

DEPARTMENT OF COMPUTER SCIENCE
UNIVERSITY OF TORONTO

CSC 318S
THE DESIGN OF INTERACTIVE COMPUTATIONAL MEDIA
Winter Term, 1997-8

Assignments 7+8
CLASS PARTICIPATION

HANDED OUT: Monday, January 26, 1:10 p.m.
WORTH IN MARKING SCHEME: 15 points for class participation

THE PURPOSE OF THIS ASSIGNMENT

Your 15 class participation marks will be based on 4 components:

- the degree to which you do a fair share of **work on the project** over the course of the semester
- the quality and to a lesser extent the quantity of your **questions and contributions** to discussions in the tutorials and to a much lesser extent the lectures
- the quality of a single **3-minute oral presentation** that each of you will present in a tutorial sometime over the course of the semester, as early as this Friday January 30
- the quality of your **contributions to the computer conference** between January 26 and March 13, as evidence in at least two (2) thoughtful contributions commenting on the work of some other project team, and responses to these contributions.

This document deals only with the oral presentation and the computer conferencing.

THE TASK FOR THE ORAL PRESENTATION

Make a **3-minute presentation** in a tutorial sometime **between this Friday, January 30th and Friday, April 3rd**. Sign up for a slot in advance with your TA. Do not wait too long to sign up; if there are no more slots left when you want to present, you will get a 0 for the presentation. (If you want to present this Friday, send email to your TA.) In some cases, for example the oral presentation of “A Day in the Life” scenario, you could do a 6-minute presentation together with a partner. Sample topics could be (many others are possible):

- “A Day in the Life” scenario of the technology or system we are designing
- Top five things we learned from talking to our users
- Out top three dilemmas in deciding what functionality to include and to exclude from our system
- Conceptual challenges we are facing in building an effective Director prototype
- Highlights of what we learned from our user testing
- We started out to build a mumble, but now it's clear what is needed is a mumblemumble

THE TASK FOR THE COMPUTER CONFERENCING

Assume each project description from Assignment 2 represents a conferencing thread. You must post **at least two thoughtful contributions** responding to some project description, assignment submission (which will appear on a Web site and can be accessed from the conference), or conference posting. You will be evaluated based on the thoughtfulness and helpfulness of your posting, and of the quality of the ideas presented in your posting. All postings must be made **by Friday, March 13th, 4:00 p.m.**