UF UNIVERSITY of FLORIDA
Herbert Wertheim College of Engineering

Computer Engineering
CEN3907C

P1: Prototype Presentation

Overview

You will provide a 7-minute presentation outlining the status and future plans for your project. All team members should participate. There will also be 1-2 minutes for questions from instructors and students afterward.

Specification

The presentation's target audience should be technical but should not be assumed to be experts in your subfield.

Context

A clear and concise statement of the problem –the need that the project intends to address – should be included as part of the presentation. Additionally, the presentation should include a brief, but informative, description of the project and how it will address the need / solve the problem posed.

Delivery

All props must be ready in advance. The presentation will be delivered in a professional, easy to understand, straightforward manner. Speakers should dress professionally (business casual or formal) in a manner commensurate with a technical talk. Intonation, concision, intelligibility, presentation flow, pacing, and media integration will be evaluated. Auditory and visual elements should match and be synchronized to enhance the presentation.

Project State

Students should cover all significant elements of the project's current state of development, including but not limited to all major features, modes, performance, and where applicable, the state of asset and AI development. The team should discuss which features are completed, which are in progress, and which are planned.

Demonstration

A demonstration of the project's current state and usability should be included in the presentation. It should clearly display the project's features, and other elements, including their current state of functionality, in the current state of development. The demonstration should be a live, user-case demonstration – that is, someone should, on the spot (not recorded), be using the artifact(s) in its/their current or very recent state.

Some research projects aim to produce knowledge that is not artifact-specific; in collaboration the project's faculty advisor and stakeholder, students or teams may discuss the state of the work in lieu of a demonstration of an artifact. The discussion should include, at a minimum, the background and prior work in the field, methods / procedures used in conducting the research, the findings at the current stage in the project, and a consideration of the implications of the work.

Deliverable Plan

The team should develop a general plan to complete the final deliverable by the deadline. It should include ***timeline*** for completing and polishing each section of the application, should be laid out by task, and should include dates. The team should also outline a ***plan of action*** regarding *how* tasks will be accomplished. It is not necessary to identify a specific individual who will complete a task, though teams may add specifics for context and understanding as appropriate. Remember, planning in agile models is to provide guidance; the plan is only a roadmap. The final stages of development rarely, if ever, follow plans exactly. Instead, the guidance such a plan provides is instrumental in providing structure to the project.

Overall Impression

Like all tools, projects will have subjective qualities that must be considered. In addition to the above criteria and adherence to project requirements as outlined in the design prototype specification, presentations will be evaluated according to best judgement by evaluators based on industry experience. This criterion exists to provide guidance to teams what falls outside of other criteria when necessary.

Submissions

All teams will perform their presentations in live and upload slides / props to Canvas.