Team-Assignment 7:  
Final Project Presentation and Writeup

EECS 498, Winter 2018  
Due: April 17 (Tuesday) at 11:59pm

All this studying and designing should be starting to pay off in the form of a well-reasoned, hopefully more effective, real system. The build road was certainly challenging, but now you get to show off the fruits of your labor.

The goals for this assignment are to:
- Present your completed project to the class
- Demo your system
- Submit a written report of everything you’ve done this semester for this project

Part 1: In-Class Presentation

The first thing you’ll do is present your system and process to the class. The general structure should follow the path you took through the phases, with at least 1 section per Team Assignment. This will mean you discuss your setup/motivation, prototype, evaluation(s), final system, etc.

Including key insights from the feedback you get from your peers in the final report is important, and will be part of the grade in Part 2. Since feedback must come from somewhere, your feedback to your peers will also be graded in this part of the assignment (10% overall). You will submit a google feedback form for each team like we did with the pitch presentations.

Presenting teams will have 10 minutes to go over their slides and demos, and 5 minutes for feedback and questions.

Part 2: System Demo

As part of your presentations, you will demo your system to show people what you have accomplished. Since your presentation and write-up are already going to discuss how you built your system from a technical point of view, the goal of the demo is to show that your system works, and show how a user would interact with the system. You are welcome to get others in the class engaged with the demo if you would like (and can convince them).
Part 3: Write-up

Finally, you will write up your entire project into a final report. This report, much like the presentation, will be a full walk-through of your system and phases you followed to get to a final version. Use the layout of the team assignments to structure this.

Your target reader should be another Computer Science undergraduate who has not taken this course, or seen any of the materials. Be sure that your write-up is self-contained enough to make it clear what the motivations are, what concepts you are drawing on to reach conclusions, how you justify your design decisions, etc.

In addition, make sure you FULLY address the following question (in detail):

*What aspects of your system relate to Social Computing? How?*

**Include:** A description of the system and challenges, example walkthrough of use, and an artifact showing the working system. Additionally, based on your demo and final analyses, include what your data implies for the design of your system (and systems like it).

Style Guidelines

Please use Times New Roman font, size 12, 1.15 spacing for your submission.

>> A Brief Note:

Special attention will be given to showing that you have learned from the process, and know how you would ‘do it better’ next time. This means that if you got feedback on something and make the same mistake in the final write-up or presentation, that’s not good! For the system itself, we strongly recommend you practice a demo.

Grading

This written report is **limited to a maximum of 5 pages of text / ~2500 words (plus as many figures as needed). Figures don’t count towards pages.** It will be graded on your ability to clearly address the goals of the project.

This assignment will be evaluated based on the three core parts:

- Presentation (35%)
- System demo / code (25%)
- Write-up (40%)

Clarity and detail are the primary measures of quality for all three of these parts.