SIGGRAPH 2004 Project
Guide to the Final Presentation

Why give a presentation?

For your group, the presentation is an opportunity to show off the software that you've worked so hard to implement. For the class, it's a chance to learn about all the different topics that the groups have studied. For me, it's a chance to assess your project results.

What should be in the presentation?

Each presentation will be only thirteen minutes long (strictly enforced) and should focus on your implementation and what you discovered from it. At minimum, I'll be looking for the following elements:

1. A brief description of what your topic is.
2. A brief description of what you implemented.
3. Acknowledgement of what you used as a code base.
4. A brief description of an interesting technical problem you encountered during programming.
5. A live demonstration (preferred) or screen shots of the code in action.
6. An explanation of what you learned from programming the algorithms that you didn't know before you started coding.

How will the sessions be run?

The sessions will be run in a similar way to the preliminary presentations, however there will be 13 minutes for talking and 10 minutes for questions. On-time attendance for all is required and, as before, groups and individuals will be assessed in part based on how active they are during question and answer sessions.

How will the presentation slots be scheduled?

There will be two presentations on Tuesday, 1 June, two on Wednesday 2 June. We'll make the presentation schedule in class on 26 May. If the slots can't be filled by mutual agreement, we'll resort to drawing cards.

What must be handed in?

Group leaders are to submit their presentation slides to the assignment drop box after their presentation but **before 4:00 pm on 2 June.**