Overview

As the context for this assignment, think of summarizing your work on the project so far to convince your manager to give your team the “green light” to continue developing the project. There are three parts to this assignment:

Final Report: A paper report summarizing the user study, proposed design changes, and future work

Project Presentation: An eleven (11) minute presentation summarizing the project, including a recorded demo of the application, focusing on what was learned from the user study and plans for future work.

Final Individual Assessment: This rating should reflect effort across the entire project (not just the effort since the last individual assessment).

Your application must be available, either publicly or by invitation, to the teaching team (John Tang, Christine Robson, David Sun, Bryan Tsao) so we can install and interact with it (we’re all in the Berkeley network) by 5:00pm November 30, 2007.

Final Report Guideline

- Brief review of need and introduction of project
  - Just a paragraph to set the context
- Evaluation
  - Methodology
  - What activities were studied (include screenshots of application to illustrate)
  - Summarized data
  - Analysis and Conclusions
- Design changes based on user study
- Future Work—what should be done next
  - Next steps for development
- Appendices (only if necessary!)
  - Informed consent form
  - Detailed user data if referred to in report

Final Report Grading Criteria

- Effective written communication
  - Good section structure and organization for the report
  - Choose appropriate level of detail to communicate information without including too much information
  - Make sure we can understand what activities and tasks the user was asked to conduct and how it should have been accomplished on the application.
- Make sure future work is grounded in what you learned from the user study or explain why you think these are important next steps to take in the development.
Project Presentation Guideline

11-minutes (plus 2 minutes for questions and switchover). Every member of the team must present some part of the information.

- Review need (this can be done by a short skit)
- Include recorded demo (again, should be enough to understand the user study activities, no more than 2 minutes)
- Briefly describe implementation (include architecture diagram)
- Focus on what you learned from user study
  - Methodology
  - Summarized data
  - Conclusions
- Design changes from user study
- Future work
  - Next steps in development

Grading Criteria

- Effective oral communication in briefly summarizing the entire project
  - Good structure for presentation
  - Focus on what was learned from the user study
- Conveying application in recorded demo of a couple minutes
- Effectively describing what you learned from user study
  - Supported with summarized data
- Clear steps of what to do next in future work
- Presentation must be polished, unhurried, and fit within the 11-minute time limit. Although every team member should speak, it should be driven from a single computer with all the necessary files loaded onto it connected to the projector.

Final Individual Assessment

Submit an individual assessment of each of the group members (including yourself!). As last time, assess each member’s contribution to the project for the entire project, ranked from 1 (weak contribution) to 5 (strong contribution), and a paragraph explaining your assessment of their involvement. This is an individual assignment to be emailed privately without other group members seeing it. Email to the cs160@imail.eecs.berkeley.edu mailing list.

Scheduling

- If your group presents on Tuesday, Dec. 4, final report is due on Thursday, Dec. 6
- If your group presents on Thursday, Dec. 6, final report is due on Tuesday, Dec. 4
- Send email with your preferences to cs160—first come, first served