

CAPSTONE DESIGN: PRESENTATION GRADING

Team or Presentation Name: _____

(5) Introduction: (~ 1 min.)

- Title slide: Project name and graphics
- Team information: team members, project roles

(10) Project Statement: (~ 3mins)

- Who is the sponsor
- Explain the sponsor's business. How do they make money?
- What problem do they have? Must be a convincing argument that this is a serious problem!
- Was the problem **clearly explained in "layman's terms"** --- for general technical audience?
- Main emphasis: Were we left with a clear understanding of the problem, and why it's serious?
- Competitive products: should at least mention a survey of off-the-shelf solutions; why they won't work.

(10) Solution Overview: (~ 3mins) A clear explanation of a *vision for a solution*. NOT ARCHITECTURE! Interface prototypes/snapshots or conceptual explanations only.

- Was it clear and understandable?
- Was it clear and compelling? Did it evoke confidence and suggest creativity? Do we see (and believe) how it solves the problems mentioned above? Clear connection between problems and solutions?
- Presentation style. Did their sketch of solution get us motivated to listen to the rest of the talk?

(5) Design Methodology and Timelines: (~1 mins)

- Discussion of design methodology chosen and *why it was appropriate* for this problem.
- Overview of project timeline: just a coarse sketch of various phases of development.

Requirements Outline: (~1min) Review of the major requirements and/or functional specs that the product had to meet.

Architecture Overview: (~ 3mins) A high-level overview of how your software solution was organized.

- Description of the interaction of major modules. Was the function of each module made clear?
- Was the contribution of each module to the overall function of the previously-described solution vision made clear?

Implementation Overview: (~ 4mins) Should generally center around demos

- Review the highlights of the implementation phase.
- If team gave a demo, was it clear and appropriately impressive? Were examples well-chosen?
- If team chose to present technical details, were these clearly explained and not too involved?
- Did they contribute to understanding of problem, or were they just tech gobbledy-gook?

Problems and Challenges: (~3mins) Review of major hurdles and how addressed.

- Did the presentation review major project challenges?
- Were the challenges clearly described? Were solutions to each outlined?
- Did it leave you feeling that the team overcame some impressive obstacles?

Testing and Validation: (~ 3mins) All teams were required to do this.

- Did the team describe the functional and/or usability testing regime?
- Did the team outline the outcomes of the testing, e.g., insights gained --- and discuss how each was (or could be) addressed in the design?
- Was the discussion of testing satisfying? Did you feel the utility of this product had been validated?

Future Work: (~1 min) Review of open issues or promising extensions.

Conclusion: (~2mins) Should summarize project and leave everyone feeling positive.

- Summary: Review problem highlights, then solution highlights.
- Outcomes: Was the sponsor happy?
- Value: What is value to the sponsor, e.g., estimate of MONEY it will save sponsor?
- Thank yous to sponsors and others. Invitation to demos/poster session.

Overall Impression: What was the overall effect of the presentation

- Professionalism: Quality of the slides, professional manner and dress
- Delivery: Was it well-rehearsed for confident and smooth exposition (very few “ums”, “errs”, shuffling notes.
- Organization: Did the presentation “flow” naturally and coherently through topics, from one level of detail to the next? Did you feel you knew where the presentation was and where it was going?