

# CS 4100, Spring 2012

## Project Presentation Guidelines

### Overview

Come to class on your presentation day prepared to present to the class a brief, tentative overview of the content and organization of your paper. This will allow your classmates to see what you are doing and you can benefit from their collective reactions and suggestions. You may present a slideshow or an outline projected from the front of the classroom or written on the chalkboard. **Turn in a printed copy** of your overview to me at that time.

### Some Specifics

I expect a clear and interesting presentation of the current state of your term project. There should be a discernable introduction and conclusion in your presentation. Your introduction will set the context for your topic, locate it with respect to computers and languages, and provide reasons why we might care about it. You should take care to precisely define key concepts and describe important issues. Your conclusion should briefly summarize your project.

I have provided “Scoring Guidelines” to help you understand how your demo will be graded.

**You should practice your presentation** (lots of times!), preferably with an audience, to make sure your timing is correct, your presentation flows and someone else finds it interesting.

**You are responsible for making sure you have the required equipment in working order prior to the start time of your presentation.** (It is possible to borrow a laptop from the CS Department if you need one.) Test that your presentation will work on the computer, that you understand how to access the Internet from our classroom (if needed) and that the computer will work with the projector in our classroom. Or test that you can successfully work the document camera or write on the chalkboard.

**Your presentation should be at least 5 minutes long and no longer than 8 minutes** (unless you make prior arrangements). Failure to comply with time restriction will result in a reduction of your grade on the demo.