

# Project Showcase (19-Nov 2014)

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## □ Project Showcase (19-Nov, WED)

- ❖ Venue: (TBA soon)
- ❖ (10:00am – 1:00pm) & (2:00 – 5:00pm)
- ❖ 20 min for each project (incl *everything*)
- ❖ Presentation & DEMO.

## □ Your Preparation

- ❖ Bring your own laptop
- ❖ Power it up and ready to go.
- ❖ You may want to test the setup before-hand

# Peer-Grading of Project

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## □ Two Sessions

❖ Session 1: (10:00am – 1:00pm) [7 projects]

❖ Session 2: (2:00pm – 5:00pm) [7 projects]

## □ Each team attends *only the session* they are in.

❖ **MUST** stay through that session (3 hrs)

## □ Each person grade 6 other projects;

## □ You should aim for the following: (0-10)

❖ 9 points for *very good*

❖ 7 points for *average*

❖ 5 for *below average*

# Your presentation may have

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- ❑ **What is your game / app / project**
  - ❖ ... and Why you do it (why it is *cool*)
- ❑ **Demo (see next slide)**
- ❑ **Key things about your project**
  - ❖ Any challenging parts to highlight
  - ❖ Not all the nitty gritty details...
- ❑ **Possible Extension, if any**
- ❑ **Relevant ITEM from UIT2201**
  - ❖ Lessons learnt / applied

# Doing your Demo

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## □ Doing a Demo well.

- ❖ Suggest you carefully plan out the demo
- ❖ Simple features, THEN only Advance features
- ❖ Write a Demo Script
  - *Figure out EXACTLY what you will do  
which example to use  
what text to type, etc. Plan out EVERYTHING.*

### Remember:

1. Tell them *what they will see*
2. *Show them*
3. Remind them *what they saw;*

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# The END

**Project Presentations**

**UIT2201**

**Project Presentations**

**UIT2201**

