Beta Presentation Instructions

Similar to the previous presentation, the purpose of this presentation is to demonstrate the work that your team has accomplished in the most recent iteration, and to reflect on your experiences. Unlike last time, you most interleave your demo and reflection.

Only one person should present, and the time limit is 13 minutes – stick to it! I have left some additional slack in the schedule to account for questions, so you need not specifically plan for them.

Demo Particulars

The presenter must demonstrate the working functionality that your team produced in the past iteration. The demonstration must take place in the context of a <u>cohesive story</u>. That is, the presenter must describe one or more characters (with names, like Alice and/or Bob) and relate a story about the character using the software. The presenter <u>must stick to this story format</u>.

Here are some additional tips:

- You can use two browsers to show what it's like for two users to interact using the system. Don't login/logout every time you want to switch users.
- I'm serious about the story thing. Stick to that format!

Reflection Particulars

As you go through the demo, include reflections on the following:

1. What advice would you give to future students doing a project like this? I encourage you to tell stories about specific difficulties you faced.
2. What parts of your project are you most proud of? Why? These things may include user-visible features, under-the-hood design/implementation, and things the team did as part of their working process.

After the presentation, email me your slides, so I can refer to them in grading your team's presentation.

IMPORTANT! The story and accompanying demo and reflections must be well thought out, and <u>not</u> leave the audience with the impression that the presenter is making it up as he/she goes along.