CS 6001: Algorithmic Game Theory Spring 2021: Case Study

**Student Name:** 

**Presentation Topic:** 

**Rubric: Presentation Review** 

Category/Assessment	Strongly Agree (4 pts.)	Agree (3 pts.)	Neutral (2 pts.)	Disagree (1 pt.)	Strongly Disagree (0 pts.)
Preparation	There were few mishaps that could have been prevented.	There were few mishaps that could have been prevented	There were preventable mistakes.	There were noticeable and presentation marring mistakes.	This presentation failed due to lack of preparation.
Technical Information	This presentation had a good amount of substance.	It could have provided more details in some areas.	Topic coverage was light.	This presentation provided an unsatisfying amount of info.	Nothing of value was shared.
Engagement	My attention was held for the duration of the presentation.	Overall, the presenters kept me engaged.	Some points were noticeably long-in-the-tooth.	The presentation was drab.	No attempts were made to appeal to the audience.
Comprehension	Both style and substance wear geared towards the audience.	A few levels of this presentation were off-target with the audience.	Some of the presentation alienated the audience at hand.	This presentation was not targeted correctly.	This presentation failed target its audience.
Presentation	It succeeded on all levels.	It could use some minor tweaks.	It still needs some work.	It needs major reworking.	It needs a complete overhaul.

## Assessment

Category/Assessment	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Preparation					
Technical Information					
Engagement					
Comprehension					
Presentation					
Final Score					

Comments:	
Assessed By:	Date: