Project Showcase (14-Nov 2016)

❑ **Project Showcase (14-Nov, MON)**

  ❖ **Venue: USP-SR3**

  ❖ **(9:00am – 12:30pm)   &   (2:00 – 5:30pm)**

  ❖ **20 min for each project (incl *everything*)**

  ❖ **Presentation & DEMO.**

❑ **Your Preparation**

  ❖ **Bring your own laptop**

  ❖ **Power it up and ready to go.**

  ❖ **You may want to test the setup before-hand**

Peer-Grading of Project

❑ **Two Sessions, all at USP-SR3**

❖ **Session 1: (9:00am – 12:30pm)   [T01—T08]**

❖ **Session 2: (2:00pm – 5:30pm)   [T09—T15]**

❑ **Each team attends *only the session* they are in.**

❖ **MUST stay through that session (3.5 hrs)**

❑ **Each person grade *other* teams' projects;**

Grading Criteria

❑ **Each person grade *other* teams' *projects*;**

❑ **Grading Criteria:**

  ❖ **Presentation, Demo, Effort, Achievement**

❑ **For each, we use a 10-point-scale: (0-10)**

  ❖ 8 points for *very* good

  ❖ 6 points for average

  ❖ 4 for *below* average

  ❖ **INTERPOLATE in between!**

Your presentation may have

❑ **What is your project / game / app**

  ❖ *. . . and Why you do it (why it is interesting/cool)*

❑ **Demo (see next slide)**

❑ **Key things about your project**

  ❖ **Any challenging parts to highlight**

  ❖ **Not all the nitty gritty detais…**

❑ **Possible Extension, if any**

❑ **Relevant ITEM from UIT2201**

  ❖ **Lessons learnt / applied**

Doing your Demo WELL

❑ **Carefully plan out the demo**

❑ **Simple features first; THEN only Advance**

❑ **Write a Demo Script;**

- ❖ **Fix EXACTLY what you will demo**
- ❖ **which example to use; what text to type, etc.**
- ❖ **Plan out EVERYTHING.**

Remember:
1. **Tell them** *what they will see*
2. *Show them*
3. **Remind them** *what they saw*;

All the BEST