizing accessibility and ensuring that everyone has equal access to information and services.

RSD-01: Unveiling Knowledge Management through Maritime History and Diplomacy
- **Applying Lessons from Admiral Zheng He to Boost Singapore's Maritime Industry and Tourism**

This study aims to explore how Admiral Zheng He's maritime expeditions offer lessons that can be applied to the development of Singapore's maritime industry or tourism sector. The project focuses on leveraging knowledge management principles derived from Zheng He's voyages to enhance Singapore's maritime capabilities and establish it as a premier maritime tourism hub.

Students can focus on Zheng He's legacy and routes that passed through or impacted Southeast Asia, particularly Singapore. Understand how Zheng He's peaceful missions and

trade diplomacy can offer valuable lessons for modern global maritime relations and What knowledge or cultural exchanges from Zheng He's voyages can still resonate today? How can historical maritime knowledge be captured, digitized, and shared through KM systems? What role can tourism play in preserving maritime knowledge and enhancing cultural diplomacy?

RSD-02: Innovative Knowledge Management Approaches for Humanitarian Assistance and Disaster Response

This project investigates innovative KM and IS approaches that can enhance humanitarian assistance and disaster response efforts. Students will analyse various KM and IS tools and techniques used in emergencies, evaluating their impact. The research includes developing a research proposal, data collection, and analysis.

Focus for Project: working together with the ASEAN coordination centre for humanitarian assistance on disaster management (www.ahacentre.org - jakarta) MSIS students can focus on information systems security and blockchain technologies, while KM students can propose knowledge fusion (multi national) strategies, automated Lesson learnt systems and organisational learning.

RSD-03: Enhancing Operational Efficiency and Impact in Non-Profit Organisations

This project explores how sustainable knowledge management (KM) and information systems (IS) practices can enhance operational efficiency and impact in non-profit organisations. Students will identify critical KM and IS practices that support non-profit missions, examining case studies to understand successful implementations. The project involves evaluating the effectiveness of these practices, developing a theoretical framework, and proposing best practices.

Focus for Project: Students from MSIS can explore areas such as software development, database systems, and human-computer interaction relevant to non-profits, while KM students can focus on knowledge generation, codification, and transfer.

RSD-04: Integrating DEI Initiatives within Humanitarian Organisations

This study explores the integration of Diversity, Equity, and Inclusion (DEI) initiatives in KM and IS practices within humanitarian organisations, focusing on Gender Equity. Students will examine how DEI policies influence knowledge sharing and collaboration while walking on the equity tightrope. The project includes developing a research proposal, data collection, and analysis. Ethical considerations related to DEI in KM and IS will be a key focus.

Focus for Project: MSIS students can focus on user experience design and usability engineering, while KM students can emphasize KM Strategy, social network analysis and organisational enablers.

RSD-05: The Importance of Tacit Knowledge for the Future of Work: A Comprehensive Study

This research study will investigate the critical role of tacit knowledge in the future of work. Students will explore how tacit knowledge, which includes skills, experiences, and insights that are not easily codified, contributes to organisational success. The study will involve reviewing literature, conducting interviews with industry professionals, and analysing case studies. The project aims to highlight strategies for capturing and leveraging tacit knowledge to enhance innovation and competitiveness. Ethical considerations in managing and sharing tacit knowledge should also be addressed.

Focus for Project: MSIS students should focus on technological tools and platforms for capturing and sharing tacit knowledge, such as collaboration software and knowledge bases, while KM students should emphasize the theoretical aspects, such as knowledge transfer, organisational culture, and learning environments.

RSD-06: Building Resilient Knowledge Management and Information Systems in Non-Profit Organisations

This study focuses on building resilient KM and IS systems in non-profit organisations, students can work with SPCA, SPD, and ASEAN-related entities. For example like (https://spca.org.sg/, https://www.spd.org.sg/ https://savh.org.sg/ https://asean.org/ https://ahacentre.org/) or an organisation of their choice
Students will explore how these organisations manage and utilise knowledge and information to enhance their resilience and effectiveness. The project involves critical analysis, data collection, and development of a theoretical framework.

Focus for Project: MSIS students can explore data analysis, security policies, and system integration, while MSc in KM students can focus on knowledge audits, organisational enablers, and knowledge management technologies.

RSD-07: Knowledge Management Strategies for Disaster Relief Operations
- **Lessons from the ASEAN Experience**

This project focuses on developing and implementing KM and IS strategies for disaster relief operations, drawing lessons from the ASEAN experience. Students will analyse KM and IS practices applied in various disaster scenarios, evaluating their effectiveness. The research involves data collection, critical assessment, and proposing improvements and working together with the ASEAN coordination centre for humanitarian assistance on disaster management (www.AHAcentre.org).

Focus for Project: MSIS students can explore network programming, data mining, and internet programming, while KM students can focus on knowledge audits and best practices repositories.

VH-01: The Impact of Generative AI on Business Decision-Making

This study examines how Generative AI (GenAI) tools (e.g., ChatGPT, Copilot, Claude) influence decision-making processes in businesses. Students will investigate how

organizations integrate these AI models into strategic planning, data analysis, risk assessment, and operational efficiency – while also assessing challenges such as bias, misinformation, and over-reliance on AI-generated insights.

VH-02: Low-Code/No-Code Platforms: Empowering Citizen Developers and Redefining IT Roles

Low-code/no-code (LCNC) platforms allow users with little to no programming knowledge to build applications through visual interfaces and pre-built modules. These tools are increasingly used within organizations to speed up digital transformation, reduce backlog for IT departments, and enable rapid prototyping by business users — often referred to as citizen developers.
The goal is to study how LCNC platforms are transforming organizational workflows, IT governance, and the balance of responsibilities between business users and traditional IT professionals.

VH-03: Analysis of large dataset using Polars open-source library

Students will conduct a **data-driven research study** using **Polars** (Python) to analyze a real-world dataset, derive insights, and present findings. The focus is on **applying technical skills** (data cleaning, transformation, aggregation) while addressing a practical business or societal problem.
Examples include:
* Study purchasing patterns, customer segmentation, and sales trends using Amazon Product Sales Dataset (Kaggle) https://www.kaggle.com/datasets/karkavelrajaj/amazon-sales-dataset
* Process large volumes of social media posts (e.g., Twitter/X) to gauge public sentiment on a topic https://www.kaggle.com/datasets/crowdflower/twitter-airline-sentiment

VH-04: Blockchain for Supply Chain Transparency and Traceability

The objective is to study how blockchain can improve supply chain transparency, particularly in industries such as food, pharmaceuticals, or luxury goods. Focus on how decentralized ledgers ensure data immutability and traceability of goods from origin to destination.
Research areas include:
* Case studies on companies using blockchain for provenance tracking (e.g., VeChain).
* Challenges in adoption (cost, scalability, integration with legacy systems).
* Evaluating impact on consumer trust or compliance (e.g., ESG standards).

VZ-01: Disability and Generative AI

Generative AI is increasingly commonplace in our everyday lives. In this project, students will adopt a critical disability studies, combined with insights from communication and information studies to study generative AI and its impact on disability. We will explore the various biases and problems that are embedded within generative AI tools and how we can circumvent them

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