

Project Presentation

Group 1B: A game to teach children facts about countries.

- White text on white background is hard to read.
(Contrasting colors needed)
- What's the playing method? Online/offline multiplayer/against AI
- Too complex for small children, Tutorial?
- Too much text
- Check points could be added

Group 1C: A music creation app that is simple and user friendly while still being feature rich.

- Distortion, delay, reverb?
- Note sheet or blocky timeline

Group 1D: A pseudocode algorithm designer that also converts the code to Java and executes it. It's designed for beginners to get into coding.

- Simpler and faster animations could have been used on slides
- How to manage compiling errors?
- Hub for sharing user made programs.
- A simple GUI can be added.
- Can show the converted java code for learning.
- The program seem to bring too much usefulness, which might be a hinder for a beginner to actually learn coding e.g. indentation.

Group 1E: A university social network where users can get basic information about universities services (bus hours, food), get tutorials from other students, and trade old coursebooks.

- Purpose not clear, better introduction
- Option to import activities to google calendar
- Stars integration?

Group 1F: A map app (Android) around the Wilket campus. It doesn't use internet or gps. It also ~~shows~~ works inside the buildings.

- Photos of buildings to easily understand which building the user is searching
- They can just focus on building the map and not do the extra features

Group 1 G: A computer simulator to understand how a computer works. Allows the design of basic computer circuits and running of these computers.

- Sample problems could be added.
- Could go deeper than just designing the circuits. (Transistors and such)
- There already exist similar programs.

Group 1 H: A parking application where the car parks and the empty spaces in them are shown. It also navigates to the chosen car park.

- Location of the car parks can be forwarded to Google Maps
- How can the parking spaces be tracked?

Project Presentations

Group 1-B

Group 1A

Excellent presentation!

But simple process.

Group 1C

/x Just one person talked too much. x / No

- Absence of tutorial, might be added.

- Understandability → program interface is too complicated.

→ Not easy to imagine how could it be basic state of other computer programs.

Group 1D

Good introduction

I think IDE programming is not a creative idea.

- Are there specific sentence structures to translate to code, or can program understand what we mean?

Group 1E

- Good idea / Nice slogan!

- For private lesson, will be any evaluating form for each teacher?

- Is this a mobile application or computer program?

Group 1FExcept internet connection and GPS, it is similar with other maps.
Office hours idea is good if it can be feasible.

Smoking areas have been changed each year.

Group 1G

- The contrasts in the early slides are not quite good to read
- The name of the project could be better, maybe, that is just an idea,
- The project was not presented smoothly, actually I couldn't understand the specific properties of this project.

Group H

- How can you understand the availability of these car parks. For example, most of them have no good organization or a car will fill a place for two cars.
- I'd like to ask, how will you get the data of car parks?
- How is it going to work? I mean, will the staff of the car park use this app too or will it be automatic.

① Teaching Country & Flag

② All questions are known → You become the citizen of a country

③ Children Quiz Game

④ If you know the answer → you will win
If you don't know → you learn it!

⑤ The base of the game will be

16 countries / Turn Based Game

Got to be citizen of any countries as possible

⑥ Players need to pay.

If money runs, player loses.

Who survives wins the game

⑦ Save the world But some of countries to play

⑧ Voice effects → National Anthem (Russia!!)

⑨ Separate continents into 6 parts. Different pathways in Europe etc

⑩ Children: Fun!

General knowledge about countries!

Strategy!

Spending Money Wisely - Being Economical! → CS:GO?

1. Multiplayer Mode - Or Simply with Bot

2. Checkpoints in maps.

Group 1A

presentation - 8/10

creativity - 7/10

understandability - 10/10

completeness - 9/10

They are doing an droid fighter program (kind of like space invasion). The main feature being letting the user to set the "intelligence" of the fighter, by coding it in.

They have had slides overscripted.

It was nice, them pointing out strong and weak parts of similar software.

Group 1B

presentation - 7/10

creativity - 6/10

understandability - 6/10

completeness - 9/10

They combined Duolingo (language learning platform) and Monopoly (Board game), into a geography quiz kind of game.

However there remaining budget, number of turns, weight of citizenships from different countries still in the grey.

Color choice for the presentation could be richer in contrast.

Group 1D

presentation - 8

creativity - 8

understandability 7

completeness - 8

They are aiming on a bridge/interface between the Java IDE and the user. Such that user/programmer can input somewhat syntaxed English in a way.

Still how limited/open ended that interface would be remains without an example.

Also the team as a whole seemed have an understanding of the project wholly(?) and were confident.

