Presentation schedule

• At most 10 minutes per team
  – ~8 minutes for presentation
  – Remainder for questions

• Email me slides prior to class
  – Powerpoint or pdf ok

• All team members should participate in presenting and answering questions
Presentation schedule

• Monday Nov 30
  – Frederick Rodgers, Ian Tidd “Keypad Lock”
  – Steven Dear, Randy Walter “Simon Game”
  – Laine Greaves-Smith, Josh Nelson “Walking Robot”
  – David Landes, Heidi Logsdon “Connect Four Game”

• Wednesday Dec 2
  – Evan Boynton, Pete Contreras “Video Arcade Card Reading System”
  – Sean Dempsey, Megan Richards “Music Box”
  – Alex Manoilo, Colin Tombari “Guitar Playing Machine”
  – Tanner Howard, Yer Yang “Temperature Regulator”

• Friday Dec 4
  – Alberto Dominguez, Jaydee Griffith “Floor Elevation Measurement Robot”
  – Vu Dang, Nick Daskalakis “Autonomous Mobile Robot”
  – Leo Rabinovich, Grayson Sander-Olhoeft “Light and Temperature Monitor”
  – Ryan Patton, Evan Stoelzel “Pen Plotter”
  – Holly Krebs, Chris Willecke “RC Car”

Let me know if I should use a different title for your project
• Monday Dec 7
  – Conner Austin, Tommy Li “LED Cube”
  – Marcus Turner, Matt Twardy “LED Cube”
  – Tim Blondin, David Long “Escape Room Puzzles”
  – Max Bubar and Jake Glanzer “Ski Ball Game”
  – James Maroney, Rodney Roberts “RFID Lock”

• Wednesday Dec 9
  – Jacob Hollister, Jeffrey Stephens “Electronic Baseball”
  – Curt Feinberg, Marshall Trout “Simon Game”
  – Andrew Petersen, JP Skeath “Spinning LED Display”
  – Brandon Gong, Trevor G. Lager “Key Pad Musical Synthesizer”
  – Alicia Helmer, Courtney Mort “Crane Game”

Let me know if I should use a different title for your project
# Scoring Rubric for Oral Presentations

**PRESENTATION**

<table>
<thead>
<tr>
<th></th>
<th>Poor</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>Excellent</th>
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</thead>
<tbody>
<tr>
<td>1. Main ideas are presented in orderly and clear manner</td>
<td>1</td>
<td>2</td>
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<td>2. Presentation fills allotted time</td>
<td>1</td>
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<td>3. Graphics are clear and informative</td>
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<td>4. Talk maintains the interest of the audience</td>
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<td>5. Presenter(s) is responsive to audience questions</td>
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<td>2</td>
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**CONTENT**

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<tr>
<td>6. Provides background information and requirements</td>
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<td>7. Detail is appropriate to the audience and time allotment</td>
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<td>8. Circuit design is sound and complete</td>
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<td>9. Software design is sound and complete</td>
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<td>10. Clear analysis and explanation of overall system design and operation</td>
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