CSC290 Communication Skills for Computer Scientists

Tutorial 4

October 1/4, 2019

Group Work

Agenda

- 5 min: find your group!
- 10 min: group project
- 10 min: mindful listening exercise
- > 20 min: start working on the project plan
- 5 min: choose your projects

You will work collaboratively with your group to make a game. Handout: https://www.cs.toronto.edu/~lczhang/290/group.html Find your group!

Deliverables

Component	Weight	Due
Project Plan	4%	Oct 13
Design Review Presentation	5%	Weeks 6 & 7
Code Commit (Individual)	2%	Oct 27
Documentation (Individual)	2%	Nov 10
Project Repository	7%	End of term (TBD)
Final Presentation	10%	Weeks 10 & 11

Today

- What are the different components of the project?
- What is the project plan?
- When are the presentations?
- Start working on the **project plan**.

Game Choices

- Connect Four
- Connect Five
- Chess
- ► Go
- Sudoku
- Minesweeper
- Othello
- Bejeweled
- Checkers
- Battleship
- Solitaire

No two teams in the same tutorial can choose the same game.

You can also choose a game from the course website, or ask for Lisa's approval to make a different game, or a different software.

Programming Language

- Python is the recommended programming language.
- ▶ If you want to use another language, please speak to Lisa.
- You can use libraries like pygame.
- The game itself should be your code.

Software Repository

- ► Your code should be open-source and hosted on GitHub
- Do not use trademarked names or images in your repository
- More on software repository setup next week

If your team would like to use a different platform, or keep the code close-source, speak to Lisa.

Do not write any code yet until after week 5 lectures.

We will use **Microsoft PowerPoint** as the standard presentation software.

- Your slides should be no larger than 15MB.
- Your slides must be set up to advance automatically without intervention.
- Presentations are delivered during tutorials.
- Each presentation should be 6-7 min long, and each speaker must speak for at least 1 minute.

Mindful Listening Exercise

There will be a question posted in the next slide. Each team member will take turns sharing their answer with the team.

- Choose an order in which you will share your answers (30 sec)
- We'll flip the slide to show the question
- Think about your answer (1 min)
- One team member will answer question, everyone else listens (1 min)
- Repeat for other team members (4 min)

No interruptions.

In your experience, what makes a group work fun and productive?

Why did we do that?

- We want you to have a good team project experience
- A "good experience" can mean different things to different people
- Listening is a very important aspect of interpersonal communication
- > The exercise shows what equal contribution in a team feels like

Rest of today

Discuss the project plan portion of the group work project.

Project Plan

- What game will you choose?
- What are your goals? How do you measure success?
- How will you divide up the work? How long will each portion take?
- What are your milestones? Can you set dates to keep you on track?
- What risks are there that could potentially hinder success, and how will you overcome them?

Project Plan (cont'd)

- How will you ensure that you work well together? How will you prevent conflicts?
- How can you make sure everyone has a chance to be heard?
- How will the team member interact with each other? (online-tools, in-person meetings?)
- Who will be responsible for submitting the deliverables on MarkUs?
- How will you handle the loss of a team member (eg. if your group member decides to drop the course)?

You should make these decisions today!

Rest of today

- Get to know your team members!
- Choose a team name.
- Choose a game to implement (last 10 min).
- Brainstorm aspects of how you will work together

Advice: don't worry about the template until you have a good idea of what the content of your project plan would look like.