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 (either to the whole class, or just me)
- 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 courses, 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). Please write to each team in the same manner as you did for the project pitches (CC’ing me on the email). As a presenter, please put up a readable email address for people to send feedback to.

Presenting teams will have 20 minutes to go over their slides and demos, and 5 minutes for feedback and questions.

Include: A description of the system and challenges, example walkthrough of use, and an artifact showing the working system. And, finally, feedback to all four other presenting teams.
Part 2: System Demo

For the demo, you have the option to do this as part of your in-class presentation, or directly to me during out-of-class office hours on Monday 4/18. I strongly suggest you do this as part of your presentations, since this will show more people what you accomplished, and if you demo only to me, I may be inclined to push more buttons and stress test the system even more than the questions asked by your peers will =)

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).

Include: An in-depth demo of your system / features, and how to use it.

Part 3: Writeup

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 process that follows the basic layout of the team assignments.

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 writeup is self-contained enough to make it clear what the motivations are, what concepts you are drawing on to reach conclusions, 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 writeup of what your data implies for the design of your system (and systems like it).

>> 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, I strongly recommend you live-demo it during your presentation =)
Grading

This written report is limited to a maximum of 8 pages / ~7000 words (6-8 pages expected, including figures), but 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%)
- Writeup (40%)

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