# **CSC 493 Senior Projects**

# RF: Final Report, Poster, Demo(s), and Final Project Codebase... all due

# Summary of the week's work:

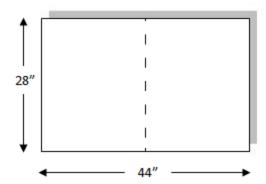
- Create a poster for the Poster Session (as described below)
- Finalize your demo video(s) and upload to youtube before class.
- Finalize your plain text document entitled README.txt.
- Finalize the executable and codebase of your implementation. Submit including executable and source with all software components with header-style descriptions in each software component as well as internal documentation though comment lines.
- Include a final memo in the Executive Section of your Final Report.
- Finalize your entire Final Report before submission.

# The Professional Poster Session:

#### **Poster Format and Size:**

Although some professional conferences use large format printers for their poster creation, they are costly and must be created well in advance in order to allow for the printing. You may use a large format (28" x 44") if you wish, but you will be responsible for the printing arrangements and costs. Often, posters are more cost effectively assembled from several sheets of standard printer paper, with each sheet (or two) including the information for a particular

section of the poster. These sheets are frequently attached to construction paper to add visual interest. For our poster session, you will have two 28" in height by 22" in width poster boards each of which you must use side-by-side in portrait format rather than landscape format. This means in total you will essentially have 28" in height by 44" in width to display your work.



### **Poster Content and Layout:**

A poster should advertise your work by combining text and graphics to make a visually pleasing presentation. Obviously, you will need to convey the key information about your project including the software purpose. As viewers walk by, your poster should quickly and efficiently communicate your work. You may certainly pull information from your Final Report for your poster, but try not to rely too heavily on large amounts of text. Viewers can take in visual information much more quickly than they can read text, so instead try to use graphics whenever it makes sense to do so on your poster. Don't try to include complete explanations of complex ideas on your poster, but use text only to convey the key points. Make the text easy to read by presenting textual information in bullets, lists, or short paragraphs and be sure to use clear headings throughout. Use color to create visual interest. In addition, all text should be reasonably large so it can be read from a couple of feet away.

Some professional posters from Apple developers are at <a href="http://www.apple.com/science/poster/">http://www.apple.com/science/poster/</a>. In your project director's opinion, many of them have too much information on them, but at least you can see that poster sessions happen in the real world, not just in colleges and university settings.

### Important points about effective posters:

- Standard sections on a software poster include title, author, logo, purpose, vision, results, references, acknowledgements, future work, and contact info. Use your judgment on what sections you need.
- The poster title is required. It must be very large and should quickly orient the audience to the purpose of the software. (It does not need to be the same as the title of your software.)
- The author's name, software title and logo are all required and should all be displayed prominently.
- Be sure to display "Berea College CSC 493: Senior Projects" on the poster. It should not be as prominent as the title, the logo or the author's name.
- The poster should be easy to follow and to understand... using too much text or text which is too small is almost always a mistake.
- The poster should be designed to "sell" your software. Highlight the strengths without exaggerating, and do not highlight the deficiencies. Remember that no software is perfect.
- You may wish to print out a few copies of your final report, but the report should NOT be stapled to your poster!! Really, larger and simpler is generally better for a poster.
- Use a consistent and professional look throughout your poster, but please do not feel constrained into using a grid-style layout or by using only a single layer on the poster boards.
- You will need to give a short presentation on your work every few minutes, so you will need a working copy of your software and you should allow interested viewers to watch your demo(s) on your laptop.
- Be sure to dress professionally for the poster session. Remember the business model of this
  class. Imagine that your future employer comes to our poster session—dress and act
  accordingly.





Images from http://www.stat.cmu.edu/newsletter/newsletter2007\_files

#### **More on Poster Creation:**

Here are links to some good advice on creating an effective poster:

- <a href="http://people.eku.edu/ritchisong/posterpres.html">http://people.eku.edu/ritchisong/posterpres.html</a>
- <a href="http://www.writing.engr.psu.edu/posters.html">http://www.writing.engr.psu.edu/posters.html</a>

## Application Development Section of the FINAL Report:

The Application Section of the final report should be divided into the following sections, revising as needed and clearly indicating any revisions with what was changed and when it was changed.

- The Project Concept Proposal (indicate and date all updates)
- About the Author (or other appropriate name) (indicate and date all updates)
- **Inspiration** (indicate and date all updates)
- Vision and Scope (indicate and date all updates)
- **Software Requirements Specifications** (indicate and date all updates)
- **System Design and Architecture** (indicate and date all updates)

  Be sure to update your software architecture as you expand the implementation!
- Implementation (indicate and date all updates)

  Be sure to list all submitted files with the README.txt listed first. Briefly describe the correspondence between all of the software components in each file and the related Software Design element of the Software Architecture as well as the date the software component was completed.
- Known Bugs and Other Issues in *YourProjectName* 0.1 beta (or appropriate name and #)
- Test Plan and Test Cases
- Software demo(s)
  - o Include a short explanation(s) and link(s) to your final demo(s). Note that the URLs for the final demos will be publically listed on our class website, but you may turn off commenting in youtube.

# On the structure, format, and purpose of the weekly reports

Be sure you have reread <a href="http://faculty.berea.edu/pearcej/csc493/R">http://faculty.berea.edu/pearcej/csc493/R</a> OnReports.pdf</a> because you will be expected to have followed the guidelines stated there. In particular, each weekly report must be formatted as described there and must include the cover page, the Application Development section, and the Executive section as described there. Convert the file to a pdf, name the file *yourusername*-FINAL.pdf, and submit into our course management system in time to meet the stated deadline.

# What needs to be uploaded?

- Finalized README.txt.
- Finalized complete and fully documented codebase
- Finalized executable
- Final Report entitled *yourusername*-FINAL.pdf

Thanks for all your hard work in this course! I hope you feel proud of your work!