

Team Project  
Final Presentation

*Worth:* 8% of your overall course grade

*Due:* Done in class on April 19, April 24 and April 26 (see OSBLE for your slot)

Hand in presentation (.pdf file of slides) by start of class period in which you are presenting

*Team member assessments due:* April 27 @ 11:59 p.m.

*Last modified:* 1 April 2018

### **Overview**

You will give an in-class presentation on your team project during the final week of class. The purpose of the presentation is to showcase the critical design changes to your chosen interface/technology, and to present what you have learned through your user-centered design process.

### **Presentation Format**

You will be required to give a 15 minute presentation with the following sections:

1. Introduce software domain and user population (~1 min.)
2. Summarize early data gathering studies and results (~2 min.)
3. Give live demo of your core tasks (walk through core task scenarios) (~3 min.)
4. Present usability study, key results (with video clips), and proposed design changes (~7 min.)
5. Answer questions from the audience (~2 min.)

### **Specific Requirements**

1. Your team must use your own laptop computer for your presentation. Use a computer-based presentation tool (e.g., Powerpoint) for your slides. Have your video clips and live demo ready to go on your laptop. I will supply an HDMI cable so that you can hook into the classroom system, but it is highly recommended you come ready with your own adapters/connectors necessary to hook up to the system. If you need a different video/audio connector, please make plans ahead of time.
2. **All team members must be involved in the presentation (you can't just have one spokesperson).**
3. Your presentation must include a live demo of your chosen interface/technology. If your technology/interface cannot be demo'd live, please consult with your instructor for an alternate demo method.
4. Your presentation must include video clips that substantiate your usability study results.
5. Your presentation must include specific changes to be made to your software in light of the usability study results. As appropriate, screen sketches should be used to illustrate the changes.
6. **The 15 minute total time limit will be strictly enforced.** Please rehearse your presentation ahead of time, so that you know that it can be given within around 12 minutes, leaving 2-3 minutes for questions.

### ***Deliverables***

Please hand in your presentation (a .pdf file of your slides) through OSBLE by the start of class on the day you are presenting.

### ***Assessment***

Your final presentation will be evaluated according the rubric posted on OSBLE and in the project area of the website.

**Note:** *Any member of a team who fails to attend the presentation, or who fails to present at least one of the presentation sections listed in the "presentation format" section above, will receive an **automatic 0** for the assignment.*

### ***Assessing Team Members' Contributions to Project Deliverables***

All team members are expected to contribute equally to all project deliverables. Early in the process of completing each deliverable, I recommend that your team devise and agree upon a plan that equally distributes the work across team members, and that your team leader take the initiative to ensure that each team member performs the work that was assigned to him or her. To ensure that all team members get credit for the work that they do and that team members do not "free load," I require that team members assess each other's (and their own) contributions toward each project deliverable. You are required to submit this assessment through OSBLE within 24 hours of each project deliverable resubmission deadline. For further details on how to do this, please carefully read the Team member Assessment document.