Studio3: Week 6 Presentation Task Sheet 2
Both DECO 3801/7381

This assessment is worth 20% of your overall grade. Your presentation slides must be uploaded to Blackboard no later than *Thursday 2nd September, 1pm*

For this assessment, your team will need to give a presentation detailing your progress on your project build. All team members must to be present for the presentation, remote team members and remote teams must join via Zoom. You will need to deliver your presentation in scheduled class and you will be allocated a time slot provided in advance through MS Teams. Since we will be carrying out these presentations with everyone present and in parallel streams, it is important that you are ready for your allocated time slot and that you keep strictly to time limits. Your presentation should be constrained to a maximum of 5 minutes + 5 minutes Q&A. You are encouraged to participate in the Q&A for other teams in your stream. If you go over time on your presentation, we will stop you. We will be looking for the following information in your presentation:

1. A brief introduction to your team and your project
2. What you have developed so far
3. What your product will contain
4. What your interfaces will look like
5. Justification for the features you chose to develop
6. What you have reused and which sources you used as a foundation to build upon
7. What are your assumptions
8. How your team is tracking against your work plan
9. What changes you have had to made relative to your initial workplan, why and how these changes have impacted your work plan
10. What your team will be doing over the remaining weeks to achieve your project build goals

Please see the rubric for specific marking criteria. This assessment uses a qualitative grading scheme and if you do not consistently achieve the same grade across categories listed in the rubric, your grade is matched to the nearest grade boundary. There are no numerical values assigned. The qualitative grading scheme maps to UQs numerical grades as detailed in the course ECPs.

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.

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.