



UMass Lowell Dept. of Computer Science
COMP 4620 – GUI Programming II
Spring 2016 Semester, Section 201
Prof. Jesse M. Heines

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Assignment No. 4



Project Milestone #4: Class Presentations

Date Due: **Thursday, April 21, 2016**

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What This Assignment Is About

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This assignment provides evaluation details for the project presentations. As we have discussed on numerous occasions, the ability to present your work is an important skill in today's business world regardless of your position. This assignment provides the opportunity for you to practice and demonstrate that skill. As with the alpha presentations you made earlier in the semester, I am sure that everyone will learn from observing other students' presentation as well as from making a presentation yourself.

What You Are To Do

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This presentation is more than just a demonstration. In your alpha presentations you imagined that you were speaking to peers or to management to convince them to continue funding for your product. Those presentations were driven by discussion and demonstration.

Your final presentation should be an "unveiling" of your product. At this point you should imagine that you are announcing your product to the world, essentially asking them to buy it. Imagine that media people are there to highlight every little flaw in your work. So while you must be honest about what your product does and does not do, you must also try to "present it in its best light."

Your presentation should take about 15 minutes and somewhat follow the outline below.

- introduce yourself and the general nature of your product
- state your project's original goals
- describe the differences between what you set out to do and what you actually did
 - if things changed substantially, explain why
- demonstrate your product
 - describe the things (if any) that you still need to finish before your project is ready to be released (in our case, released = handed in)
- summarize your work
 - point out what you have accomplished as well as the things that will have to wait until "Version 2"
 - relate what you have learned while doing this project
 - describe what you would do differently if you were to start over again

Of course you may embellish this list as much as you like.

Another way to think of this presentation is as if you were using your project as an example of your work during a job interview. Former students have actually done this, and some have returned to tell me that it was their GUI project that got them the job! 😊

Submitting Your Assignment for Grading

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There is nothing you are required to hand in for this assignment other than one member of your group providing the URL of the final version of your group's project via the [Assignment Submission form](#).

How You Will Be Graded

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I have prepared the following form that students will use to evaluate your presentation and give you feedback on its strengths and weaknesses. I will print copies of this form so that each student can evaluate every other student team.

Directions to Evaluators: Mark an X in the circle next to the presenters' group. Then mark an X in the circle next to the phrase in the second column that most closely represents your evaluation of the presentation on the criteria listed in the first column. If you cannot decide which of two adjacent circles to mark, you may mark in between the two circles.

1. ☐ Abdelaziz-Chen-Daigneau-Prakash: **invisaWear Technologies** (company website)
2. ☐ Anderson-Cabral-Flores-Meza: **5-Track Portastudio** (audio recorder and mixer)
3. ☐ Bainbridge-Cushing-Erardi-Nevers: **Prism** (art portfolios)
4. ☐ Bejaniance-Rudzki-Wetherald: **Sudoku Zen Garden** (Sudoku puzzles)
5. ☐ Bousquet-Downing-Shepple-Huynh: **Dynamic Ski Maps**
6. ☐ Calcano-Cruz: **Fete** (event promo social network)
7. ☐ Goncalves-Mulkern: **Webcars** (car ads)
8. ☐ Lam-Lora-Nguyen(Son): **ClockWork** (time management social application)
9. ☐ Leung-Moran-Wong: **Music Practice Manager**
10. ☐ Li-O'Leary-Quaratiello-Welby: **HuddleHere** (team meeting organizer)
11. ☐ Lo-Nguyen(Justin)-Paredes-Soth: **Onsemble** (musicians' social network)

Criteria	Evaluation
Project Scope - sufficient for a senior capstone project in computer science - demonstrates reasonable effort - demonstrates reasonable creativity	☐ Needs Work ☐ Just OK ☐ Quite Good ☐ Really Excellent
Attention to GUI Programming Principles - demonstrates good user interface technique - provides appropriate prompts - provides appropriate feedback or data display - presents helpful error messages where appropriate	☐ Needs Work ☐ Just OK ☐ Quite Good ☐ Really Excellent
Implementation - uses GUI programming techniques effectively - uses additional techniques beyond those that we studied in class - follows standard software engineering practices - is what would be expected from a graduating computer science major - good explanations of techniques used - good explanations of techniques not used (rejected during implementation)	☐ Needs Work ☐ Just OK ☐ Quite Good ☐ Really Excellent
Presentation - presenters were well-prepared - good explanation of project's initial goals - good explanation of the project's actual achievements - good justification of implementation decisions	☐ Needs Work ☐ Just OK ☐ Quite Good ☐ Really Excellent
Subjective did the presenters do all they could/should have on this project?	☐ Needs Work ☐ Just OK ☐ Quite Good ☐ Really Excellent

