Information on the presentations of semestral projects from the course Computer Graphics for Game Development (NPGR033)

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General information

The final semestral project presentations are given in front of your colleagues and teachers. You will have ten minutes to show what you have done and what you have learned. Then you will be graded according to the opinions of your peers and receive scores accordingly. If you fail to defend the project, you will have to improve your project in a way we specify given the critique during presentations.

Judging the presentations

All your colleagues and participating teachers (peers) will be judging your presentation; therefore it is crucial to prepare it well. After the presentation, all peers will submit a secret grade for your project ranging from A-E. A == the best, E == total failure. Voting is anonymous. All votes are then averaged. You need to obtain at least grade B. To average the result, we map grades to scores as follows: A to 40, B to 30, C to 20, D to 10 and E to 0. We then make an average of all scores and that makes the number of points you receive for your defense.

Grade	Score
A	40
B	30
C	20
D	10
E	0

Individual presentation

- You have **17 minutes** to present your project
- Then all your peers have 3 minutes for questions
- Then the secret grading takes place

Presentation structure

- You are given 17 minutes to show-case your project and explain what you have learned
- Each presentation must include (preferably in this order)
    - What your project is about
    - **Live show-case** of your project
    - Explain the road you have taken to build your project
        - What was your starting point?
        - What is your result?
        - How did you get there?
    - Detail your code
        - Include points on: research, architecture, coding, final result polishing
        - Explain what was the most difficult part
    - Detail lessons learned
        - What you have discovered for yourself?
    - Point out the “wisdom of the day”; one point phrased in an entertaining style audience is going to remember

Guidelines for peers (judges)

- You start with grade A
- The live show-case is not working => grade -1
- The research done seems too shallow => grade -1
- The final result has not meet the target => grade -1
- Explanation of code was incomprehensible, you did not get tips how to reimplement this => grade -1

- Wisdom of the day is funny and informatory => grade +1
- The rest is up to your judgement...