INSTRUCTIONS for AUI 2015-16 EXAM:

DOCUMENTATION DELIVERY AND PROJECT ORAL PRESENTATION

Procedure

1. **Register to the exam in the official dates in the POLIMI online services** (otherwise you will not be considered for the exam evaluation)

2. Register on the **AUI Exam Doodle** (see next section) at least 3 days before the exam date: http://doodle.com/poll/n8gzhzftde5hbfvn

2. **Before the exam date and time** you have marked in the Doodle registration table **fill the online documentation form** http://goo.gl/forms/lBYxc4O02h with the key data on your projects and the links to your documentation:

> - promotional material: video + images

> - design and technology documentation

> - material used for the oral presentation (e.g. ppt slides)

4. Come to the exam room on the scheduled dates and time to **make your presentation (max 5 min) and demo (max 5 min)** followed by 10 minutes of discussion with teachers.

The order of presentations will not be announced in advance. All students are invited to attend to their peers' presentations. Final scores will be published some days after the exam date, to enable teachers evaluate the documentation.

About the dates of the project presentation

As mentioned in the schedule discussed at the beginning of the course, you can present your project for the exam purpose during the course. The date for this "during the course" exam is:

Wednesday January 27th from 12.00 – Room PT1 - ground floor DEIB

The **official** exam dates in February when you can present your project are the following:

Monday February 1st, 9 am - Room tbd-see online services

Tuesday February 16th, 10,30 am - Room SEMINARI –ground floor DEIB

Please notice that Mirko Gelsomini will not be present in February as he has won the Rocca Award at MIT Media Lab and will leave to US at the end of January.

About the video

The video has a promotional and informative purpose: it describes your project and highlights its main quality (e.g. utility, originality, technological challenge, ….)

Language: Italian or English

Duration: max 2 min

General suggested structure

- Opening: Course, academic year, Project title, team members
- Problem addressed (user target and needs)
- Your solution (in terms of technology and UX)
- Short demo: 1 or more short scenarios of use/system behavior

The style is up to you: You can for example speak over a set of ppt slides, interplaying them with video-recording of yourselves or your system

About the presentation slides

Present your project idea: Imagine to be in front of a panel of stakeholders/investors/research panel that must decide whether or not to fund your project

Language of slides: **English**

Suggested structure

- Cover
  - Group Name
  - Members (names, email, contact person)
  - Project Title (might or not be the same as the group name)
  - Project subtitle
- The problem that you want to address
  - Main Target Groups
  - Context and Needs addressed
  - (Constraints)
  - Goals of your project
- Solution
  - «Concept» (brief description of what your system is about and how users use it)
  - Technology and interaction paradigms
- Value proposition
  - Why is this a «good» solution? Are there any competitor? If yes, why is your solution better than the existing ones?

Suggestions

- Max 5-6 slides + cover for each project proposal
- Clear concepts
- Few words
- Visual elements (e.g. images) can help to render the ideas
- Check the time of your presentation! max 5 min + 5 mins of demo.

About design and technology documentation

The design and technology documentation is a document that describes the salient features of your project design and development process

Language: Italian or English

General suggested structure

Cover

- Course, academic year, Project title, team members
- Abstract max 200 words **(in ENGLISH only)**

The team: Names, email, mob, FOTO of each team member

Table of contents (with page num)

Introduction (extended abstract, with a summary of the key points of the following sections and a clear statement of the goals of your project)

Target User Group and User Needs

State of the art

UX Design

- general approach to address the problem (in terms of UX and types of technology used)
- UX Design (scenarios)
- (if applicable) Discussion of the user interface

Implementation

- HW architecture (if applicable)
- SW architecture (defining the main modules and the programming languages used)

Empirical Evaluation (if applicable)

- Evaluation goals and research questions
- Procedure (context of execution, participants, tasks…)
- Results

Discussion and conclusion

- Discussion of Empirical Evaluation (if applicable)
- A critical reflection on your work (challenges, critical aspects, main difficulties encountered, potential of the technology you have developed to address the needs of your target group and maybe of other targets…)
- Future directions (what could be done next in the short - medium term, visions in the long term..

Bibliography

(web urls or references to relevant papers and material)

Annexes (optional): any additional relevant material (e.g. user manual)