

Session aims

- Review the requirements of a technical poster
- Identify key information to include and collect
- Plan a development journal for your specialist artefact

Discussion: Why a poster?

Poster requirements

Describe your artefact

- System components, patterns, data structures...
- At least one UML diagram (COMP2x0)
- Illustrate the architecture of your artefact
- Justify key development choices and design decisions
- Don't forget your name and project title!
- Format: Portrait A3 PDF document

Analyse merits and flaws

Poster marks allocation

COMP2x0

Threshold: 30%

Description of architecture: 10%

• UML diagram: 10%

Appropriateness of artefact design: 15%

Context for practice-based research: 10%

Defence of argument: 10%

 Appropriateness of practice-based research methods: 10%

Academic conventions: 5%

VR220

Threshold: 15%

 Explanations and discussions of technical elements of the project: 10%

 Description of project objectives and their justification: 10%

Reflection on the artefact: 15%

Technical posters: structure

Motivation for journey

Tell a story!

The problem that needed to be addressed, and why

Journey progress

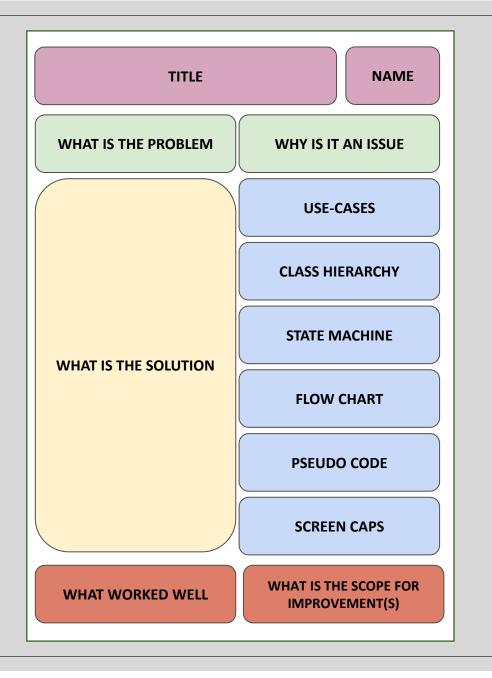
- A solution that worked (and any that didn't: practice-based research...)
- The outcome and its impact does it:
 - Meet the goals?
 - Add value?
 - Open up new areas of interest or approaches?
 - Have a positive impact for players/users/developers/coworkers etc.?

Where you arrived and what you discovered on the way

Poster layout

Style/layout: simple, clear, readable – concentrate on key details and favour images over text.

More info/guidelines:
 https://www.makesigns.com/tutorials

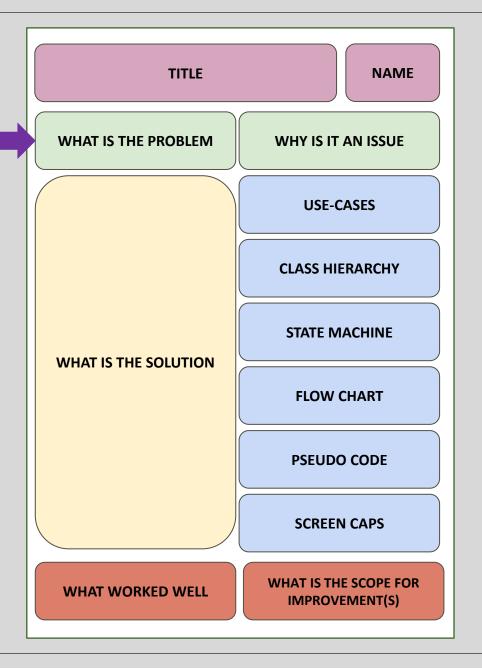


Poster intro

Problem definition: what it is and why it needs solving.

Possibly include:

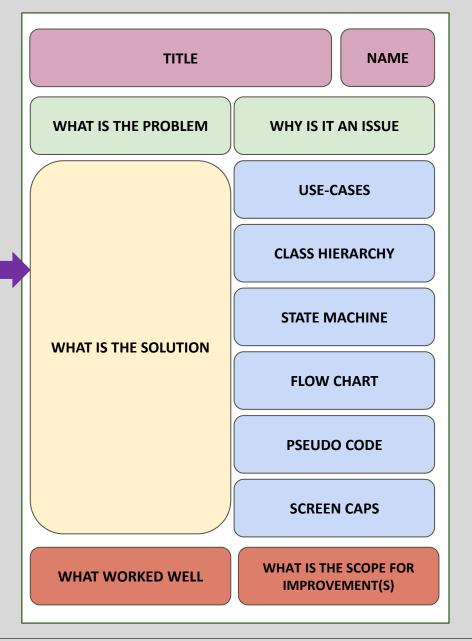
- A screenshot
- A use case
- Some other illustration of the current state of things...



