

# Studio3: Week 13 Team Final Demonstration and Portfolio

## Task Sheet 3

### DECO 3801 Only

This assessment sheet is for DECO 3801 only, **if you are doing DECO 7381 then please refer to the correct task sheet**. This assessment is weighted to be worth 60% of your overall grade and includes your demonstration, your creative team portfolio including a team reflection piece, an interactive demo presentation and a *kickstarter style* promotion video. All teams are additionally required to create a short screen-captured/recorded demonstration of their working product prototype, this is not assessed but is needed in the event of a remark request. Please note that all deadlines and time limits are strict.

**All** teams will need to be available (in person and online) to give a *live demonstration* of their working product. Your live demonstration will be held in an EXPO (trade show) style environment on week 13: *Thursday 28th October*. 2pm-6pm in the MOD West building. Teams will only have 5 minutes setup time because of access constraints to physical spaces on campus as other courses may be using the spaces prior to our scheduled session, so you will need to prepare in advance and be ready to setup fast. All internal mode students must be present in person for the duration of the EXPO, if you have teammates that are externally registered, they must also be available for the duration via Zoom on a laptop at your booth. You will be allocated a location in advance and this will be made available via MS Teams.

If your entire team is in **the external delivery mode**, your entire team will need to be available via Zoom for a pre-allocated time slot during the physical EXPO. We cannot cater for time-zones and the teaching team will only be available during the scheduled EXPO to mark work. We will create Zoom links that you will need to join, and we will make these available in advance via MS Teams together with your interactive demo schedule. Your team will need to be able to screen share to demonstrate your working product. Since this is an identity verified assessment, your entire team will also need to have your cameras on for your demo presentation and your Q&A session. You are also encouraged to participate in Q&A for other team presentations.

#### Key deadlines:

1. *Week 13: Wednesday 27th October no later than 5pm* – Not assessed but required as a contingency especially for external teams. Your screen-captured demonstration video will need to be uploaded to Blackboard by your team leader. This needs to be available in advance of the EXPO.
2. *Week 13: Thursday 28th October no later than 1pm* – all items must be submitted to Blackboard by your team leader. ***all items must be submitted to Blackboard:***
  - a. Source code for your projects and all build related assets Evidence of suitable in-code documentation and best practices in software/hardware development will be required in the submitted source code.
  - b. Creative team portfolio including a team reflection piece
  - c. Interactive demo presentation slides
  - d. Kickstarter style promotion video
3. *Week 13: Thursday 28th/10/2021 2pm - 6pm, all team members must be available during your demo and Q&A. All internally registered students must be available for the duration of the EXPO:*
  - a. Deliver your Interactive demo presentation

### **Live Demo**

Your live demo should take approximately 10 minutes (including your interactive demo presentation), with 5 minutes for Q&A. During your demonstration, we will be looking for the following:

1. In depth familiarity with the product, its design your team's build and evaluation process, in other words how your team actually developed the product.
2. A functional working product prototype, which is appropriately scoped from your proposal specification and implements the feasible parts of the functionality.
3. The prototype's functionality should reflect the amount of expected work required for the team to achieve it in the context of this course.
4. Presentation of the product in a manner that is appropriate for demonstrating at an EXPO that would be attended by people interested in buying software/hardware products.

### **Interactive Demo Presentation**

Your interactive demo presentation should be designed to accompany your live demonstration and serve your team pitch for your team's product. This should be a short presentation. We require the slides submitted in advance as per the above deadlines.

### **Team Portfolio**

Your team portfolio should be a video presentation (maximum 5 minutes long) and include your team reflection, all team members should participate. You should aim to make this creative merging screenshots of your application in with your reflective narrative.

In your team portfolio, we will be looking for

1. Why this product is important, innovative, how it compares with competing products, has the right features, is ethically designed, tested and how it is evaluated.
2. Evidence of the team's expertise, the team's story, how the team collaborated to create this product. Evidence of reflective thinking, what you would do differently.
3. Evidence of a creative approach, good communication, clear messaging.

### **Team Kickstarter Video**

Your Kickstarter promotional video should be no more than 3 minutes in duration. You should aim to design your pitch in order to convey the pain point your product solves, what's innovative about your product and why stakeholders should invest in both your product and your team.

Please see the Rubric for specific Grading Criteria.

ECP Learning objectives that this assessment is linked to are:

1. analyse a specification for a software application and select appropriate combinations of tools, technologies and techniques to design and implement a solution.
2. apply teamworking and project management techniques to create a substantial software application that meets a specification.
3. appraise the experience of creating a software application and propose an improved process.
4. apply human computer interaction principles to critically evaluate the usability of an application.
5. examine the ethical impact of decisions made as part of a software project and defend ethical decisions made during the design of a new software application.
6. examine and differentiate a range of software applications and analyse their strengths and weaknesses according to a range of criteria.

*Note that Studio 3 uses a qualitative marking scheme like other DECO courses, this is to facilitate learning through critique and reflection and allow for more capable students to demonstrate the learning and initiative required to achieve the higher-grade bands. The accompanying rubric is not a set of instructions to achieve grades and must be taken in conjunction with task sheets and learning objectives.*