Group 1E

presentation - 8

creativity - 6

understandability 10

completeness - 10

They are making a platform for multiple universities; to let students acquire meal, bus schedule informations; trade books (like letgo, sahibinden.com) and have a calendar of events throughout the school.

They could add a rating system for the meal, certain buses (according to time). That would help user evaluate quality of service there.

lastly, peers talking each other while the presentation was going on was distracting.

Group 1F

presentation - 9

creativity - 8

understanding - 10

completeness - 9

They are making an offgrid (GPS-less, offline) campus map. It is seemingly privacy oriented, uses a local database to operate. The platform on which they run it is Android, seemingly any update (for database e.g.) is necessarily an app update.

They could however add import/export functionality to eliminat this.

And aliases (nicknames) for places could improve functionality also.

Group 1G

presentation - 8

creativity - 8

understanding - 9

completeness - 9

They are, as far as we understood, making a visualization tool to show the effects of a code on low-level hardware.

They talked about outputting "mp4" files, yet there might be licencing concerns, thus and for the enrichment of FLOSS, might wanna use open formats. (e.g. "ogg", "webm".)

Group 1H

presentation - 8

creativity - 7

understanding - 7

completeness - 8

They are making an supposedly client application for Android, that calls out requests and somehow gets the responds from a server. How such a server would acquire parking data in a large scale (with sensors perhaps from vendors) still remains open.

No improvements are proposed for now.

Project Presentations

Group 1A

Presentation was quite well prepared. The group synergy was there and they had a good idea. Maybe the drone system is indeed a bit complex but all in all it's a good idea.

Group 1B

The idea was good, but 10 countries in Australia? What is the drawback of answering the question wrong?

Group 1C

Presentation was clear, good, understandable. Most of the possible questions that could be asked, were answered.

Group 1D

That was perfect. Because that was us.

Group 1E

Was short, precise to the point. Exploratory. Nice concept.

Group 1F

Good idea. It is a great concept but could be improved by the usage of GPS or internet which they do not like. Cool idea and presentation too.

Group 1G

The images they used for logic gates were good and they helped us understand the project better.

Group 1H

It wasn't so clear how it works, for example there is an empty space I want to use but, at that time, someone use it, so, it is needed to updated in every second almost. How the data will be used was not understandable. But they answered the questions well.

Timing was good.

Group 1A

Presentation - 9
Creativity - 10
Understandability - 8
Completeness - 9

- In 2D how do we understand the height of drone.
(What is the purpose of moving up or down.)
- We couldn't learn anything about level design. (Environment of the game) What are the challenges in the level.

Group 1B

Presentation - 9
Creativity - 9
Understandability - 9
Completeness - 9

- We couldn't understand the way of earning money.

Group 1C

Presentation - 10
Creativity - 10
Understandability - 9
Completeness - 9

- Input and output are a little difficult to understand
- They focus on a very important problem.
Most of the people quit using such of applications because of difficulties.

Group 1D

Presentation - 10
Creativity - 9
Understandability - 9
Completeness - 10

- Very short term usage.
- They know the disadvantages which is good.
- After 1 month, codes went more
(Multi structure codes, methods and ss)

gIF

Presentation - 10
Creativity - 10
Understandability - 10
Completeness - 8

→ Huge amount of data

↳ Slow

↳ Takes too much memory on phone
(Not useful)

They may add some fundamental routes...

→ Can be added various locations to head. (In location A to B but first go to C.)

→ Such as FF to EEE building. To person from B to EEE, program just connect B to FF-EEE route.

gIG

Presentation - 9
Creativity - 10
Understandability - 9
Completeness - 10

→ Idea itself is very creative

gIH

Presentation - 10
Creativity - 8
Understandability - 10
Completeness - 10

→ Parking can^{be} changed instantly, so how^{does} application show which park is empty.

Project PresentationsGroup 1A

- Informative and clear presentation
- Using a game to teach programming is somewhat creative though the game is a bit violent.
- The project is understandable but we have ~~some~~ ^{about} questions ^{about} how it works
- In terms of completeness, they summed up their project well but the "story mode" part appears to be an open end.
- Stop button might be added for scenarios like infinite loops.

Group 1B

- The slides were hard to read, there were too much written information and the presentations were hard to follow.
- It is an educative game but we did not find it creative/new.
- The game is simple and understandable but certain aspects such as citizenship and fees could be further simplified since it is a children's game.
- Points like how a player can win the game or how they can earn money in the first place weren't adequately explained, which is why the presentation didn't feel complete.

