Presentations of projects in Software Engineering MVK15-16

Tuesday May 10
F1
12-17 (presentations from 13.00)

Background
In this year's course in software engineering (MVK15-16) 20 projects have been realized. The students have worked with external clients ranging from Tobii, SVT, Microsoft and Wikimedia to a number of internal clients from different schools at KTH.

The course goal is to via practical work get experience and insights in the best practices within software engineering. The course is project based and the students work together with the client to develop software solutions.

The students have all produced excellent work and are eager to show it. All projects have also produced hands-on demos of different kinds.

Layout
The projects will be presented in groups of five/hour + demo session. Each presentation is 8 min + context switch. At the end of each session, the five presented projects show their demos simultaneously in the area at the front or in the hall for 15 mins. Everyone in the audience is invited to interact, ask questions and discuss.

All in all there will be four sessions. There will be some kind of refreshments available during every demo session.

Program, Tue May 10

	13.00	**Introduction**		
		Project	**Client**	**Supervisor**
Session 1	13.05	Project Handbook	CSC/KTH	Björn Thuresson
	13.14	SeeSharp	Fatshark	Björn Thuresson
	13.23	SweeIT	Smart Mobility Lab	Björn Thuresson
	13.32	rms -rf --no-preserve-root /	Wikimedia	Chris Peters
	13.41	CoDing	Ding	Björn Thuresson

Demos of projects in session 1

Session 2	14.05	MKV	Tobii Tech	Chris Peters
	14.14	Ctrl Alt Elites	Wikimedia	Chris Peters
	14.23	The Forgotten	Kodcentrum	Björn Thuresson
	14.32	Cries in Spanish	Tobii Dynavox	Karl Meinke
	14.41	MAOritz lilla röda	Microsoft	Karl Meinke

Demos of projects in session 2

Session 3	15.05	Backstreet Boys	Pilloxa	Ludvig Elblaus
	15.14	NSNC	Interfleet	Ludvig Elblaus
	15.23	A-Team	Abios	Ludvig Elblaus
	15.32	NaN	Assköappp	Erik Isaksson
	15.41	Spearman Interactive	KTH CSC Interaction	Erik Isaksson

Demos of projects in session 3

Session 4	16.05	Apollo	KTH+IT Entrepreneur	Erik Isaksson
	16.14	LCD	Findwise	Yang Zhong
	16.23	Radish Design	IngredientMatcher	Yang Zhong
	16.32	Backend Boys	ChallengerMode	Yang Zhong
	16.41	J-Unit	SVT Barnkanalen	Karl Meinke

Demos of projects in session 4

Preparations for the students

1. Description for the event programme
Send a text to Björn Thuresson thure@kth.se describing your project, no later than Friday May 6, 12.00. It should be an efficient presentation of your process and results, written in an attractive and engaging manner in 2000 characters (incl spaces).

Send in 1-3 pictures and/or illustrations representing your project, the activities or the results, preferably in at least 150 dpi.

Also, send in the base facts: Name of your project group, title of the project (as you now refer to it), your client's full name, and your contact information (name, mail or phone).

2. The presentation
You have 8 mins to present your project. This is your opportunity to make yourself and your project justice. Use it well! You use the mins you believe is the best way to represent your project. There's nothing you *have* to present, choose the parts you think are the strongest and the one's you're the most proud of. Remember that the audience is mixed and they, typically, know very little about your area. You're the experts in the room! That means that you'll have to give a background to the area, the challenges, the target groups, the use situations, etc. Also, after your presentation you'll show the hands-on demo, so choose wisely what to present and what to refer to the demo.

Be confident in your presentation. Do not make unsupported statements. You can motivate all the choices – be sure to do that! It's a matter of credibility. You are the experts but you need to show that. We believe you if you give us reasons to do that.

In F1 there are two projectors (possibility to have different sources), a document camera, sound and microphones. What are you going to use? How are you going to test it? There's very little time for context switch, so make sure you prepare. You could choose to use the same computer for all five projects in your session (contact them and test) or you could use Björn's computer (contact him) or you could use your own equipment (remember to test).

3. The demo and Q&A
At the end of each session (15 mins) all of the audience are welcome to try your hands-on demos, ask you questions and discuss. You set up all five project's demos in the area at the front or somewhere else in the room. Make sure you prepare the demo to work well as a public demo. What are you going to say? Which technology do you need? Any print material (poster, logos, hand-outs)? What type of questions can you expect? Etc.

4. Invitations
This is your afternoon. Invite as many as you want, particularly the people involved (the client, user groups etc) but also others you would like to show what you've worked on (friends, family, future employers etc).