CSC444F Software Engineering I

Assessed Demos and Presentations

Your **demos** will be given in the tutorial of either week 11 or 12:
> 12th November: Section Beta in MC252 and Section Delta in SF1105
> 19th November: Section Alpha in MC252 and Section Gamma in SF1105

Your **final presentations** will be given in your normal tutorial room in week 13 (i.e. on 26th November)
To avoid late penalties, make sure you arrive at the tutorial ready to give you demo/presentation in your allotted timeslot.

Penalties
Teams who are not present to give their demos/presentations in the allotted timeslot will get 0%.

Grading Scheme
The demo constitutes 5% of your grade for the course.
The final presentation constitutes 5% of your grade for the course.
Each of these is a team assignment. All members of the team will receive the same grade. *See the course orientation handout for details on team grading*.

Content
Each team will give one demo and one final presentation. These may be delivered by a single person or by several people. The whole team should contribute to the preparation of the presentation, and you are advised to practice the presentation in front of an audience. Your presentation will last no more than 10 minutes including questions. The time limit will be strictly enforced.

Your demo should be of the system you have integrated during phase two of the course. (You should **NOT** demo the system you are modifying for phase 3). For the demo you should run the graph editor to show any part of it that you feel is most worthy of seeing, and allow your TA or instructor to enter some editing commands. Try to choose a portion of the editor for the demo that illustrates what your team did for the integration (especially if you think that other teams will have substantially the same game, if they used the same four modules to build it).

The oral presentation will be marked both on delivery and content. It should therefore be clear, well-structured, and coherent, with good quality visual aids and handouts where appropriate. In terms of content, your presentation should cover the following two questions:
-    What aspects of the software engineering process that you went through on this course contributed (positively or negatively) to the overall quality of your product? (e.g. pick two techniques that you used and show how they affected the quality of your software)
-    What have you learnt about the practicalities of software engineering, and how did you learn it?

To help you prepare your presentation, imagine your audience is a potential employer, who wants to know why the members of your team would make better employees than people who have not taken this course. Bear in mind that just presenting a list of answers to the above questions may be a little dull, and you should aim for an imaginative and lively presentation, preferably using examples to illustrate your message.

Grading will take into account presentational aspects such as preparedness, your ability to manage time (including leaving time for questions), coordination between team members presenting, smooth use of audio-visual equipment, your overall professionalism, and your ability to handle questions from the audience. You should leave time for questions from the audience at the end; interruptions from the audience during the presentation will not be allowed.