FINAL PROJECT PRESENTATIONS
Written: Due Weds., 05 August 2015 6:30PM
Oral: Prep materials due Tues., 04 August 2015 6:30PM

GRADING

- The presentation counts for 10% of your project. Of that, submitting materials on time, showing up on time, being ready when it's your turn, and sticking to the time limit is 75% of the battle. Clear preparation and structure are what we're looking for. Speaking skills are just something to practice and will not be graded.

LOGISTICS

- If you want to present, you must get us your compile-ready project & slides 24 hours ahead of time. See Tuesday due date at top.

- No other forms of media will be allowed: slides and App only.

- If you **don't** want to present, you must turn in write-up that is basically just a written version of what you would say, given the guidelines below. Due Wednesday at 6:30 Aug 5 (last class). Keep it to 250-400 words. It should have the screen captures to illustrate what you're saying…4-7 captures sounds about right.

- KeyNote and PowerPoint are acceptable, no others.

- We will install your App onto a master device from which all presentations will run. Ideally we can do everybody on an iPhone 6 plus, but we'll switch to an iPad at the end for those who need it.

- The device will be hooked up via Lightning port to HDMI which includes high-res video and sound, but not super high res (nothing close to retina). The projector is capable of 1366x768.

- The slide presentations will be sequenced in a folder on a Mac Air and you'll just double click on yours – it will always be the next one down.

- Bottom line, do not expect to present on your own hardware.

- A lectern mic is available. Otherwise just talk loudly. We probably don't have time to set up the lavalier (portable wireless) mic for everyone.

CONTENT

- Three minutes and 30 seconds hard maximum. A "buzzer" will go off and applause will start. Don't worry about stopping mid-sentence of your favorite feature. We will all be in the same boat and enjoy a good laugh.

- Focus on showcasing the functionality.
  - Impress us and practice for a non-technical audience that might want to use it.
  - Then go into detailed navigation, preference settings, good error messages, cloud connectivity, and all the corner features that round out the App.
  - If you have time then go into motivation and inspiration.
  - Finally if a little time left go into interesting technical details like how you discovered how to implement a feature not covered in class, or how challenging it was to use CGAffineTransform, or how you hate MapKit but love CoreMotion
  - Or if you prefer after the first two sub-bullets, you may take a question or two. But questions are really time-consuming. Be careful and get your material out there first.

PRESENTATION ADVICE

- If you're not used to presenting, try to constantly put yourself in the mind of the listener.
  - Look up at least 3 times a minute. People mentally vacate if you don't look up.
  - Look around at all 3 sections of the room.
  - Nod and receive people's nods.
  - Get out from behind the lectern to the center of the room, and point at the screen.
  - Speak slowly – painfully slowly – so everyone gets you. It's completely different from chatting a mile a minute with close friends.
  - Repeat yourself. Listeners in an audience are tuning in and out all the time. Give them a chance to stay with you.
  - These guidelines reduce how much content you can pack in. That's fine. If they can come away just remembering one thing you've said you've succeeded.

- Using notes are fine, but split them up onto notecards, and look up after every notecard.