CS 194H Winter 2016: Assignment 2
Instructor: James Landay

Project Recap Presentation (Team)

Due: Tuesday, January 12, 2016 (start of class)

Goal

The goal of this assignment is to learn how to present an entire project's evolution in a short talk while also bring the entire class up to date on your project.

Deliverables

Presentation
One member of your team will present your project during an **7**-minute slide-based presentation in front of the other students and teaching staff. See the grading guidelines for information on how to structure your talk. You must **make the slides available for download on your team web site.**

Presentation Guidelines

You will have 7 minutes for this presentation plus up to 2 minutes for questions. Please practice as we will grade you on how close you are to the time limit (under and over). All team members are expected to work collaboratively on the presentation, though only one team member will deliver the presentation.

Also keep in mind that the audience for this presentation will include people who are not familiar with the project and the processes you've gone through during the prior quarter, so make sure to provide enough context and background for them to follow your talk.

Suggested Talk Outline:
1. Project title & team (introduce yourselves)
2. Introduction to the overall problem (w/ images)
3. High level solution description (w/ images)
4. Outline of talk (tell us what you are gonna tell us in the rest of the talk – tell a story)
5. Video [show your CS147 concept video or portions of it, if it makes sense]
6. Design evolution (multiple slides)
    a. Show major steps (including needfinding, sketches, low-fi, medium-fi, high-fi)
        i. Include images (especially from needfinding)
    b. Explain reasoning/evidence behind key design changes (i.e., eval technique & what it found at each stage)
7. Current UI description/demo (multiple slides)
    a. Representative tasks
        a. explain *reasoning* behind choice of each of the tasks
    b. Present walkthrough of each task
    c. Explain what it does & how it works
    d. Should include live demo or a recorded video of working interface
8. Ideas for future enhancements (multiple slides)
    a. What is missing & how you faked it (if necessary)
    b. Ideas for additions that would make this even better this quarter (evidence?)
9. Summary

Grading Criteria

The presentation grading will be broken into two components: the individual grade of the presenter and a group grade for the presentation. Each bullet/grading category below will be out of 3 points (3=check+, 2=check, 1=check-, 0=missing).

Presenter's grades   (NAME: _____)

- Organization
    - o ___ Project & team introduction (1 slide)
    - o ___ Introduction to the overall problem (1 slide)
    - o ___ High level solution description (1 slide)
    - o ___ Overview/Outline of talk (1 slide) – don't read this, tell it like a story
    - o ___ 3 representative tasks with scenarios & why chosen (multiple slides)
    - o ___ Design evolution & why (w/ study results) (multiple slide)
    - o ___ Demonstration / video
    - o ___ Current UI description (multiple slides)
    - o ___ Ideas for future enhancements (multiple slides)
    - o ___ Summary of talk (1 slide)
- Presentation
    - o ___ Use effective slides (easy to read, understand, good use of visuals/images)
    - o ___ Cover required scope in 7 mins (+ 2 minutes Q&A). Practice in advance.
    - o ___ Ensure the presenter makes eye contact and projects well.
        - ▪ __ : __

Group grade   (GROUP NAME: _____)

- High level Problem Solution:
    - o ___ compelling problem?
    - o ___ solution clear and seem viable?
- Tasks
    - o ___ good coverage?
    - o ___ reasons chosen compelling?
- Design Evolution
    - o ___ clear on what changes were made at each step?
    - o ___ clear on what evidence for changes?
- Demo
    - o ___ show enough implementation has been done?
    - o ___ aesthetic and pleasing?
    - o ___ good fit with platform UI?
- Current UI description
    - o ___ clear on what it does?
    - o ___ simple to understand design?
- Ideas for future enhancement?
    - o ___ creative?
    - o ___ come from real data/evidence?