

Screen Cast Guide

Tips

1. Do a test run through of your screen cast. Preparing a script is often helpful and can save you time on editing and clipping
2. Pre-open files in a separate terminal so you can switch to them instead of trying to find them during the recording **OR** save the file locations and paste them in the terminal to save time.
3. Mind the length of your screencast. If you must speed up the video ensure audio is not rushed, inaudible, or chipmunk-like in anyway. If you can't be understood you won't be given points.

Screen Cast

- Adhere strictly to the **screencast time limit** given in the project document. There may be some concessions for going a few seconds over the time limit, but points will be deducted if screencast is too long.
- If your screencast **exceeds 1 min mark** over the designated time limit, we will not view any content covered after that and you will not receive any points for that content.
- Cover **all the changes** you've made. If it wasn't there before, you want to make sure you cover it.
- Ensure you show **what files** were changed, **what changes** you made and **how** your changes work.
- **How** is very important. Explain how your code works to demonstrate your understanding of these changes. Example: how information is flowing, how parameters are used in the implementation, etc.
- Code explanation should be **concise**. Don't cover every line but indicate the most important parts of the code. Especially, if the assignment only specifies what to implement and not how to implement it, explain **how you implemented it**.
- Ensure you **flow** from one part of the code to other naturally. Don't jump around from one file to the next without considering sequence. Writing a script can help with this.
- **Always demonstrate your code**. This includes but isn't limited to running test files to show the functionality of your code.
- You don't need to cover what went wrong in your screencast, just focus on the general goal and how you arrived there.