

## **Final Project Presentation Guidelines**

### **1. Timing Requirements**

- Your presentation must be 10 minutes.
- Practice your timing before presenting.

### **2. Purpose of the Presentation**

Your goal is to demonstrate your semester project, not to give a long lecture or reflection. Focus on:

- What you built
- Why you built it
- How it works
- Demonstrating it and showing your code
- What makes it interesting

Do not focus on self-reflection; it will be included in your report. This presentation is about your project.

### **3. Slides Are Optional; A Demonstration is Required**

- You may use a slide deck (PowerPoint, Google Slides, etc.), but slides are not required
- You must demonstrate it (either by screen recording or live demo)
- The demonstration must show your code and you navigating what you have done

### **4. Suggested Structure**

A good 10-minute talk generally follows the flow below. Remember to focus on the project, not self-reflection.

#### **Introduction (1 minute)**

- Who you are
- Project title
- Quick summary of what the project does
- Background / Motivation (1 minute)
- What problem you wanted to solve
- Why you chose this project

#### **Main Demonstration (5–6 minutes)**

This is the core of the presentation.

- You should show:
  - Key features
  - How it runs
  - Example input and output
  - Important design choices
  - Interesting challenges or breakthroughs

- If you are doing a live demo with me, test everything beforehand. Have a backup screenshot/video in case something fails.

#### What You Learned (1–2 minutes)

- Talk briefly about:
- Technical skills
- Tools or concepts you improved in
- Any obstacles and how you overcame them

#### Conclusion (30 seconds)

- Final thoughts
- What you might add in the future

### 5. Presentation Quality

You are not graded on being a professional speaker, but:

- Speak clearly
- Face the audience
- Avoid reading from a script
- Keep filler words (“um,” “like,” etc.) under control
- Maintain good pacing
- Make sure the demo is visible to the audience

### 6. Q&A (Optional, Instructor Choice)

Be prepared to answer some questions about:

- How a feature works
- Why you chose a certain design
- What you would improve
- Others
- Questions may be asked immediately after a live presentation or by email afterwards