AGI16 Calendar: [link](#)

- **Tue 30 aug 13:00-15:00**  
  Lecture 1: Introduction
- **Fri 2 sep 8:00 – 12:00**  
  Lecture 2-3: Forming Groups and Brainstorming
- **Tue 6 sep 13:00 – 15:00**  
  Lecture 4: Groups formed, inspiration, and brainstorming
- **Fri 9 sep 8:00 – 10:00**  
  Lecture 5: Proposals
- **Tue 13 sep 13:00 – 15:00**  
  Lecture 6: Proposal Feedback
- **Fri 16 sep 10:00-12:00**  
  Lecture 7: Hello World Demos
- **Tue 20 sep 13:00 – 15:00**  
  Lecture 8: Preparing ForskarFredag 2016
- **Tue 27 sep 13:00 – 17:00**  
  Lecture 9: Demo and preparation towards ForskarFredag
  
  ForskarFredag (we set up on Thursday evening)
- **Fri 30 sep 8:00 – 16:00**  
  Lecture 10: Reflecting on ForskarFredag
- ** Tue 4 oct 13:00 – 15:00**  
  Lecture 11: Preparing for Comic Con
- **Tue 11 oct 13:00 – 15:00**  
  Lecture 12: Preparing for Comic Con
- **Tue 1 nov 13:00 – 15:00**  
  Comic Con (we set up on Thursday evening)
- **Fri 4 nov 9:00 – Sun 6 Nov 16:00**  
  Lecture 13: Forming groups for project 2
- **Tue 15 nov 13:00 – 15:00**  
  Lecture 14-15: Proposals Project 2
- **Fri 18 nov 8:00-12:00**  
  Lecture 16: Hello World Demo Project 2
- **Tue 22 nov 13:00-15:00**  
  Lecture 17: Feedback on Demos
- **Tue 29 nov 13:00-15:00**  
  Lecture 18: Preparing for Open House
- **Tue 6 dec 13:00-15:00**  
  Lecture 19: Demo project 2
- **Tue 13 dec 13:00-15:00**  
  VIC AGI16 Open House
- **Fri 16 dec 15:00-19:00**

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2016/09/27 AGI16 - L9
Agenda

1. Announcements
2. Grading ForskarFredag
3. Assignment 3 due Oct 11 (not 4)

4. Demos
   1. Hoverbroom
   2. Pockemon Don’t Go
   3. TowPow
   4. Chosen Ones
   5. Zield
   6. SounDark
   7. CocAR
   8. Have Mercy
   9. URGOD
  10. Pointy Stick
Announcements

- Poster Printing [link]
- One sentence description [link]
- Packing 15:00 – 16:00
  - No coding during packing!
- Set up 16:30 – 20:00
- Invite friends & family [link]
FORSKARFREDAG
En del av europeiska Researchers’ Night

We are on the 3rd floor stage

Setup
Thursday Sept 29
15:00 (@ VIC) –
20:00 (@ location)

Present
Friday Sept 30
8:00 (@ location) –
16:00 (@ location)

Return
Friday Sept 30
16:00 (@ location) –
18:00 (@ VIC)

Mario’s mobile
0762581802
Debaser 3rd floor stage
**Demo: Purpose**

- Practice for ForskarFredag
- Demonstrate state of projects
- Interact with each other’s projects
- Discuss
- Improve
- BUT…
  - Train to:
    - Present in 60 seconds to six-year-olds
    - Observe and gather formative evaluation quantitative and qualitative data in the field
    - Ellicit constructive criticism
• Interactive Demo
  07:00
  – Hands-on
  – Non team members
  – Discussion going on

• Context Switch
  01:00
Demo: Roles

• At least:
  – One presenter
    • Present script only
    • Answer questions
  – One observer
    • Take notes
    • DO NOT TALK
  – One inquirer
    • Ask clarifying questions
    • Do not ask leading questions
Demo: Presentation on Poster

- One slide - template
- 2, 3 or 4 columns
  - Motivation and Goals
  - Methods
  - Results
- Few words many images
- Link to how to do & present posters
• Clarifying questions:
  – What do you mean by “so and so”?
  – I don’t understand, could you explain it differently?
  – Could you talk about that further?
  – Tell more about that...
  – How does that make you feel?
  – ”Following” questions
Demo: Questions

• Leading questions:
  – What do you think?
  – Is it working for you?
  – **Do you like it?**
  – What would you improve?
  – What would you change?
  – Why don’t you like it?
  – Why do you like it?
Observers

• Pen and pad
• Take copious notes
• Count, count, count!
• Take photos
• Record (VERY SHORT) videos – be selective
• Record (VERY SHORT) testimonials
Demo: Audience

- Take notes
- Comment during demo
- Take notes of comments
- Transfer your notes to the facebook wall
- Help each other
Grading of ForskarFredag

- 10%
- Group
  - Time slot (-1% per hour missed)
- Individual grading due Oct 4 at 12:00 [link]
- Individually, please, on a pdf document with in 300 words or fewer, with a link to one 30-second video, and with 3 photos, tell in your own words what you have individually learned in doing your projects and presenting them in front of the ForskarFredag audience. Also, briefly mention what changes you will consider based on the audience feedback while you work towards Comic Con. Submit your pdf here (Social). To help you structure your report, please focus on the AGI Intended Learning Outcomes:

1. Collaborate to build original and stable projects that combine methods in advanced computer graphics and advanced human-computer interaction;
2. Communicate the theory and practice of these methods at a technical and a practical level;
3. Provide informed constructive criticism to the development of the projects from other teams;
4. Demonstrate the projects at large public venues to open audiences.
Ind. Meeting if needed
Assignment 3

• Due Tuesday October 11 at 9 AM
• Everyone
• Share the papers with each other on a google doc spread sheet
• Invite me to the document
• Group the papers into themes
• Prioritize the papers per theme
  – Everyone Votes scores 3 (best) to 1.
• The top 12 papers is your reading list for the following 4 assignments
• I will suggest follow up readings per theme
Individual Grades

• I will create a google doc
• Alias to everyone
• Place individual results there
Questions?