

Deliverables for CS247

This is fairly complex, so be sure to read it thoroughly.

Group deliverables

Presentation Monday 3/16: Each team will have **3 Minutes** to present, followed by a short round of comments and questions from the audience and the reviewers. Your presentation should focus on your vision and on what you learned from prototyping and testing. You can talk about your process, but don't try to detail it step by step. We want this to get people excited about the project so they will come see your demo and poster.

Come to class on **Tuesday 3/10** with a first draft of the presentation that we can comment on.

Demo/Poster: You will have room to set up a table or similar space with your prototype. Feel free to be creative. At a minimum you should have one poster that someone could come up and read, and get the same basic sense of your project that you gave in your talk.

Web Page: We want to be able to present your projects to the outside world by having a web page for each. You can have multiple pages if you want, and generally it will contain the same material as your poster and/or presentation slides (don't put a lot of extra effort into web page design). We'll provide a template you can use. For pictures and video on this page, have permissions if you show faces/voices, since the outside world will see it. You can email us a link, and the page should be structured so we can easily copy it (and any resources) over to the CS247 site for archiving. This is due by the end of **Tuesday, 3/17**

Specific notes on Adobe/Nokia: Adobe gave us software and Nokia loaned us the N810s. In return, we'd like to give them feedback, both promotional (something they can show off) and critical (what was easy/hard, good/bad about the platform for your project). If you used one of these, feel free to put the positive parts of it on your public web page. Also one person from the team should send us an email with the critique. If your team decided not to use them after some deliberation or trials, please send a critique as to why you chose not to. This is due by the end of **Tuesday, 3/17**

Individual deliverables

Idea log: We have asked you to keep a running idea log during the quarter. Bring these with you to class for a quick review on **Thursday 3/5** then hand them in at the presentation on **Monday 3/16**. They will be available at Terry's office for you to get back after we finish grading.

As one part of the idea log, we want you to each do some thinking about how your project (or others, if yours isn't appropriate) could be used for **Remote Play** with users distributed in two or more places over the net. Do sketches, notes, brainstorm, whatever, and flag them so we'll notice where they are when we read the logs. The material you do on this will be the basis for part of the discussion on **Thursday 3/12**, so try to do some by then.

Personal Reflections: The last assignment is for each of you to write an assessment of the team process for your team. You should focus on the group process, each group member's contribution (positive

and negative) to the group and the project, and your own contribution to group and project (positive and negative). Refer back to the individual goals you set in the earlier assignment, reflecting on what you met (and didn't) and what you learned from that.

This is a chance to exercise your constructive critiquing skills. You should write the critique as if your fellow group members would read it, although we will not share them. You're welcome to share them if you want. The goal is to give you experience in reflecting on a group work process and constructively evaluating your own performance as well as the performance of the others in your group. If you feel that dimensions outside of your group (e.g., TA, class organization, instructors) contributed positively or negatively to the process, please include these. However, the focus should be mostly on your group's dynamics.

The length should be no more than 500 words, due by the end of **Tuesday, 3/17**

Grading

For reference, here are the percentages we'll use in assigning course grades:

P1 - 5% [individual]

P2 - 10% [team]

P3 - 15% [pair]

P4 - 40 % [team]

Idealog - 20% [individual]

Participation and personal statement- 10% [individual]

We also gave out the following percentages for grading P4:

20% Process

40% Solution (including learning from testing)

25% Implementation

15% Presentation – The talk and the demo/poster