Demo Day Preparation

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AMOS C01

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Agenda

1. Demo day

- a. Demo day slide
- b. Demo day posters
- c. Demo day video

2. Final release

- a. Final documentation
- b. Final planning documents
- c. Final release tag

3. After-work

- a. Project report
- b. Project retrospective

1. Demo Day

The AMOS Demo Day

The demo day is the final day of the course

- The demo day is organized as a fair ("Messe")
- Student teams show the results of their project
- Audience are industry partners and fellow students

Demo Day Process

Opening (20 min.)

- General introduction
- 1 slide, 1 min. introduction by each team (one speaker)

Demos (duration depends on number of projects)

- After the introduction, we split up into the different projects
- One demo room (online) for each project
- At least one person from each project needs to be ready to demo
- Demo day participants (including students without booth duty) roam around

Closing (5 min.)

We come together in the main room to say goodbye

Typical Demo Day Schedule

Time	Duration	Responsible	Title	Room
10:15	10 min	Riehle	Introduction	Main room
10:25	10 min	Teams	One slide summary	Main room
10:35	20 min	Teams	Demo	Demo rooms
10:55	20 min	Teams	Demo	Demo rooms
11:15	20 min	Teams	Demo	Demo rooms
11:35	20 min	Teams	Demo	Demo rooms
11:55	20 min	Teams	Demo	Demo rooms
12:15	5 min	Riehle	Conclusions	Main room

One-Time Deliverable: Demo Day Slide

Please create one 16x9 slide to show during the demo day opening

Online Demo Room

We will create Zoom breakout rooms for each project

You will demo your work in your breakout room

- Demo your project using your laptop
- Support your demo using a slide deck; should contain
 - One slide on product management
 - One slide on software development
 - A team photo slide (can be screenshot)
- Have the demo day video ready as a backup

Use of Corporate Identities

Please use your university logo

Please use your team logo

Please use your industry partner logo, but ask first

One-Time Deliverable: Demo Day Posters

Please create two posters for your demo day booth

- One product management / product owner poster
- One software development poster

Twenty Minutes of Fame

At	What happens / to do	
0min.	Demo room opens, participants stream in	
1min.	Demo starts	
10min.	Demo finishes, discussion starts	
19min.	60 second countdown to room closing starts	
20min.	Room closes, everyone is pulled back into the main room	

Demo Preparation

Dos

- Have a clean user interface
- Have a story to tell, for example,
 - A day in the life of ...
 - A workflow example
- Use domain terms and examples
 - In the user interface (labels, titles)
 - In the stories you tell
- Make the demo data reentrant
 - You will have to start over repeatedly
 - You want to start at the same point

Don'ts

- Use "test1" or "user2" as labels
- Not follow the advice on the left

Demo First! Slides... Fifth? Nineteenth?

Demo your software! That's what it is about

A good approach is to demo a main feature or use case

And only then explain it using slides

And then demo another feature or use case that adds to the previous one

And then explain it using slides

And finally demo a third feature

After which you will open the discussion

Don't be afraid of open time for questions

One-Time Deliverable: Demo Day Video

Please create a 3 min. video demoing your work

You should show running software, not just talk about it!

The demo video will be your demo backup

Will also be posted on our blog and on LinkedIn

Demo Execution

Have two people ready to demo

- One explains what is going on (talks to people)
- One demos the software in line with story

2. Final Release

One-Time Deliverable: Final Documentation

Please clean-up and finalize your documentation

One-Time Deliverable: Final Planning Documents

Please clean up your planning documents, in particular the final release plan

One-Time Deliverable: Final Release Tag

Please clean up your code base, in particular set the final-release tag

3. After-work

One-Time Deliverable: Project Report

Please create a project report using out template

The report will be posted on our blog and on LinkedIn (together with your video)

One-Time Deliverable: Project Retrospective

Please perform a project retrospective (guided by your Scrum Master)

Summary

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Thank you! Any questions?

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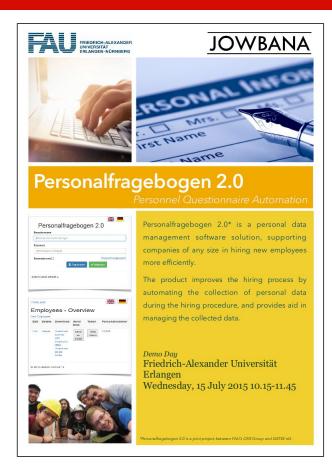
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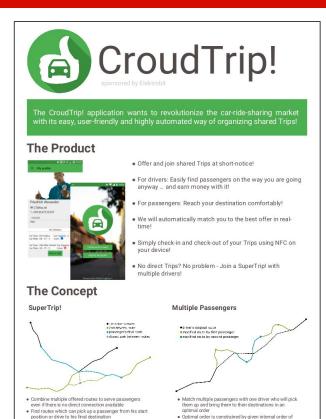
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Example Posters 1 / 2





Example Posters 2 / 2



each waypoint pair, because each passenger has to be

Salesman Problem via Brute Force (max. 4 passengers)

picked up before the driver reaches his destination

. Compute optimal order by solving the Travelling

. Subdivide those routes, compute the closest pair of

those waypoints and use it as a "connection point"

. If the distance of the closest pair is too large start a

recursive matching process with these two waypoints

