

# Final Presentation (Group)

**Due: Tue., March 12**

## Goal

The goal of this assignment is to learn how to present your work in a visual form to interested parties from industry and across campus.

## Deliverables

### Presentation

Two-three members of your team who have not yet presented will present your project during a **twelve**-minute PowerPoint-based presentation. See the grading guidelines for information on how to structure your talk. Practice in advance! You must **make the slides available for download on your team web site**.

## Presentation Guidelines

You will have 12 minutes for this presentation plus up to 2 additional 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 two-three should present this time, thus the presentation grade will be based on the content and flow of the slides and not only on the individual presenters themselves.

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

### Suggested Talk Outline (in order):

1. Project title & team (**introduce yourselves**)
2. Introduction to the overall problem
3. High level solution description (**with image**)
4. Outline of talk (tell us what you are going to tell us in the rest of the talk—don't read bullets, but **tell a story**)
5. Representative tasks **with scenarios**
  - a. Explain **reasoning** behind choice of tasks
  - b. Use the **concept video** to set the situation up
6. Design evolution (multiple slides)
  - a. Explain reasoning behind design changes (i.e., eval technique & what it found at each stage)
7. Current UI description (multiple slides)
  - a. Present walkthrough of each task
  - b. Explain what it does, how it works, and what is missing
  - c. Should include **live demo or video recording** of your prototype
8. Ideas for future enhancements (multiple slides)
9. Summary

## Presentation Grades (100 pts)

The presentation grading will be broken into two components: the individual grade of the presenter(s) and a group grade for the presentation.

**Presenter's grades** (NAME: \_\_\_\_\_)  
(NAME: \_\_\_\_\_)  
(NAME: \_\_\_\_\_)

- Organization
  - \_\_\_ Introduction to the overall problem (1 slide)
  - \_\_\_ High level solution description (1 slide)
  - \_\_\_ Overview/Outline of talk (1 slide) – don't read this, tell it like a story
  - \_\_\_ 3 representative tasks with scenarios & why chosen (video) (multiple slides)
  - \_\_\_ Design evolution & why (study results) (multiple slide)
  - \_\_\_ Current UI description (multiple slides)
  - \_\_\_ Demonstration / video
  - \_\_\_ Ideas for future enhancements (multiple slides)
  - \_\_\_ Summary of talk (1 slide)
- Presentation
  - \_\_\_ Use effective slides (easy to read, understand, good use of visuals/images)
  - \_\_\_ Cover required scope in 12mins (+ 2 minutes Q&A). Practice in advance.
  - \_\_\_ Ensure the presenter makes eye contact and projects well.
    - \_\_\_: \_\_\_ \_\_\_\_\_
    - \_\_\_: \_\_\_ \_\_\_\_\_
    - \_\_\_: \_\_\_ \_\_\_\_\_

**Group grade** (GROUP NAME: \_\_\_\_\_)

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