ORAL DEMONSTRATION – Design Project

You and your group must demonstrate the progress you have made on your Design Project. All your documentation and the Test Plan should be complete before you begin this demonstration.

Each team should demonstrate the GUI (Graphical User Interface) you have developed for your project and this should emphasise ‘quality of graphical presentation’, ‘consistency and standards’, ‘flexibility and efficiency of use’, and be ‘unique to the application’.

Each group has 15 minutes to demonstrate their project. All members must show what they have actually contributed to the project and each member will be assessed individually on his/her contribution.

As a team, you must have a united approach and you will need to spend time preparing this together.

1 plan what you want to show
2 structure your demonstration into an introductory section (aims of project), an explanatory and demonstration section and a concluding section (future developments).
2 rehearse - the more practice, the better the demonstration will be.
3 check that your software is actually working on the machine in the lab where you are presenting. Test it there carefully well before you have to demonstrate.

Due date: Week 4, Semester 2,
27 or 29 August, 2003

Marks: 10%