CS 4480, Fall 2009
Term Project
Description of Demo

Overview

I expect a clear and interesting presentation of you term project. During the demonstration of your program you should describe the key data structures, algorithms, and the limitations of your system. Examples should be chosen carefully to illustrate any particular strengths or weaknesses of your program. Whenever possible you should consider tying your presentation to concepts we learned in class and make it clear where the AI is in your project.

I have provided a link on the schedule of the class web page "How to demo software" that gives real-world advice. Please read it and consider any advice that applies to your situation (much of it won't). I have also provided "Scoring Guidelines" to help you understand how your demo will be graded.

You should practice your demo (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 you 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.

Your presentation should be at least 15 minutes long and no longer than 20 minutes (unless you make prior arrangements). Failure to comply with time restriction will result in a reduction of your grade on the demo.

Example for Othello

Suppose that your system is a program that plays the game Othello. The following is intended to give you an idea of what is expected; it is not intended as a required template.

Introduction
This should probably be **2-5 minutes**. Start by describing at a high level the problem you are trying to solve, why it is interesting or important. This is your chance to gain and keep the attention of your audience. Then give the basics of the rules of the game and your representation choices. (If you are using powerpoint, this is probably 3-5 slides.)

Play the Game/Examples
Depending on how long it takes to play, you or an audience member should play against your program, while you describe and analyze the effectiveness of your algorithms. You can use screenshots to illustrate important stages on the game if play takes to long (on macs in lab you can use Grab in Applications -> Utilities). However, you do need to demonstrate that your program actually runs. Examples should show strengths and weaknesses of you program. This portion should be about **8-11 minutes**, depending on the length of the other sections, so you will need to choose your play and examples carefully to be able to illustrate the points you want to make in the allotted time.

Conclusion
This will summarize what you have done. Ideas for improvements or future work could be included here. Should be about **2 minutes**.