CSE 403
Autumn, 2013
Beta Demo (Phase 4b)

Beta Demos In-Class:

Monday, November 25	Wednesday, November 27
• CourseExplorer • CommissionMe • ReBook • ?	• FreeTime • Swapr • ?

Links about the equipment available in EEB 045 have been attached to the course calendar. Due to our inability to customize the classroom computer with additional software, we recommend that your team members bring their own laptop(s) or mobile device(s) for the demo instead of relying on the classroom computer. **Practice ahead of time!**

We recommend that you show up early to class to ensure that:
- (Laptop) your laptop connects properly to the projector (bring an adapter to VGA, a mouse, and a power adapter if necessary),
- (Mobile) the document projector camera works (an earlier trial run is recommended, bring a charger just in case)
- **Make sure all team members are aware of who needs to bring what!**
  - (Technical)
    - Main computing device (one or more if multiple users or different roles need to be logged in at the same time and interacting, and cannot be logged in simultaneously from the same device)
    - Input device(s)
    - Display adapter(s) (only one laptop's screen can be displayed at a time; not sure if the document camera can display more than one Android device at once clearly)
    - Power adapter(s), charger(s)
  - (Optional Props to aid in explanations)
    - Items to swap
    - Books to trade
    - Examples of artwork to commission
    - Some way to indicate which user role is being demonstrated (e.g., patient, doctor, interviewer, interviewee, artist, commissioner, etc.)
      - Hats, distinctive clothing, signs taped to a person, etc.

To make your demo more realistic, it is a good idea to pre-populate any database or other data source with the sort and amount of data that a typical user would see. If information is accumulated about users over time (artwork commissioned/sold, courses taken, interests profiled, questions answered, books offered for trade, items offered for swap, etc., then also have some "dummy" user accounts with data set up in advance.

Presentation Guidelines:
Aim for about 10 minutes, leaving time for a few questions. Present a live demo of what you have accomplished thus far and how a user interacts with your system. **Having a script to follow can help keep you on track**, especially if items need to be demonstrated in a certain order (e.g., create a new account before you can log in). You may use some explanatory slides in addition to the live demo — do whatever you feel is appropriate.

All members should be present for the demo.

Everyone does not have to speak in this demo, but **if you are not speaking, take part in the presentation in some other way** (e.g., run the software during the demonstration while others are pointing at the projected display explaining what's going on; participate in "acting out" the scenario such as physically trading books; create brief explanatory slides to preface the live demo; etc.).

Suggested Presentation Outline:
1. Briefly state in a sentence or two what problem your software solves.
2. Briefly introduce all teammates by name and what broad responsibilities they have had / contributions they have made (e.g., main speaker can introduce everyone, each person can introduce themselves, some other variation).
3. Demonstrate your software.
   a. Optionally, you can have a few supplemental explanatory slides at the beginning or throughout the software demonstration.
   b. Optionally, you can "act out" a scenario with props in addition to demonstrating a given feature of the software.
   c. It may be logical to follow your main use cases or "sunny day" scenarios to demonstrate the core features. If error handling has been implemented ("exceptions" or "rainy day" scenarios), then also demonstrate those situations if time allows.
   d. If possible, first demonstrate entire features where the user can interact with the app and complete a goal or activity from start to finish, rather than a partial or incomplete feature.
   e. If possible, demonstrate some client/server functionality; that is, some feature(s) that begins in your client app or site, then touches the server side or database side, then comes back to the client.
   f. If features are partial or incomplete, demonstrate what you can and indicate when or if the rest of a given feature will be implemented.
   g. If the user interface is not yet polished, then indicate what improvements are intended.
   h. However and in whatever order you decide to present, write out a script that everyone can follow and practice at least once ahead of time so everyone on the team knows what to do when.
4. Briefly indicate the biggest challenge(s) you have faced thus far, and how you have overcome them.
5. Answer questions.