# **Alpha Review Presentations**

## No readings or discussion for this week.

## The focus is on the Alpha Review Presentation and Documentation.

## On Wednesday - Oct 14 during the scheduled Zoom session we will conduct our alpha/midpoint reviews of your project.

## 

## A very early version of a product that may not contain all of the features that are planned for the final version but demonstrate the minimum valuable functionality.

## The first stage, called alpha reviewing, is often performed only by individuals within the organization developing the product.

## (The second stage, called beta reviewing, generally involves a limited number of external subjects.)

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## Verbal Component: short 10-15 minute presentation per group describing what why and how you are doing what you are doing. (then upload slides to the repository)

## Written component: all relevant material should be upload to your project repository and readme for formal review

## I'll look at this Friday evening - so its formally due by 5pm Friday October 16th.

## I'll look to ensure you have a

## topic

## purpose statement

## introduction

## related work/review

## formalized your research method approach (apparatus, measures, protocol, etc)

## (very) an early demonstration of your 'product' - so something to show you are attempting implementation - it does not have to be particularly far along, but I do want to see something working/collected/etc.

## I'll also formally review your discussion participation at the end of next week and provide feedback on that component of your grade.

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## **General Introduction**

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Survivor and large-format reality TV game shows pit competitors against each other to win large sums of money. Survivor in particular is a long running show consisting of 40 seasons, the winner of each season receives a million dollars. These competitions generally follow a deterministic structure (e.g. one player will win, a player is guaranteed to

Survivor provides a unique format that samples a large portion of the total American demographic across a broad spectrum of challenging situaiton. This unique 'laboratory' provides opportunity to study a litny of human interaction variables and well as personal performance dimensions under a series of variables that are otherwise difficult to replicate. The model provided by the survivor format allows for a detailed study of cohort mentality, specifically as it relates to cooperative behaviors in a competetive situation where only one person will ultimately win.

(Add real-world examples, if any) (Put the problem into a historical context, from what does it originate? Are there already some proposed solutions?)

(I tell students to answer the questions, one paragraph each to start if you are lost)

(Problem Statement. One paragraph to describe the prob-lem that you are tackling.)

Basic Variables to capture: Competitor Age Gender Race (other demographic info) Rounds lasted Times played Number of winning side votes “” % Votes against “”% Number of allied vote wins Number of winning coalition “”% Type of rounds won Number of rounds lasted Type of rounds lost Number of tribe wins / losses Number of reward wins / losses Number of individual challenge wins / losses Number of individual reward wins / losses Number of idols found Number of idols properly used Number of ‘good’ alliance shifts Number of ‘bad’ alliance shifts Number of ‘neutral’ alliance shift Did they win

<https://survivor.fandom.com/wiki/Survivor:_David_vs._Goliath>

(if any? If so, is it predictive? At what moments?)

(Motivation. Why is this problem interesting and relevant to the research community?)

(Proposed Solution. How do we propose to tackle this problem (that has been identified in the previous paragraphs, is interesting to the community, and has yet to be tackled by other researchers)?)

(Contributions. An enumeration of the contributions of the senior design project)

(This project makes the following contributions:)(you must have this!!) • Research into team dynamics, specifically, if individual performance within the team affects (positively or negatively) the individuals final outcome. • A model for cohort cooperation and competetive advantage