

Demo Day Prep & Report

G5 IREQ - Lecture 11

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Week Starting	Tuesday 9am BSSOUTH A25	Thursday 1pm BSSOUTH A25
30th Sept 2013	Introduction (1)	Introduction (2)
7th Oct 2013	Coursework Spec 1	Requirements Elicitation 1
14th Oct 2013	Requirements Elicitation 2	Requirements Elicitation 3
21st Oct 2013	Requirements Analysis and Documentation	Coursework Spec 2 & Requirements Specification
28th Oct 2013	<i>Work on Coursework - Im in Germany</i>	<i>Work on Coursework - Im in Germany</i>
4th Nov 2013	CW: Requirements Review 1 <i>Groups 1-5</i>	CW: Requirements Review 2 <i>Groups 6-10</i>
11th Nov 2013	CW: Requirements Review 3 <i>Groups 11-15</i>	CW: Requirements Review 4 <i>Groups 16-20</i>
18th Nov 2013	Prototyping Tools	Requirements Validation
25th Nov 2013	Coursework & Demo Day Preparation	<i>No Class - Work on Coursework</i>
2nd Dec 2013	Specification Documents	Demonstration day & vote
9th Dec 2013	Requirements Engineering Summary & results of vote	<i>No Class - Coursework Deadline</i>

Today

- Demo Day Organisation
- Details of final Report deadline
- Assessment criteria for the coursework

Demo Day

5th Dec 2013 - 10am-4pm

- The aim
 - to **demonstrate your prototype**
 - as this is hard to explain fully in a report
 - prototypes are supposed to help visual specifications
 - to help communicate ideas
- This must be a lo-fi prototype
 - either actual paper prototype
 - or a lo-fi digital prototype
 - you must provide the hardware for this

Demo Day

5th Dec 2013 - 10am-4pm

- Where?
 - Atrium & Hub
- Find the stand with your team number on it

Demo Day

5th Dec 2013 - 10am-4pm

- When? - between 10am & 4pm on Thursday 5th Dec 2013
 - you must indicate all slots that you are available for
 - by Thursday 28th Nov 1pm

<http://www.doodle.com/2g5zdxgiqv9yzsns>

- You will then be assigned a slot on Friday 29th Nov
 - the whole team must demonstrate within that timeslot
 - you have to setup & pack down in that timeslot
 - you are allowed to visit other peoples prototypes
 - your team does not have to be present all day

Demonstrating

- This session is about conveying solutions for requirements
 - you should convey design specifications
 - that meet reqs: ESPECIALLY those for your **type of game**
- You will have a limited time to convey the important elements of your game
 - 15mins per team
 - there are 20 teams, so this will take me 5 hours

Demonstrating

(**do not** prepare a 15min long demo)

- You will have to explain the design to me
 - but also let me “interact” with it
 - and let me ask questions
- There will be a poster board behind you
 - you can use this to display useful related information
 - i.e. personas, user stories, key requirements.
 - this may help you to explain design decisions
 - you can use sheets of A4, etc.
- Again - one or more key spokespersons can do the talking

Demo Day

- Any questions?

Final Report

- The final report deadline: 12th Dec 2013 - 4pm
 - Submission is via moodle
- You should also submit digital peer-assessment forms
 - also via moodle
 - deadline is 13th Dec 2013 (next day) - 4pm
 - form available in final week

Final Report

- Any questions?

Final Report Assessment

Reminder

Criteria

- 20% - Background/Methods
- 30% - Requirements
- 30% - Specifications
- 10% - Prototype
- 10% - Presenting/Demoing

Detail

Final Report Assessment

Reminder

Criteria

- 20% - Background/Methods
- 30% - Requirements
- 30% - Specifications
- 10% - Prototype
- 10% - Presenting/Demoing

Background/Methods

- Important things
 - reasoning for methods
 - quality of methods
 - rigour of methods

Final Report Assessment

Reminder

Criteria

- 20% - Background/Methods
- 30% - Requirements
- 30% - Specifications
- 10% - Prototype
- 10% - Presenting/Demoing

Requirements

- Important things
 - clear insightful Reqs
 - use of analysis/models
 - well presented/concise

Final Report Assessment

Reminder

Criteria

- 20% - Background/Methods
- 30% - Requirements
- 30% - Specifications
- 10% - Prototype
- 10% - Presenting/Demoing

Specifications

- Important things
 - Well chosen clear Specs
 - Clearly derived from Reqs
 - Clearly linked to elements of prototype

Final Report Assessment

Reminder

Criteria

- 20% - Background/Methods
- 30% - Requirements
- 30% - Specifications
- 10% - Prototype
- 10% - Presenting/Demoing

Prototype

- Important things:
 - well made & detailed
 - captures key Specs
 - clearly solves Reqs

Final Report Assessment

Reminder

Criteria

- 20% - Background/Methods
- 30% - Requirements
- 30% - Specifications
- 10% - Prototype
- 10% - Presenting/Demoing

Presentation/Demo

- Partially on presentations
 - already given
- Important things for Demo
 - Clear intro/explanations
 - Practiced demo
 - Answering questions

Assessment

- Any questions?

Penalties

- Not attending group demo - 5% (for individual student)
- Not submitting peer-assessment - 5% (for individual student)
 - and you will 'give everyone straight 5s'
 - bringing down your average peer-assessment score
- Late report
 - standard 5% per day - off the whole group mark

Any Questions?

- I will be here now for the rest of class to discuss your reports, see prototypes in progress, etc.