Checkpoint V (Final Delivery)

1.1. Goals

Deliver the final version of your project, plus report and video.

The submission is done via Fenix.

You need to submit **until the end of the day (23:59) of your lab**. We will check the date/time. Projects delivered **late will not be graded (you will fail the course).**

1.2. Lab preparation

For this final submission you need to prepare three things:

1. **A folder containing your project.** It should be ready to run as is: just unzip to a local folder, open an HTML file and we're ready to go! It must include all scripts, datafiles, etc. Any special requirements/instructions should be given in a README.TXT file. This **can not** include the installation of servers, access to remotely hosted services, etc. Again: I turn off the Internet, unzip, open a local file and everything works. At most we'll accept a minimal python server to be run as shown in the first lab class.

2. **A .pdf file with your report** according to the instructions provided with this lab guide.

3. **A video file (H264 codec), between 1 and 3 minutes, demonstrating your project.** You have seen several throughout the lectures so you know what is expected but, in a nutshell: the first part should describe the visualization, its different components, and how it works. The second should highlight some use cases and demonstrate its usefulness vis-à-vis the tasks/questions you defined in the first checkpoint.

Create a zip file with the three things. The name should be:

"VI-<campus initial><group>.zip".

For instance, group 5 from Taguspark name the file **"VI-T05.zip"**. Upload it to Fenix.

The project will be graded in due time and the grade posted in the page's course.

1.3. Grading Criteria

We will have a detailed grading rubric that will focus on the following aspects:

Prototype [60%]

- Completeness
- Coherence
- Usefulness (follows tasks set in Checkpoint I, more?)
- Layout & graphic design
- Interactivity
- Wow factor

Video [20%]

- Duration
- Explanation of the Visualizations
- Demonstration of Usefulness
- "Standaloneness" (i.e., if someone just watches the video, no report, no prototype, is the project understandable?)

Report [20%]

- Readability / Understandability
- Structure (adherence to the content sections)
- Content (depth, thoroughness, discussion of alternatives, justification of choices, etc.)