

PROJECT: IN-CLASS PRESENTATION SPECIFICATIONS

OVERVIEW

Large programming projects can be inherently difficult to assess. The complexity and uniqueness of student solutions make it very easy to miss key features, requirements, and student-specific nuances. To mitigate these difficulties and assess student work more accurately, projects include a brief in-class presentation.

SPECIFICATIONS

The in-class presentation should meet the following specifications.

Note: It is advisable to make an outline of the items to cover in the presentation and the order in which they will be covered.

	Requirements	Points
Length	The in-class presentation should be eight to twelve minutes in length. (No longer)	5
Quality	The presentation should be of a professional quality. Delivery should be smooth and practiced. Do not dwell on those things that were problematic, other than to briefly mention obstacles that were overcome. This presentation is about what was achieved, not what didn't work. Assume the audience consists of professionals knowledgeable in the field. The professionalism of the presentation will weigh heavily in scoring of the presentation.	10
Introduction	Begin with a brief introduction that includes: the individual or team members, a brief synopsis of the project, and the stakeholders.	5
Demonstration	All required and completed features should be demonstrated from a working application. Features not completed should be disabled and referenced within the code of the application.	10
Coding	<p>Illustrate and explain interesting parts of the code. Describe the coding conventions, readability, architecture, robustness, and examples of efficient code structure that were employed.</p> <p>Discuss the technologies incorporated into the project.</p> <p>Discuss any business requirements or rules that are addressed by the code.</p> <p>Discuss particular pieces of the code that were problematic and how they were resolved.</p>	10
Next Version	Discuss briefly the feature set for the next sprint/version. If this is the final version, discuss features that should be considered for future versions.	5
Conclusion	<p>Discuss individual or team takeaways from the project.</p> <p>Ask for and answer questions from the audience.</p>	5
	Total	50