

Programming: The Next Step



Group presentations

1. Sit with your supervisor
2. Present 2 minutes
3. Brief feedback afterwards



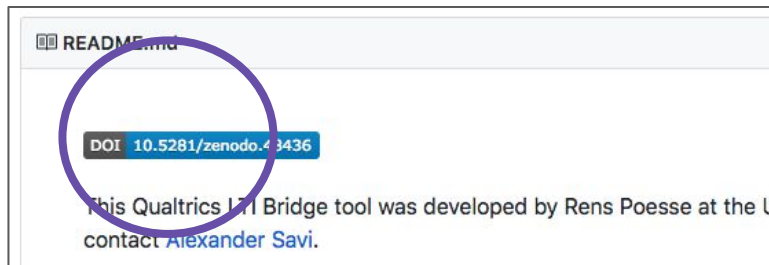
Today

Approaching the top

- Superpowers²
- Software symposium
- Report / user manual
- Deadline
- Grading
- Alpha testing

Superpowers²

- Build a package in R with [Karl Broman](#) and [RStudio](#), or in [Python](#)
- Publish your code, because it's [good enough](#)
- Cite your code with a [DOI](#)
- Deploy your Shiny app [on the web](#)



Savi, A. O., Ruijs, N. M., Maris, G. K. J., & van der Maas, H. L. J. (2018). [Delaying access to a problem-skipping option increases effortful practice: Application of an A/B test in large-scale online learning](#). *Computers & Education*, 119, 84-94. doi:10.1016/j.compedu.2017.12.008 [[full text](#), [preprint](#), [code&data](#), [poster](#)]

Software Symposium

Next week, [Thursday](#), May 31st

General idea

- 4 rounds of presentations, each round takes 20 minutes
- you are presenter in 1 of the 4 rounds
- the presentations have a *main focus on the demonstration of your software*

In the rounds that [you are not a presenter](#)

- you watch the other presentations, in a group together with your supervisor

In the round that [you are a presenter](#)

- each supervisor, together with his students, visits you to watch your 5-minute presentation
- you present your project 4 times, once for each supervisor, from your own laptop
- you don't need to (again) present your slides, *but do make sure that your project, and how you've managed it, is clear*
- you may print your slides as a reference for others to review, or as an aid during the presentation to show how you've managed the project

Report / User Manual

What

1. Theoretical background describing task / technique
2. Design (user and software perspective) including a flow-chart
3. Screenshots and examples of the software
4. Step-by-step manual for users, including installation guide

How

- Separate report, *or*
- Mimic the style of the used language or repository
 - manual
 - vignette
 - GitHub's README.md
 - interactive document [with Shiny elements](#)

Keep the *user* in mind! Make sure it's clear and easy to use. **Have someone proofread!**

before June 1st, 18:00



after June 1st, 18:00



[Upload](#) presentation (pdf), report, and software ([out-of-the-box](#)) zipped in YourName.zip

Grading

60% software

- Functionality
- Coding style
- Within code documentation
- Consideration of superpowers (e.g., version control, testing procedure)

20% documentation

- Manual incl. task/technique description (requirements), flowchart of design, how-to for users

20% presentation

- Final 5-minute presentation
 - Preparation (e.g., working demo, within time limit)
 - Clarity (e.g., goal, design, implementation, functionality)
 - Quality of the software (based on what's shown)

NB. *Your chosen topics will not be equally difficult, so effort will too be taken into account.*

Questions?

Alpha Testing

Bug report

For each bug specify

- the steps to reproduce
 - description of what went wrong (user perspective)
 - when relevant: systems specs where error occurred (OS, browser)
- what you expected to see
- what you saw instead
 - provide a screenshot





Happy coding!

