CPSC 444 Project
Milestone V: Project Presentation

March 15, 2019

Overview

You have approximately **1** week to complete this milestone. It overlaps with Part C of milestone IV. See course schedule for exact dates.

Milestone V Deliverables

This final phase has a single component, which is the presentation itself. This document also describes the role of the design jury in adjudicating the design competition based on the 444 presentations.

A. Final presentation materials

    A.1   PDF of presentation slides for a presentation that has been tested in advance

B. Design competition presentation

    B.1   Deliver an effective presentation at design competition

A. Final Presentation Requirements

Milestone V comprises the presentation of your *entire* project to the class and a design jury. The immediate purpose of this stage is to give you experience at:

- Distilling a multi-phase, multi-person project into a single, brief presentation
- Preparing presentation visuals
- Public speaking, with an emphasis on tight timing
- Persuading an audience of the merit of your work and the validity of your approach

Each team will, as a group, present their project to the entire class, course staff, and a design jury during a special session – held during the last class.

Presentation Expectations

Duration

1. 10 min – will consist of 6 min presentation + 4 min for questions (1 min changeover will happen in the last minute of questions)

2. ***Start time and duration will be STRICTLY enforced.*** You will be cut off at time

Coverage

Make sure to cover the following details:

1. Project overview (motivation and larger objectives) (MSI)

2. Key approach and insights from first pass of user involvement (MSII)

3. Design approach (chosen at start of MSIII)

4. Objectives of experiment evaluation and prototyping (MSIII)

5. BRIEF Demonstration of MSIII prototype

   - *It can be valuable to briefly show prototype iterations, but the main focus should be on the medium-fi prototype. You may already have video of your prototype from your blog or planned for your project video. If not, we recommend screen shots.*

6. Key result(s) of experiment (MSIV)

   - *Do not even try to cover everything; highlight only the most important result(s) or key takeaways. Describe the experiment design only to the extent that is needed to give context to the result(s) presented. Avoid experimental design technical language (e.g., "we used a 2x2 within-subject design") and use lay language instead (e.g., "we exposed all our participants to both layout designs as well as to both levels of information density") to make your presentation accessible to an audience without an experimental design background.*

7. Final recommendations (MSIV)

8. Video

- *You must use some video during your presentation, but note that it is a tool to enhance the presentation, but it is not the presentation itself. You should aim to show video for about 1/3 of the length of the presentation -- 1/2 is the upper limit.*

- *Think carefully about which of your video segments would be most useful to show, and when to show them during your presentation. Just because video is listed last here, doesn't mean you need to show video at the end of the presentation – you could use video for any part(s) of the presentation. We strongly recommend using clips intended for your project video.*

Note that this is a LOT of material to cover in a very short time. Be very judicious of what you include. Do not duplicate (or at least very minimally duplicate) material between the slides and video that you show.

Be sure to refer to the following supplementary notes on giving a presentation for an HCI project (originally from an older version of CPSC 344). This page includes several guidelines (*e.g.*, on how many slides to use, how to summarize, how to avoid annoying habits, etc.) and links to other resources.
http://www.ugrad.cs.ubc.ca/~cs344/2013W1/resources/supp-reports&presentations.html

Logistics

Sequencing and participation

- Each team will be assigned a slot during the presentation period.

- The order of presentations will be announced at start of the presentation period.

- THE ENTIRE CLASS IS EXPECTED TO ATTEND and be available for questions.

- Each presentation must be delivered by at least *two team members*, but with such tight timelines, be sure that the transitions from one team member to another are very brief and very smooth.

Format

- You may use your own computer to present.

- You **must** test your setup before the competition starts. Details about the availability of the room for testing will be posted to the course forum or in the lecture notes.

- Speakers will be available.

Deliverable A.1: A presentation that you have tested in advance – you know that it is the right duration, has the expected coverage, and that it displays properly in the room where the design competition will be held. You must upload a pdf of your presentation slides to Canvas in advance.

B. Design Competition / Role of Design Jury

In the audience for the project presentations will be a 2- or 3-person design jury consisting of experienced HCI practitioners and designers.

Their job: simulate point of view of venture capitalists *or* research fund managers

Your job: convince them that your project is early-stage research worthy of investment

Scope of their evaluation: your entire project, based on: your presentation, a brief review of your blog, and a postmortem discussion with the course staff

Outcome:

The design jury will allocate their 'investment' units among the best projects. There may be a modest tangible token for the teams who have "won", announced and presented after the design competition.

Deliverable B.1: Deliver an effective presentation during the design competition.

Marking

The marking criteria for the presentation include:

- communication skills
- organization & preparation
- presentation layout
- appropriate use of supporting media
- handling of question(s)