Poster text

Solution description: details of what the solution is, and how it is implemented

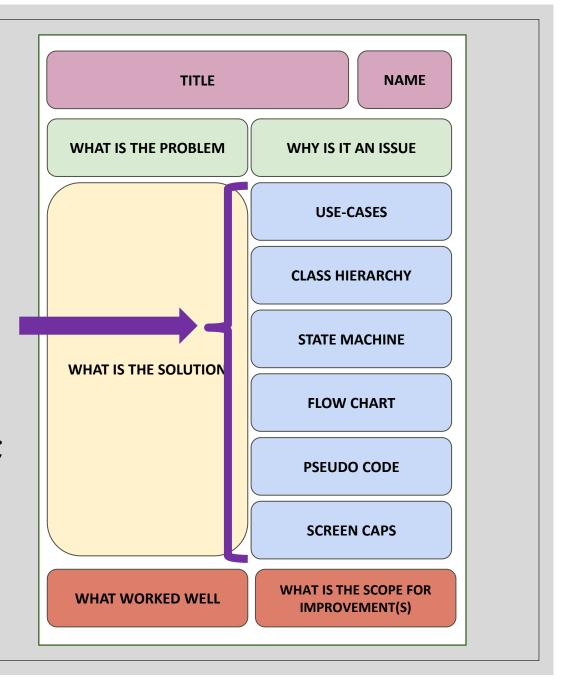
- Should contain some text but not too much!
- Use references to modelling tools, and images if appropriate...



Poster diagrams

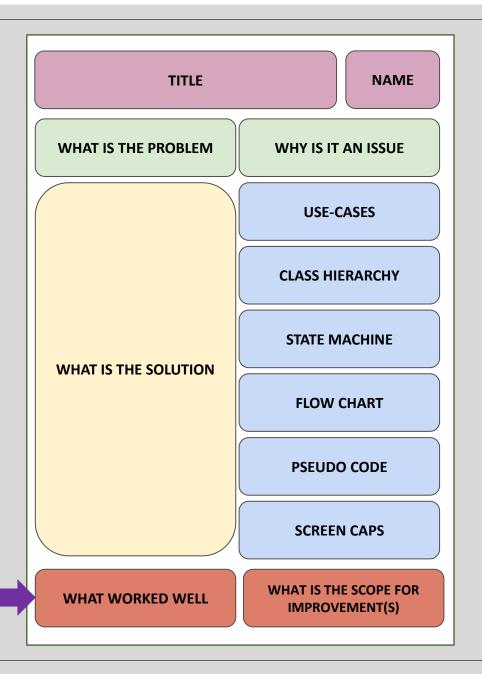
Modelling tools: a selection of visual tools for articulating your solution

- Don't use all of them, just the most appropriate ones for your problem!
- Don't need to include all the details;
 an overview may be clearer
- No Blueprints screenshots!



Poster conclusion

Outcome and impact: opportunity for reflection and constructive criticism



Activity: poster review

This week's <u>Padlet</u> has some example posters on it; choose 2-3 that catch your eye and review them! Add comments (or connect boxes) to state:

- How effectively does it convey information?
- Has it covered the key points from the requirements?
- What details about the project does it include?

Discussion: key information

Asynchronous task: journal setup

- Read the advice on keeping a development journal here:
 https://spin.atomicobject.com/2014/10/13/keeping-development-journal/
- Considering the poster examples and requirements,
 - Decide what information about your project it would be useful to record (e.g. references, similar work/examples, progress, design decisions...).
 - Create a template journal entry page in your notebook on the Teams site (in the "Class Notebook" tab of the General channel).
 - This can just be some <u>titles/headings to copy</u>, or you can adapt an existing template – instructions available <u>here</u> for the app.
- Use your template to create an entry for anything you've done so far on your assignment (e.g. deciding on an artefact/writing the proposal).