Group 1C

- Presentation is a bit complex
- They will make simple version of pre-exist ideas.
- Understandable project
- It can be much more simple for beginners.
- The presentation didn't feel complete as a result of the fact that they didn't specify the group of users they focus on.

Group 1D

- Presentation wasn't informative or clear enough, also not readable.
- The idea seems like a creative idea but we are not sure how helpful it is.
- The proposal wasn't quite understandable as we didn't understand how they will manage the syntax of pseudocode.
- They mentioned all the main points they are responsible for in the requirements stage, so it was somewhat complete.
- A suggestion would be to underline the places where pieces of information occur so that the user can clearly see the variables they will need.

Group 1E

- The slides have too much written information. Though the presenters were speaking clearly.
- We think this one is actually a creative idea that has the potential to help many students.
- It was quite understandable overall.
- We think the presentation was complete as it mentioned a lot of aspects of the project, even the terms of security.
- The project could be more specific (had a more clear focus).

Group 1G

- The presentation was quite short.
- The idea is somewhat creative and seems to be open to improvement.
- It was understandable, though they could've included more examples.
- The fact that they explained a few possible ways they can operate the program made it complete, but we didn't fully understand who the user is.

Group 1H

- The presentation was really clear and informative on the project's purpose, but then.
- It's a very helpful project, also creative but bold.
- Both the presenters and the slides were quite understandable, but we're not sure how they will get the information.
- The idea appears to be too hard to realize, since that the area they're focusing on is an entire city.
- They can come up with a more practical way to see if a certain parking space is occupied or not.

Project Presentation

Group 1A:

- + Presentation was fluent unless the transition between slides.
- The idea was not a creative one however, they included many features to make their idea viable and relevant.
- + The idea is complete and with the extra features such as the story mode they are planning would make the game more playable.

Suggestions:

- The RPG theme suits the game but the game should provide character customization.
- There should be a skill matchup on the online mode of the game.

Group 1B:

+ Presentation was not the most fluent one and there were some pauses but generally it was okay.

+ Idea of using countries reminded Age of Empires and games like that but ~~gameplay looks different~~ and purpose of project is good.
↳ (actually it is like monopoly)

+ They had covered all the key points for the concept but there are still missing aspects.

Group 1C:

- + Presentation was fluent and they made their idea clear.
- The idea is not very creative.
- + Program's focus audience is clear.

Group 1D:

+ Presentation was fluent but there were too many writings in it. Should have added more pictures.

+ Idea is great but it doesn't look usable for little bit complex codes and tasks.

Group E

- University based class notifier-guide,
- provides practicalities & resources ~~finding~~
- Presentation not very well done - very bland
- Creative but a little hard to understand

Group 1F:

- + BilMaps is a useful tool to make buildings in Bilkent more accessible.
- + The app should have captured photographs to make the instructions more clear.
- + Presentation was clear and improvements.

Group 1H:

- + idea is pretty useful and will make life easier if it can be executed but it doesn't seem possible to show all parking slots in Ankara

Project Presentation:Group 1A

Group A's project is so creative and definitely it will be loved by people who wants their kids to know coding. They also do the presentation clear enough for everyone to understand. Group A also talked and explained everything. Total presentation is good. It can be easily seen that they have prepared enough

Group 1B

Game can be funny and this group has prepared before the presentation (too obvious). They talked about everything clearly for any kind of people to understand but the thing is this game looks like the mix edition of monopoly and "Bil ve Fethet" or the knowledge part of cranium.

Group 1C

Presentation was good, they showed examples of similar programs, they explained well what they wanted to do. It wasn't so creative, but still they had a good choice of what to write. Presentation was very understandable, they made their ideas clear. As they said music producing programs are so complicated so an easier version would be very useful.

1D

Introduction was a little too long which made our focus to decrease. One of the presenters was so excited so that part was not understandable, besides that presentation was not bad. The idea is a new one, so it is creative, Overall it was understandable except some parts, and it was complete, they talked about almost everything on the program.

1E

It might be useful but there is no need for a separate program. School's Facebook group provides the same services. Also, to see the comments about instructors, users can use Billant Offerings. It is just the combination of several applications. So, it is not very creative.

1F

It might be useful for newcomers. Especially, sometimes it is hard to find vending machines in some buildings. So, it is a good feature. Also, if they specify if the vending machine accepts credit card, that would be really good.

1G

It helps user visualize how computer works. It also includes CS223 subjects (logic gates etc.). So, it prepares users to CS223 class.