Project Team Presentations:

All teams will present on Wednesday May 1st. Presentations will start at 4.00pm so you will have 30 minutes to finalize your presentation before we start.

Plan a 10-12 minute presentation with 3-5 minutes for Q&A by the panelists.

The setting:

Imagine that you built your product as a result of a summer internship at DronesRUs. The company hired a bunch of interns, gave them a few drones, and told them to be as creative as they could be in devising and delivering a Drone Based Product. The company is now going to choose one of those products and move it forward into production or into further research. They are open minded about whether to build a commercial product, a game, or to invest in research to support future commercialization. They have invited an internal panel to make the selection. Your task is to present your product to the panel and persuade them to pick it for ongoing production.

Our panelists will each pick a first and second place winner. (2 points for the winner, 1 for 2nd place). This is **just for fun**. We will announce overall first and second place winners only. This will **not directly affect your grade**.

You should plan and target your presentation at this panel.

Some Suggestions about content:

These are just suggestions. You can use the time however you like with the goal of optimizing your chances of "winning" the (fake) funding!

1. Be creative. Create a short video (preferably posted to YouTube).
2. Share the vision of your product. What is cool about it? What motivated you to build it? How can it serve society?
3. Tell us something about the architecture – but communicate at the "marchitecture" level. This means that instead of showing us UML diagrams – show us a richer picture-based architecture. At the same time, don't gloss over the architectural decisions. What frameworks or services (if any) did you use. Why did you choose them?
4. Architecture is high-level design; however, there may be some particularly interesting aspects of the lower level design that you used (cool algorithms, interesting data structures, design patterns) that are instrumental in the success of your product.
5. If you have thought about the -ilities (performance, security, safety, usability) you could mention this too.
6. Process (we all used a similar process so keep this light); however, you could mention something about the sprints and what features you were able to deliver. Keep this short.
7. Field Tests: Explain how you tested your product. This probably will segue into your demo – but feel free to order things in whatever ways works for you.

Some suggestions about presentation quality:

1. Practice the flow.
2. Everyone should be part of the presentation – so practice transitions.
3. Have one computer and a shared set of slides (or whatever you are using).
4. Arrive early and make sure your computer will connect to the projector.
5. Run a quick test of your video. Don't leave this until the day of the presentations.