Project submissions - requirements and guidelines  
=================================================  
  
Your grade for the project is based on the following components:  
1. Presentation in front of the class,  
2. Difficulty of the challenge you took on and quality and  
completness of your solution to it.  
How much have you learned from doing the project.  
  
After the presentation you will need to submit these files:  
- Presentation PowerPoint or PDF file with slides.  
- Source code of your solution.  
- Export of the database structure and data.  
  
Lenght and Evaluation of the Presentation  
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You will only have \*\*10\*\* minutes to present plus a few minutes  
to answer questions. On average a person takes about 1 minute  
per slide so you should have about 10 slides in your presentation.  
The absolute limit is 10-12 slides.  
  
You will most likely be asked to stop if you run over 10 minutes.  
  
You can do a live demo of your project \*after\* all presentations  
are done but you are \*not\* allowed to do a live demo as a part  
of your presentation.  
  
\*Both\* members of the project must present and each of them  
must talk about more-less 50% of the slides.  
  
Each member of the team is evaluated \*individually\* for their  
contribution to the project and quality of their presentation.  
  
  
Practice and Adjustments  
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You need to \*practice\* giving your presentation at least once,  
the day before delivering it. You usually will discover that  
some slides need to be split into multiple slides and some  
must be removed.  
  
Rule of thumb: if you're spending more than 1 minute on a slide  
then either:  
- you need to explain less about this slide, or  
- you need to split this slide into two or more slides.  
  
You will not know which slides to split until you \*practice\*  
your delivery. I will know, and the class will know if  
you haven't practiced and it will affect your grade.  
  
  
Content of the Presentation  
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\* 1 slide: Title  
- title of presentation,  
- subject of the project,  
- names of team members  
  
\* 1 slide: Background - from user/customer's perspective  
- Background of the project, e.g.  
. explain a game you were implementing,  
. explain what was the purpose of system  
you were implementing and what problem  
does it solve.  
  
\* 2 slides: Your solution overview  
- show your solution from high level, e.g.  
screenshot(s), list main features from  
user point of view, features, functionalities.  
Say WHAT was implemented BUT NO DETAILS ON HOW.  
  
\* 4 slides: Challenges and solutions - what we learned  
- talk about each of the technologies you used  
and each major problem you had to solve on your own  
to make the solution work.  
- talk about specific, low-level solutions  
and teach them to the students and teacher  
= Teach me how to solve ONE problem.  
  
\* 1 slide: Future work  
- say what was not done yet and could be  
solved if your project continued.  
  
\* 1 slide: Summary and Thank you  
- what was done and with what result.  
  
Total slides count: min 10, max 12  
  
  
What Not To Do  
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These are some of the "don'ts" - mistakes that  
students presenting make more often. Avoid these!  
  
\* Skipping practice.  
You don't know how your presentation will "flow"  
in front of a room until you practiced delivering it.  
Sit in front of your computer or stand up and  
speak \*out loud\* to yourself as if you were talking  
to a room full of people.  
  
Deliver the content of each slide.  
Make corrections.  
Repeat.  
  
If you don't practice it will show and you will lose marks.  
  
\* Speaking too fast, or mumbling.  
  
\* Putting too much text or code on a slide.  
You must not have more than 40 words per slide.  
If you do - you will lose marks.  
  
\* Fonts too small  
If your font is too small to read by someone sitting at the  
back (that's where the teacher is sitting during presentation)  
you will lose marks.  
  
\* Too much code  
It is okay to take a screenshot of a 5-15 lines of code  
when talking about your solution. But if there's too many lines  
then code becomes unreadable and you will lose marks.  
  
\* Irrelevant content  
The presentation must flow from one item to another.  
If you put in an item and the audience is wondering why  
was it even there because it does not seem relevant  
- you will lose marks.  
  
\* More than 2 font types, more than 3 font sizes,  
use of animations, unreadable colors.  
Any of the above will have you lose marks.  
  
\* Reading from a slide when presenting.  
If all you do is read from a slide when you're presenting  
then it looks like either you don't know what you're talking  
about or you have not practiced.  
Either way - if you're reading from a slide will lose marks.  
  
\* Skipping practice (yes again).  
This is the only way to get your presentation into good shape.  
Practice or your presentation will not be great.