**Directions to Final Workshop**

The final workshop is a critical activity in the GSL, where it is the opportunity for the groups to show the technical result of the cooperation. It follows the basic structure of an Academic Workshop and has two different moments. The first is the presentation, where **the students will have 20 minutes to present the project and demonstrate the skills achieved during the cooperation**. The second is the teacher assessment of students, where **the professors will have 35 minutes to ask the students (individually)** about the project and the competencies involved in the course.

**The Final Workshop is compulsory for all students, and their not attendance implies receiving zero points in the grade and reprobation in the GSL cooperation.**

To participate in the Workshop, each group needs to make a presentation using an editor (like PowerPoint, Google Slides, Canvas, etc.) which discusses the following minimum topics:

* **What is the problem? (3 minutes):** In this part, the student needs to explain the situation the system plans to solve using external references (like news, papers, etc.). It is essential that the question related to the “why” needs to be answered. Try to motivate the audience to continue to watch your video.
* **Technical Architecture of Solution (8 minutes):** The student needs to explain the technical architecture. It is essential to identify the system’s border (what is inside and outside) and use formal language (like package, system UML diagram, or SysML).
* **How to configure the solution (1 minute):** It is essential to cite the issues about how to compile, configure, and run your solution. Remember, one of the items required to deliver is the README in the git. The idea is to explain the setup and some tips for compiling the code.
* **Demo of System (until 8 minutes):** This part is essential to demonstrate all the system's functionalities.

**Given the time and the group size, it is optional that each student exposes a part of the presentation; however, each topic needs to be presented to a different student.** The “demo of system” section can previously record the demo to avoid the "live demo effects." However, the video cannot have audio, and the students must present the content. **It is important to remember that all students in the group need to understand the whole project and its technologies since it can be argued about any part of the project in the second part of the workshop.**

A **day before the workshop**, groups need to publish the following material on the GitHub Project Site:

* Project Source Code (GitHub) + GPL license
* Problem and Motivation
* How to compile code (README file)
* Presentation file will be used in the workshop.

Also, **groups need to send a message** in the Slack channel named “***gsl-by-mex***” with the link to the GitHub site. **Observation: the git hub site needs to be available for 30 days after the end of the cooperation.**

The workshop will happen online using a Zoom channel. The channels are different for each group:

* Chanel 1: **HTTPS**, **Taquinhos du macaco**, **G1**, **InterWebbers**, **Los Merengues**, **WebSeekers**
  + <https://itesm.zoom.us/j/2507709790>
* Chanel 2: **Team mancuerna**, **Pótamo**, **MOTOMAMIS**, **Caipirinha Cuauhteminha**, **Los Súper Papis.**
  + <https://itesm.zoom.us/j/6133964724>

After groups join the channel, he must go to his room **at least 15 minutes in advance**, where he will prepare for the arrival of the teachers.

Professors will use this Rubric to evaluate the groups/students:

|  |  |
| --- | --- |
| **Item** | **Maximum Grade** |
| The group defined the problem and motivation and used external references to support them. | 15 |
| The technical architecture is presented using a formal language (like SysML or UML) and is complete. | 10 |
| The demo of the system demonstrates all the system’s capabilities and shows that it fully follows the requirement proposed. | 25 |
| README shows how to compile and install the solution. | 10 |
| The system works without bugs. | 10 |
| All required files were published in GitHub. | 10 |

|  |  |
| --- | --- |
| **Item** | **Maximum Grade** |
| The student demonstrates an understanding of the project and the technologies involved. | 20 |

**Directions to Final Reflection**

The reflection activity is the final element, where participants could share their learning experience on the ground on the content learned about the differences and similarities found with their partners during the collaboration. It is one of the essential features of this type of collaborative exercise because it is when the students reflect on what they learned by interacting with a group of students from another country and another experience different from theirs.

Just as you did during the Icebreaker, go to the assigned **Padlet board [https://globalclassroom.padlet.org/barretoabb/bo47oalv7yl42g9s]**, and create a new video sharing your thoughts about our experience considering the following:

* **How do you think your cultural background impacts how you interact and negotiate with others?**
* **Has collaborated with international peers impacted your learning experience?**
* **After this experience, are there any changes in your worldview?**

You don't have to answer each question individually; it would be better to take these questions as a guide to constructing a complete reflection.

Remember, **posting a video (1-3 min max)** will be great, but you can also post it as a text (there is no text limit). Sharing your post, you are free to comment on any of your peers' contributions.