**Final presentation Outline:** (from rubric)

**Introduction:**

Clearly introduces project software by motivating the need for the software, possibly through a sample scenario and review of related software environments; and describing targeted user population, possibly through personas.

**Early Data Gathering:**

Early data gathering studies and results are clearly summarized. This includes

• How the studies were designed

• Who participated in the studies

• What the key results of the studies were

• What functional, usability, and user experience requirements were established

**Interface Demo:**

Interface demo is well designed—it clearly demonstrates the functionality of software by illustrating the way in which a user can interact with it to accomplish the 5 core tasks.

**Usability Study: Issue Documentation:**

Using appropriate video clips, presentation clearly documents the usability problems and successes of the software. Narration and annotations are used as appropriate to highlight problems and successes

**Usability Study: Proposed Design Changes:**

Using screen sketches, clearly presents design changes to address usability problems documented. The proposed changes seem, at first glance, to have a good chance of actually addressing the problems encountered.

**Overall Presentation Quality:**

Your team appears well prepared to give the presentation, which is well-organized and easy to follow. You allow 2-3 minutes for questions at the end of the presentation, and make honest attempt to answer questions that are posed.