

## CSSE 498 Presentation Rating Suggestions

- **Introduction/Demo** – 10%
  - **Excellent:** key software concepts are clear and concisely presented as they pertain to the architecture and design
  - **Good:** have a pretty good idea of the key software concepts involved
  - **Satisfactory:** understand most of the key software concepts involved
  - **Marginal:** there is some confusion
  - **Unsatisfactory:** Clear lack of understanding.
- **Software Architecture** – 20%
  - **Excellent:** key architectural elements and aspects of the software are presented clearly with relevant detail
  - **Good:** nearly all aspects of the software architectural elements are presented clearly with mostly relevant detail
  - **Satisfactory:** reasonable amount of software architectural elements are presented with some detail, while others are unclear.
  - **Marginal:** some of the software architectural elements are presented, while others are unclear or confusing.
  - **Unsatisfactory:** Clear lack of understanding or skill at presenting.
- **Software Design** – 35%
  - **Excellent:** Clear, effective design presented in a form that demonstrate both great knowledge about the system and high design skill in software design methods and techniques.
  - **Good:** Good design presented in a form that demonstrate both good knowledge about the system and good skill in software design methods and techniques.
  - **Satisfactory:** Reasonable design presented in a form that demonstrate both reasonable knowledge about the system to be developed and satisfactory skill in the software design methods and techniques.
  - **Marginal:** Marginal requirements presented in a form that demonstrate both limited knowledge about the system to be developed and marginal software design skills.
  - **Unsatisfactory:** Poor software design presented demonstrating a clear lack of software design knowledge.
- **Organization** – 10%
  - **Excellent:** great organization that enhanced the presentation and all team members participated in concert.
  - **Good:** the organization was clear and most of the team members participated.
  - **Satisfactory:** there was some organization, and some of the team participated.
  - **Marginal:** organization was clearly lacking in some spots.
  - **Unsatisfactory:** unorganized to the point of distraction.
- **Time** (15-20 min.) – 10%
  - **Excellent:** plenty of time for questions, but covered everything thoroughly
  - **Good:** enough time for everyone
  - **Satisfactory:** managed to cover all the material
  - **Marginal:** had to skip something, or wasted time unnecessarily
  - **Unsatisfactory:** completely blew the schedule
- **Oral skills** – 5%
  - **Excellent:** so good you did not want them to stop
  - **Good:** most speakers made eye contact, had clear voices
  - **Satisfactory:** could understand everyone
  - **Marginal:** some speakers were hard to understand
  - **Unsatisfactory:** most speakers were hard to understand
- **Attire** – 5%
  - **Excellent:** they would impress your parents
  - **Good:** nice enough to bring home to meet your parents
  - **Satisfactory:** presentable
  - **Marginal:** not sure if you would bring them home to meet your parents
  - **Unsatisfactory:** don't let your parents see them
- **Polish, attitude** – 5%
  - **Excellent:** made you want to join their team
  - **Good:** presenters were relaxed, answered questions easily
  - **Satisfactory:** seemed positive
  - **Marginal:** seemed unsure of themselves
  - **Unsatisfactory:** seemed genuinely embarrassed to be there

## CSSE 498 Ratings Terms - Explanation

- *Introduction/Demo* – Introduce the team, the project, and client – elevator talk on the project, as well as how it will be conveyed in the presentation. Offer any important background needed to understand the software architecture and design. Often a demonstration of the software is very helpful to show its capabilities, but this is optional as some teams are not as far along with their features as others.
- *Software Architecture* – Outline the salient elements of the software architecture and how this organization of the components, connectors, and configurations will address the requirements in the problem domain. Please include some relevant tradeoffs and quality attributes.
- *Software Design* – Effectively describe the relevant subsystems/services/objects in the software design to be implemented in terms of static design elements (e.g., classes, associations, dependencies, etc.), as well as dynamic interactions (events and sequences). Please include some relevant tradeoffs in terms of coupling, cohesion, design patterns, and the like.
- *CSSE Application (of principles, methods, and techniques learn in the CS/SE program)* – Based on the education in the CSSE department at Rose, how well are the *principles, methods, and techniques* that were taught in the CS/SE programs applied to the Capstone project.
- *Organization* – Presentation is organized in a manner that enhanced the audience's understanding. There is no specific requirement for a projected presentation, but the elements of your presentation should demonstrate your knowledge of the *principles, methods, and techniques* learned in the CS/SE program. All members of the team must present portions of the material and be prepared to respond to questions.
- *Time (15 to 20 minutes)* - Did not take too little time, so that material was explained inadequately, or too much time, leaving inadequate time for other team members (speakers should be given an equitable portion of the presentation for the material that they must present).
- *Oral skills* - Facing and making eye contact with members of the audience, words and phrases enunciated well, spoke loud enough to be heard (but not too loud), few annoying mannerisms such as pacing back and forth, saying "uh" after every sentence or word, getting in the way of the presentation materials, etc.
- *Attire* - Business casual dress (no shorts, T-shirts, sandals, athletic wear, torn clothing, clothing with inappropriate language, or provocative or revealing clothing).
- *Polish and attitude* - Clear that the presentation was rehearsed and ready to go, positive attitude and enthusiastic about the presentation, able to handle questions and comments positively.

## **Ratings Terms - Explanation**

- (15%) Introduction of the Project - considers the introduction of key elements of the project such as the customer, problem, and solution approach you have for the project.
- (30%) Demonstration/Understanding of Product so far - considers the understanding of the key design feasibility issues and the demonstration of the product thus far. Ideally, the demonstration should highlight the feasibility issue, but it is understood that some projects may not have implemented the solution to the given feasibility issues. Does the team have a full understanding and handle on the feasibility of the system and design issues of the entire system?
- (30%) Description of the Architecture and Design - considers the overall architecture and key design elements for your project, and how effectively your team presents it.
- (15%) Organization/Quality of Presentation - considers the effectiveness of the presentation for conveying the salient points of your project. It also indicates how well your team coordinated getting the points across to the audience.
- (10%) Professionalism - considers the presentation appearance (communication of the key messages and attractiveness) along with the professionalism of how it was presented (e.g., polish of the presentation, attitude/appearance of presenters).