## DATA 271 Spring 2025 Final Project Details

Final project presentations will be held on Microsoft Teams on Monday, May 12 from 7-10pm. Meeting link will be available via email invitation.

Each group will have 10 minutes to present their project, followed by 3-5 minutes of questions. Groups should designate one person to share and advance the slides from their own device. Each group member must contribute to the oral presentation and be prepared to respond to questions on any aspect of the project.

If the analysis is inconclusive, the team should explain the challenges they faced and describe how they would change their approach to ensure success in the future.

Presentations should generally follow the "Final project template" format from the course Posit Cloud space. You may use the Beamer presentation (LaTeX format) provided or use R Markdown to create powerpoint slides. Links to resources are available in Canvas.

Grades will be awarded individually (to account for participation), and points will be allocated according to the rubric below.

Category	Criteria	Points
III Datanase Design	Logical structure that models game components (e.g., turns, players, actions); use of appropriate data types; variable clarity	10
2. Data Collection	Systematic and accurate recording of gameplay data; raw data is organized, labeled, and complete	15
3. Data Preparation	Proper handling of missing or inconsistent data; evidence of thoughtful preprocessing and formatting for analysis	5
III I I I I I I I I I I I I I I I I I	Use of descriptive statistics, trends, comparisons; discussion of any relevant probability distributions; depth of insight into game mechanics or player behavior; appropriate choice of predictive model	30
5. Visualization	Effective use of charts or graphs to communicate findings; visuals are well-labeled, clear, and relevant to the analysis	10
6. Presentation	Clear summary of methods and findings; well-organized, visually clean, and professionally delivered; demonstrates understanding of analysis	10
	Active involvement in group work, engagement during class check-ins, peer evaluations, and clear evidence of contribution	20
TOTAL		100