

Iteration 3 Interactive Demo Session Instructions

Goal: Demonstrate that you have the system finished, polished, and ready to turn over to the customer.

For this session, each team will operate a demo booth. One member of your team (the "presenter") must run the booth, providing visitors with an interactive demo of your team's software. The remaining members of your team will circulate about the other booths, acting as visitors. The interactive demo must meet the following grading criteria:

- ❑ **Clearly explain your project to visitors.** Assume that visitors have never seen your project before. Thoroughly and clearly explain what problem your project solves and how it does so.
- ❑ **Display the team's work in the best possible light.** Use presentation techniques discussed this semester to present your team's software in an engaging and compelling way. Also, think about the best way to set up your booth. What equipment will you need? Extra monitors?
- ❑ **Allow visitors to use your project.** This is an interactive demo, which means that visitors should be allowed to try out your project.
- ❑ **Time limits.**
 - ❑ **Don't go too long.** The demo must be no more than 12 minutes long. Be sure to allow enough time for users to "play" with your system.
 - ❑ **Don't go too short.** Make sure that your demo isn't too short. If you can't fill 10 minutes, you're probably doing it wrong.
- ❑ **Invite your customer(s) to the session!** CC me (Prof Fleming) on an email invitation to your customer. Give them at least 2 weeks notice. Also, give them some idea of what the session will be like. Note that I will also be inviting the CS faculty to the demo session.
- ❑ **Don't forget to rotate presenter duties so each team member gets to present at least once.**

Demo Session Floorplan

