Assignment Overview
In your project groups, you will present the design process and development progress of your first prototype, including a live demo of the prototype. The assignment consists solely of a presentation (e.g., no written paper). Therefore, it is critical that groups follow instructions for the presentations precisely to earn a good grade.

Assignment Detail
You will be required to present the key details of your design process and development progress, including a live demo, to the class. Due to the large class size, presentations will be no more than 4 minutes (plus 1 minute for Q&A + transition to next group). To ensure everyone has time to present their demos, I will cut groups off at 4 minutes, and you will receive no credit for elements you did not cover. Rehearsal of your presentation will help you keep on time; I also recommend using a demo script. I expect you to cover the following topics in the presentation:

Presentation of Prototype Design + Development Progress (2 - 2 ½ minutes)
This section of the presentation will focus on the design and development process your group has followed to develop your first prototype. Include explicit sections for Design and Development:

- **Design.** How did you decide on the NUI commands (e.g., gesture, speech, body gesture) to support in your first prototype? How did you choose the set of features you have included in your first prototype? Include any use of personas, scenarios, or storyboards; any formal or informal interviews with classmates, friends, or family; and any use of your own prior knowledge, experience, or understanding of the users’ needs that your design is based on. Groups will be graded on the degree to which they have engaged in an explicit design process (rather than simply implementing their first idea), and the degree to which the features / interactions are justified by specific examples.

- **Development.** What development process did your group follow (team member contributions, version control, bug tracking, etc.)? What third-party APIs, toolkits, or frameworks are you using in your prototype? Include a high-level system architecture diagram showing the main components of your first prototype and how they are integrated. Groups will be graded on the equality and thoroughness of the development process that they have undertaken, and the reasonableness and organization of the system architecture diagram.

***Note:** unlike Part 1, slides will be required for this section of the presentation. Groups are required to turn in your slides via Canvas before class begins on February 20th. Again, only one member of each group is required to upload the slides.

Live Demo (1 ½ - 2 minutes)
This section of the presentation must include a live, working demonstration of the prototype. Group members may demonstrate the prototype themselves or ask for a volunteer from the class. Demos should include the following: (a) starting the application, (b) at least three examples of
working (e.g., recognized successfully) NUI commands (e.g., gesture, speech, body gesture), and (c) evidence of a working, clear, and consistent recognition-feedback loop (e.g., NUI pipeline). Groups will be graded on whether or not the demo runs without excessive crashes, whether or not the recognition is working, and the degree to which the recognition-feedback loop works.

*** Note: the demo must be shown on the deployment hardware itself; emulators will not be acceptable for this assignment. I will provide the necessary display adapters for connecting the hardware to the projector. Any group for whom a live demo may be infeasible must speak with the instructor to arrange an alternative, such as a remote demo or video demo.

*** Note: the amount of points lost for crashing demos will depend on the overall performance of demos in the class. If your demo crashes a lot more than other people’s demos, you will lose more points. Target your demo to highlight features / interactions which you know will work.

Peer Evaluation
As part of this assignment, there will also be a peer evaluation component, in which group members will be rate themselves and each other’s contributions to the project. These will be filled out in-class individually (to be handed out on the day of the presentations) and will be returned to the instructor before leaving class. Evaluations will be kept confidential.

Assignment Grading

1. Presentation of Prototype Design + Development Progress 60%
   a. Design (30%)
   b. Development (30%)

2. Live Demo 30%
   a. Application runs well (10%)
   b. Demonstration of 3 working NUI commands (10%)
   c. Demonstration of recognition-feedback loop (10%)

3. Peer Evaluation† 10%

The goal of this assignment is to demonstrate that you have followed an explicit design process and come up with a working prototype that is ready to be evaluated in a user study. Each component of this assignment will be evaluated based on these criteria.

As with Part 1, penalties will be assessed for groups who do not follow the instructions precisely (e.g., all group members must arrive on-time with their presentations ready to go, all group members must verbally participate in the presentation, presentations must not be too short or run long, etc.).

† 10% of group members’ individual grades for this assignment will be based on the confidential peer evaluations by their group members.