CS/RBE 549 Computer Vision

Fall 2019

Due: Wednesday 11 December 2019

**Project Information**

**Presentation Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Poor** | **Fair** | **Good** | **Excellent** |
| **Organization** | Audience cannot follow presentation, no sequence of information. | Audience has difficulty following presentation because team jumps around. | Information presented in logical sequence which audience can follow. | Has clear intro, body, and conclusion that reinforces the objectives. |
| **Subject Knowledge** | No grasp of information; cannot answer questions about subject. | Demonstrates some understanding of information and is able to answer only rudimentary questions. | At ease with the subject matter. Answers all questions, but fails to elaborate. | Demonstrates full knowledge of the subject. Answers all questions with explanations /elaboration. |
| **Graphics** | Superfluous graphics or no graphics. Too much text on slides, font too small. | Occasional graphics that rarely support text and speech. Text in sentence / paragraph form. | Graphics relate to text and presentation. Text presented as topics. | Graphics reinforce screen text and speech. No more than 7 lines of text per slide. Appropriate video. |
| **Mechanics** | Three or more spelling errors and/or grammatical errors. | Two misspellings and/or grammatical errors. | No more than one misspellings and/or grammatical errors. | No misspellings or grammatical errors. |
| **Eye Contact** | Report read with no eye contact. | Occasional eye contact, but still reads most of report. | Eye contact most of the time, but frequently returns to notes. | Maintains eye contact with audience, seldom returning to notes. |
| **Elocution** | Unnecessary verbal pauses, mispronounces words, speaks too quietly. Distracting physical manner. | Voice too quiet, some mispronounced words. Audience members have difficulty hearing presentation. | Clear voice. Most words pronounced correctly. Most audience members can hear clearly. No distracting mannerisms. | Clear voice. All words pronounced correctly. All audience members can hear clearly. Gestures reinforce understanding. |
| **Team Dynamics** | One team member dominates the presentation. Other team members appear distracted, uninterested, or fidget. | Obviously uneven distribution of speaking responsibilities. Team members not fully attentive. | Somewhat uneven speaking times. Team members are mostly attentive, but not entirely. | Each team member speaks for approximately the same amount of time. All team members are attentive. |

**Project Report**

The project report should be professional in style and substance. It should reflect the contribution of all team members. It may include some or all of the following: Cover Page, Abstract, Table of Contents, List of Figures, List of Tables, Introduction, Methodology, Results, Conclusions, References, and Appendices.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Poor** | **Fair** | **Good** | **Excellent** |
| **Approach** | No clear description of overall approach or inappropriate approach to the problem. | Approach does not indicate good understanding of the problem. | Approach is reasonable although better alternatives clearly exist. | Approach is well motivated and reasonable for the problem domain. Alternatives approaches are considered. |
| **Justification** | Little or no justification presented for design decisions. | Not always clear why decisions are made. | Approach is justified, although there is room for improvement. | Design decisions are justified and supported by analysis. |
| **Analysis** | Little or no analysis of the system and modules. | Some explanation and analysis. | Moderate level of explanation and analysis. | System performance is thoroughly explained and analyzed. |
| **Testing & Examples** | Few or no examples. | 1 or 2 examples or examples not well chosen. | Most features demonstrated by examples. Some features untested. | System thoroughly tested. Examples chosen to illustrate all features. |
| **Documentation** | Little or no documentation. | Some documentation or documentation unclear. | Most software documented, some areas unclear. | All software thoroughly and clearly documented. |
| **Difficulty** | Easy problem, simple approach. | Non-trivial problem, straightforward approach. | Problem goes beyond minimum required, should have been made more challenging. | Interesting and challenging problem. |

**Project Report Rubric**

**Cover Sheet**

The project report cover sheet must contain the following:

* Course name and semester
* Team name
* Signature block with one line per team member. Each line should have Name, Signature (electronic or scanned image), and % contribution. Contributions must sum to 100%.
* Grading block including project rubric components above plus Presentation.

See the sample cover page below.

**CS/RBE 549 Computer Vision, Fall 2019**

**Project Report**

**Team Zebra**

Member Signature Contribution (%)

Jimmy Buffett \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Janis Joplin \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Stevie Nicks \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Gracie Slick \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Grading: Approach \_\_\_\_\_/20

Justification \_\_\_\_\_/10

Analysis \_\_\_\_\_/15

Testing & Examples \_\_\_\_\_/15

Documentation \_\_\_\_\_/10

Difficulty \_\_\_\_\_/10

Presentation \_\_\_\_\_/20

Total \_\_\_\_\_/100