

CSC290. Final Presentation

The **final presentation** is an opportunity to present the software that you have developed to your tutorial group. Your presentation should include

- A description of how to install and play your game.
- At least one screenshot of the game.
- The way that your github repo, directory and code is structured.
- What you learned from building the game and working together, and what you would do differently in the future.

Your presentation must have a clear goal that is explained in the introduction, and reiterated in the conclusion. Your goal may be different. Here are some examples:

- Explain an interesting way that you solved a problem, and advocate for it.
- Convince your classmates to install your game.
- Convince your classmates to extend your game.

Submission

Your presentation must be between 6 and 8 minutes long, and each team member must speak for at least 1 minute. To ensure proper timing, your presentation slides must be set up to advance automatically without human intervention. **Improper setup or presentations that run over time will result in a 10% penalty.**

Presentation slides must be submitted on time on MarkUs, so that your TAs have time to review and queue them for the presentation day. Only one person per group should submit the slides. Your slides must be no more than 15MB.

You must use MS PowerPoint to create the slides. If you do not have MS PowerPoint, you can download the software from <http://help.ic.utoronto.ca/content/3/1965/en/student-advantage-and-office-365-proplus.html>

Here are the instructions on how to set your slides to advance automatically (click “Specify a time to advance to the next slide”): <https://support.office.com/en-us/article/set-the-timing-and-speed-of-a-transition-c3c3c66f-4cca-4821-b8b9-7de0f3f6ead1>

Attendance

You’re expected to show your support for your classmates in your tutorial, and attend all the presentations in your tutorial sections. This is also so that everyone has a chance to present in front of the same audience.

There will be a 5% penalty (applied individually) if you do not attend all the presentations in your tutorial.

Grading

Your instructor will be grading the group portion of the presentation (80%). Your TA will be grading the individual portion of the presentation (20%).

Introduction [10%]

Your introduction should be clear, informative, and engaging. Is there a “hook” to keep the audience invested and interested?

- **4/4** Presentation has an effective introduction that tells the reader what the presentation will be about, and “hooks” the audience.
- **3/4** Presentation has an introduction that sets the readers’ expectations.
- **2/4** Introduction too short, too long, or does not effectively set the readers’ expectations.
- **1/4** Introduction is ineffective.

Content - Game Play and Installation [10%]

- **4/4** Clear instructions on how to install and play the game. The screenshot is well-chosen and is effectively used to illustrate the game play.
- **3/4** Good instructions on how to install and play the game, though some details are missing or unclear. The screenshot is clear..
- **2/4** The instructions on how to install and play the game is difficult to understand or follow without external help. A screenshot is included.
- **1/4** Poor instructions. Possibly missing screenshot.

Content - Code Organization [10%]

- **4/4** Clear, motivated, insightful description of how the software is split into parts. The description is specific to your game.
- **3/4** Good description of how you split the software into parts.
- **2/4** Description that lacks detail or sufficient explanation. The description is mostly about code organization in general, rather than about your game.
- **1/4** Description is too vague, unclear, unmotivated or general.

Content - Reflections and Takeaways (things you learned) [10%]

- **4/4** A clear and insightful explanation of things your team learned, and what you would do differently in the future. It is clear that the team reflected on the teamwork experience.
- **3/4** A clear explanation of things your team learned, but lacks the insightful reflection or specific examples particular to your project.
- **2/4** Mostly generic takeaways, with little reflection or specific examples particular to your project.
- **1/4** Omissions of key takeaways, and what the team would do differently in the future.

Conclusion [10%]

- **4/4** Presentation has an effective conclusion that summarizes the content, and an effective call-to-action that reflects presentation goals.
- **3/4** Presentation has a clear conclusion and a call-to-action. Conclusion does not introduce new material.
- **2/4** Presentation has a conclusion. Presentation might lack a call-to-action.
- **1/4** The conclusion is weak, abrupt, and/or fails to summarize or drive home the message.

Flow [10%]

- **4/4** Presentation was easy to follow. Presentation flows smoothly and cohesively. Every presenter spoke for at least 1 minute.
- **3/4** Presentation was mostly easy to follow. Every presenter spoke for at least 1 minute. Some lack of cohesion in presentation style.
- **2/4** Presentation is difficult to follow. Presentation is choppy at times; handoff between presenters may need improvement. Most presenters spoke for at least 1 minute.
- **1/4** Presentation is confusing and difficult to follow. Presentation flow needs improvement. Presenters carry their own style of presentation.

Slides & Visuals [20%]

Are your slides clear, succinct, cohesive, and enhance the presentation? Is your text readable, including texts in all diagrams?

- **4/4** Visuals are clear, succinct, cohesive, and enhance the presentation. Text is large and has good contrast.

- **3/4** Visuals are clear, and complements the presentation, but can be less wordy. Visuals are mostly cohesive. Text is mostly large enough and readable, but may have figures with small text.
- **2/4** Visuals are unclear, not readable in time, or does not support the presentation. Different slides carry their own style.
- **1/4** Text is too small to be readable, or does not have enough contrast. Visuals are ineffective or do not support the presentation. Different slides carry their own style.

Audibility [5%] – individually graded

- **4/4** Consistently audible from the back of the room
- **3/4** Mostly audible
- **2/4** Sometimes audible, but inconsistent
- **1/4** Difficult to hear most of the time

Eye Contact [5%] – individually graded

- **4/4** Excellent eye contact across the entire room
- **3/4** Constant eye contact with the audience; little reading of notes
- **2/4** Makes eye contact with a few people; reads from notes
- **1/4** Little eye contact; reads from notes

Enthusiasm [5%] – individually graded

- **4/4** Speaks naturally, comfortably, and enthusiastically
- **3/4** Mostly naturally
- **2/4** Clearly reciting
- **1/4** Monotone; makes distracting motions

Pronunciation [5%] – individually graded

- **4/4** Pronunciation is clear; good cadence
- **3/4** Pronunciation is mostly clear; good cadence; some “um”, “uh”.
- **2/4** Sometimes unclear; speaks uncomfortably quickly or slowly
- **1/4** Unclear; speaks too quickly or slowly to be understood

Deductions

- Improper setup or presentations that runs over time will result in a 10% penalty, applied to the entire group.
- There will be a 5% penalty (applied individually) if you do not attend all the presentations in your tutorial.