



Your Goals Re-examined

And why do you want a new career?



Never Stop Learning!

01

The key to hireability and relevance is to constantly be learning.

02

The field is always changing and there is never a point where you can call it quits.

03

Stick with it! It's a craft that you continue to hone with time.



Expectations

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- We expect whatever you build to have utility.
- 2. We expect you to have market or real-world research that evidences your idea has REAL value to people.
- 3. We expect you to have done research on other web/mobile applications in your domain.
- 4. We expect you to put serious time and thought into this.
- 5. We expect you to report problems you are facing along the way.
- 6. We expect you to utilize some form of project management system.
- 7. We expect you to dig deep into documentation and external resources to learn what you need.

Your Challenge

Your Challenge



You have plenty of time to work on this.

You have ALL the skills you need.

You have plenty of practice.

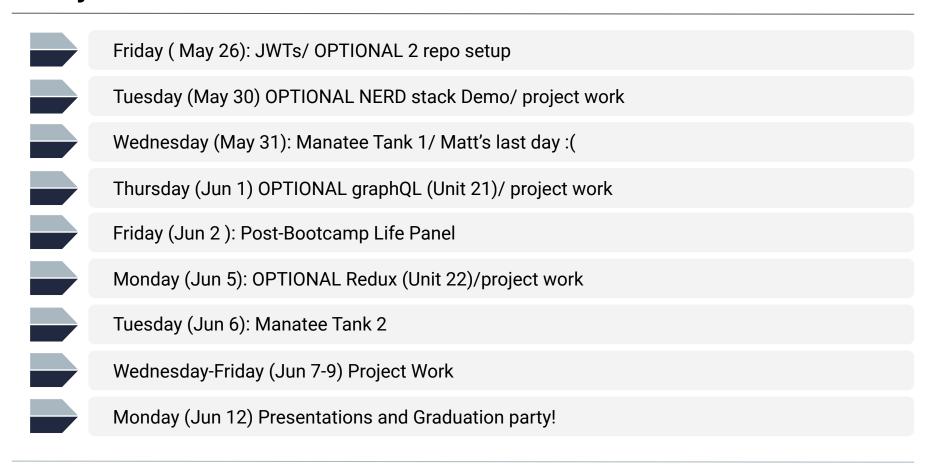


You have experts willing to help.



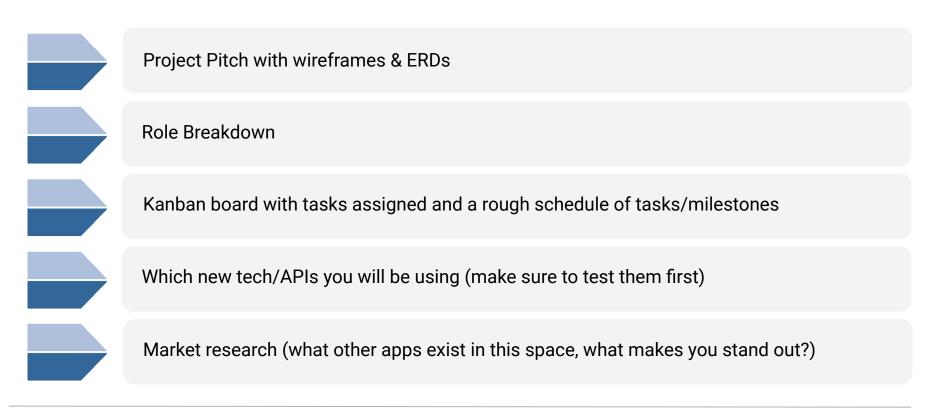
No excuses. Time to prove yourself.

Project Weeks at a Glance



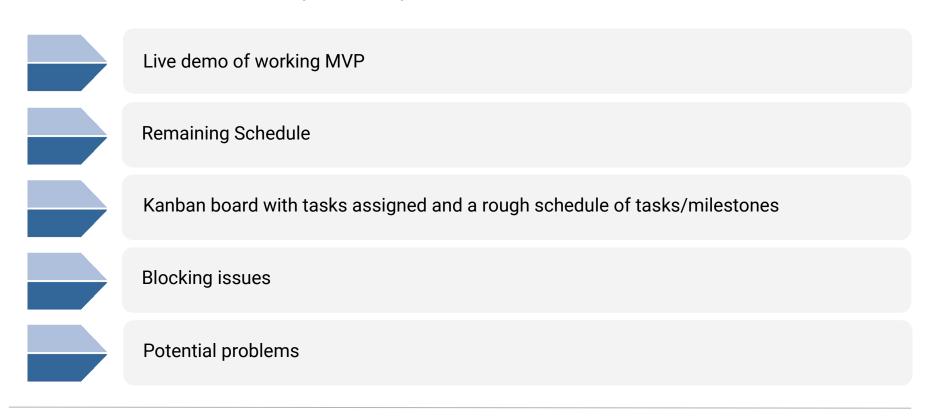
Manatee Tank One Expectations:

