AUT UNIVERSITY | COMPUTER + MATHEMATICAL SCIENCES

Poster Requirements and Assessment Guide

Bachelor of Computer & Information Sciences

Research & Development Project

TABLE OF CONTENTS

1. Introduction

The final project poster sessions offer an opportunity for students to present their work in the form of a team poster, possibly demonstrate some project deliverables and reflect upon their achievements before an audience. The relevant project deliverables might include artefacts produced during the project or a demonstration of software. The assessment team will ask questions and take into account the ability of students to clearly communicate their work in a poster presentation that describes the scope, depth and significance of their work, and critically reflects upon their experience

The learning goals associated with this assessment are:

1. *Demonstrate a professional attitude.*

2. *Demonstrate the ability to integrate the different disciplines required to bring a project to a successful conclusion.*

3. *Communicate effectively in both written and verbal presentations and in group situations.*

4. *Show the ability to document appropriately the deliverables for their project - software specifications, project plans, source code, technical reports, white papers, literature reviews, academic articles for publication etc.*

Posters may well be a new form of communication to many BCIS Project students. We will therefore ensure that there is an opportunity in a class session to learn more about how to use posters effectively and to identify the differences between a good poster design and content and a less effective one.

2. Poster Assessment Processes

The poster session is usually scheduled in week 14 of the second semester of a project. Exact dates and specific requirements with respect to preparation, printing and attendance will be communicated each semester on AUTonline. Printing of the posters is paid for by the School of Computer and Mathematical Sciences provided you use the mechanisms arranged by the BCIS project team.

The audience comprises senior academic staff of the School of Computing and Mathematical Sciences, including the project academic leader and supervisor(s) and industry members of the industry advisory committee (IAC). ***The project sponsor or nominee is invited to attend, and students are required to arrange their attendance***. Students enrolled in the Research and Development Project may also attend to observe and support their colleagues. The student attendance is restricted to after the assessment period to enable interactive discussion and assessment.

Posters are worth 10% of the final project grade. A marking guideline is provided in Appendix A. The marking is conducted by several teams of BCIS Project Supervisors. The marking teams will want to read your poster and look at any artefacts or demonstrations you have available. They will also ask questions of each of your team members about aspects of the project, your products or processes, and your learning.

3. Poster Content

The following points would normally be covered by your poster.

- **Project Objectives/Goals**
  Why did this project exist?

- **Outlined project concept/rationale**

  How did you identify what the client/sponsor wanted? This should include the explanation of the existing situation or issue, and if relevant, how work was done and by whom. It should provide relevant background information or prior literature. It should show whether the system has links to, or is based upon, another computer system.

- **Project artefacts (e.g. architecture, models, design, software, client deliverables)**

  Identify the key constraints on your design or equivalent for each project type, eg existing hardware/software, languages etc. Present your high level design or equivalent artefacts: Use Cases, Class Diagrams, or DFDs, entity model etc. Present the low level design or equivalent: interaction diagrams, screen layouts, report layouts, forms, algorithms etc.

(For a more research oriented project the experimental design may be elaborated upon here). Justification of solution: why it is the best solution for the problem. This may include discussion of progress made and recommendation for extensions to an initial prototype, or an evaluation report with recommendations for a particular technology option.

Remember that you are presenting to a technically competent audience so you can provide an in depth picture of your work. They will be interested in the design and technical details of your solution. For many of them it may be an opportunity to learn about how a new technology solution is actually designed and implemented.

- **How artefacts were produced and areas of greatest challenge**

A **<u>critical</u>** review of the processes adopted in carrying out the project, including quality assurance and discussion of what worked well and what did not. This critique should relate any insights to relevant readings. Issues related to the effectiveness of communication processes, team and personal or professional strategies could be covered.

Demonstration of completed or prototype system, or other demonstrable project artefacts (e.g. a tutorial, a future business process map or a strategic IT plan for a consultancy project, or an improved technology platform for a sponsored R& D project) is usually beneficial.

- **Areas of greatest technical difficulty**

Identify the notable technical difficulties you faced and how these were resolved.

Appendix A

Assessment Criteria for Project Poster

Project Name: ....

Student: …………………………………………………………………………..

Poster Presentation Criteria
- Produce a poster on A1 paper that presents the content described below.
- Be prepared as a team to have any artefacts produced during your project (including a demonstration of software if applicable) available for scrutiny and to answer any questions raised by the assessment panel.
- Be prepared to answer questions on your individual contribution to the project, demonstrating critical thinking and reflections on lessons learned.

Criteria	Grade obtained
Content 50% • Outlined project objectives and rationale • Project artefacts (e.g. architecture, models, design, software, client deliverables) • How artefacts were produced • Areas of greatest challenge • Areas of greatest technical difficulty	
Presentation of poster 20% • Clarity of poster presentation • Effective technology/artefact • Spelling and grammar • Audience appeal	
Team/Individual Explanation 30% • Reflection on lessons learned • Demonstrated critical thinking • Fluent handling of questions	

Overall Grade

A+	A	A-	B+	B	B-	C+	C	C-	D	D
									Over 40%	Under 40%

Signed by: --------------------------------------- **Date** ---------------------------------------

(Assessment team)

Signed by: --- (Moderator)

Comments/feedback: