FINAL PROJECT
Presentation due December 8, 2010 (in lecture)
Written Report due December 15, 2010

There are three parts to your final project grade:

1. **Presentation and demo** in lecture on Wednesday, December 8th.
2. **Final written report**, submitted by email no later than 11:59PM on December 15th.
3. **Live website,** which should continue running until final grades have been posted.

Project Presentation and Demo

Prepare a 5-minute talk with 5-10 slides describing your project to a general audience. You do not have to describe all of the details of your project – think of the talk as an advertisement for your work. Your main goal is to describe the mashup site you built and encourage people to visit it. You are free to structure this talk however you like, but here are some general topics your presentation might touch on:

- Project goal: What is the general problem addressed by your project?
- Motivation: Why is this problem important? How do mashups provide a good way to approach it?
- Design and architecture: Describe how the parts of your system fit together. What software tools and web services did you use?
- Implementation challenges: What were the tricky problems you had to overcome, and how did you solve them?
- Walkthrough: Provide a video or a sequence of images that show your system in action, or give a live demo.

Final Written Report

Your final written report is an opportunity for you to reflect on the successes and failure of your final project. It should not read as a sales pitch for your project; save that for your presentation!

Instead, your final report should reveal the lessons you learned in the process of working on your project. Your report should be 2-3 pages in length, and address the following questions:

- Overall achievements and results: Briefly outline your project in its final implemented form.
- Did your approach to the problem work well? How closely did your final system match the functionality of the one you initially proposed?
- Lessons learned: What parts of the project have room for improvement? Looking back, what might you have done differently? What would you add to the project if you had more time?
- Evaluation and redesign: Describe your design process. How did you evaluate your design and find problems? How and why did your project change from your initial concept to what you implemented? As your system evolved, what specific changes did you make to improve it?
- Implementation: Recap the details of your final implementation. What aspects of the implementation were more difficult than you expected, and which were easier?
- Tools: Over the course of the quarter, we learned how to use a variety of mashup development tools and methodologies. What software tools did you end up using in your project, and how did they help or hinder your project? How could the tools you used be improved to make your project easier to build?