20 minute meeting with staff members, will discuss:

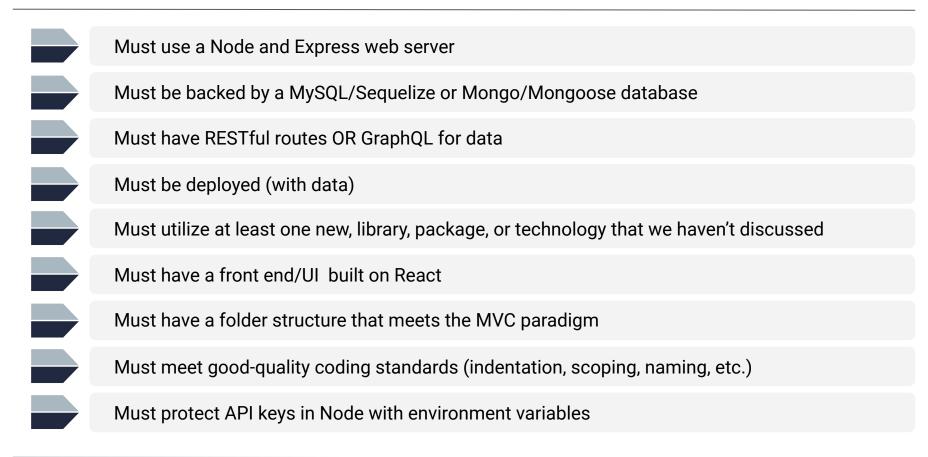


Manatee Tank Two Expectations:

Less formal meeting with just Henry, to include:



Project 3: Coding Requirements



Presentation Requirements

Your formal, 10-minute presentation must include:



Your application's overall concept



The motivation for your application's development



Your design process



Technologies used (and a brief description of how they work)



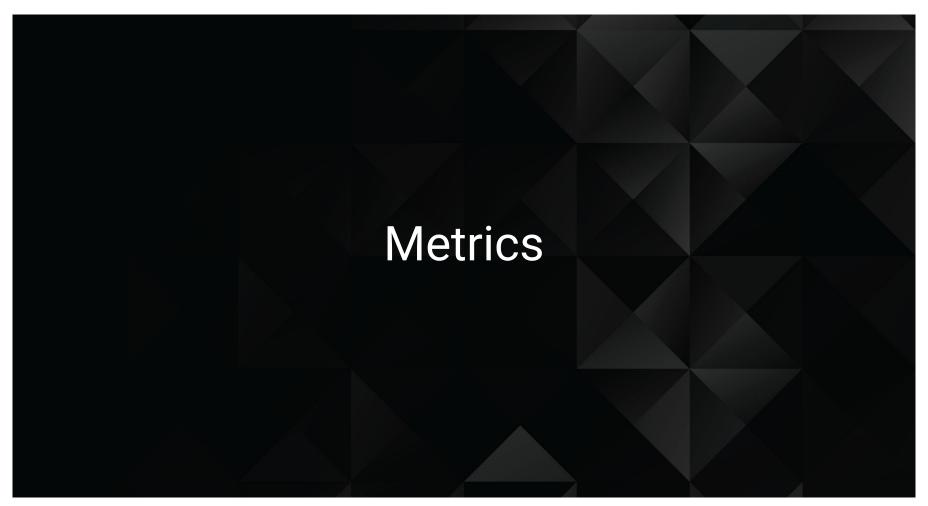
A demonstration of the application's functionality



Directions for future development



Sometimes, talking intelligently about tech > doing tech.



Metrics

Project 3 will be assessed on the following:

O1 Concept

02 Design

Functionality

04 Collaboration

05 Presentation

Awards

Projects will receive awards in the following areas:

