

INFT2051

Assignment 2: Final project presentation

Due: Week 12, scheduled class time, documents due 5pm same day

Worth: 35% of total marks for this course

Team Work: This may be an individual or team assessment, as advised by the course coordinator. Individual marks will be the same as overall marks, unless there is an obvious mismatch in contribution (such as a member not attending the presentation).

Instructions

Congratulations! The presentation you gave earlier of your draft concept for mobile technology impressed the directors of the technology company, and they are eager to hear more! They have invited you back to give another presentation, but this time they are expecting to see a working prototype. You will show them a mobile App using the techniques taught in this course (written in C# using Visual Studio and Xamarin, or in Java using IntelliJ and Codename One). ***If you are working in a team, you are encouraged to demonstrate your app working on multiple platforms (Android and iOS), as this will attract more marks.***

In addition to your presentation you will also provide the directors with the full code behind your project and a document with further information.

Approaches that are not acceptable include:

- A programming project that does not use the methods and techniques discussed in this course.
- Any material or software that has been submitted for assessment for another course;
- Any material prepared by another person/team, unless you clearly indicate which is your own work;
- A presentation that fails to show the project actually working.

As before, make sure that you prepare for your presentation by rehearsing well. Every team member is expected to be involved with the presentation. Use a presentation style that is clear, so that your message can be easily understood. Don't go over time: if your presentation lasts more than about 5 minutes, the part that goes over may be ignored during marking. Try to be entertaining, to be confident, and to engage your audience.

In addition to the presentation, you will provide a **500 word written summary** of your project. This requires a lot of care: you have a maximum of only 500 words and you will quickly run out of space if you do not write concisely.

Pay attention to your **user interface**. It should be intuitive and easy to use. Test the operation of your project; if it isn't all working, just show the parts that work. Especially if you think a program might crash, avoid showing the feature that makes it do so. You will receive marks for correct operation of the program, and for task complexity: the more complex your task is, the more marks you will receive.

Pay attention to the **readability of your code**. Do not use variable names such as *x1* or *j* unless they are clearly informative in the context of your code. Use classes, methods and functions where appropriate to separate your code into logical parts. Include informative comments.

Your *peer feedback* will consist of short comments you make while you watch other presentations. These comments will be collected and marked and will contribute to your mark for this assignment. Please make the comments professional and constructive.

How to submit your assignment

Each team will hand in, on Blackboard, *a zipped folder* containing the pdf document described below and the code for your project/program. The pdf document and the code will be placed in a folder whose name is the title of your project; that folder will be zipped (ie turned into a *zip* file, **not** some other compression format such as a *rar* file), and the zip file is what you will submit to Blackboard. **DO NOT include executable code** with your submission. Make sure to *clean* the solution and / or remove non-source files before zipping up.

The pdf document mentioned above will include:

1. Your student name(s) and number(s)
2. Title of your project
3. Explanation of the purpose of your project, what it does, how it works, what real world problem it solves, all in 450 to 500 words. Any text over 500 words will be ignored.
4. The approximate percentage contribution of each member, along with a statement to say that each team member has agreed to this percentage.
5. An individual signed cover sheet, or a team cover sheet signed by all members of the team and then scanned.

You must present your complete project during the scheduled weekly class time, with all other students in attendance as your audience. You may choose whether to use visual aids; but if you choose not to, with an audience that is accustomed to them, you should consider how to make your presentation suitably engaging. There will be a computer available in class with a working connection to the internet, plus data projector and whiteboard. If you need to show something happening on a small screen such as a mobile phone, it is recommended that you use screen casting software, or bring a webcam, or present a pre-recorded video, so that everyone will be able to see. It is your responsibility to arrange this and test its operation beforehand.

A time slot will be randomly assigned to each individual or team. In addition to giving a presentation, you are required to attend all other presentations as part of the audience, and to provide feedback on those presentations.

Personal circumstances

If you are unable to complete a presentation in the manner described above for any reason, you are advised to make an application for Adverse Circumstances, and to make this as early as possible so that alternative arrangements can be made for your assessment.

Marking scheme

Marks will be awarded for these criteria, according to the detailed marking rubric that follows. Note that penalties may be applied if the instructions are not followed, for example, if the project does not use the methods and techniques discussed in this course.

Item	Marks
Presentation style	3
User interface	5
Complexity of project	10
Correct operation of program(s)	5
Written explanation	5
Readability of code	5
Peer feedback	2
TOTAL MARKS	35

Marking rubric

Component	85% - 100%	75% - 84%	65% - 74%	50% - 64%	0% - 49%	Marks
Presentation style	Very clear, entertaining and confident style, audience engagement	Good preparation, speaks to audience, with clear message	Presentation prepared and rehearsed, with clarity	Evidence of an effort, with clarity	Little or no evidence of preparation, trivial or very short presentation	3
User interface	Very clear design, intuitive, attractive, and good screen layout	Mostly clear design, intuitive, attractive, or good screen layout	Clear user interface, tends to match with application	Mostly clear user interface, or tends to match with application	Little or no effort on user interface	5
Complexity of project	Very complex, involves a range of technologies as taught in course	Complex, uses a range of technologies taught in course	Uses several technologies taught in course	Good mobile or web access functions	Trivial, with no obvious effort, or basic app.	10
Correct operation of program(s)	Program works well and is robust	Program works as specified, or has minor impact bugs	Program mostly works as specified, or has some bugs	Program has reasonable functionality	Little or no working program demonstrated	5
Written explanation	Convincing and complete explanation of how project works	Explanation mostly convincing	Explanation covers most aspects and is mostly clear	Explanation covers most aspects or mostly clear	Unclear or missing explanation	5
Readability of code	Code easy to understand, structured, well-named components	Most features help readability	Some features help readability	Code is readable with some effort	Code not provided, or messy	5