CS 100 Fall 2015
HW4 (Group Project) M3 "Reporting"

Project M3 due date is Tuesday 24 November. Submit by midnight - electronic submission to the CS portal for CS100: http://www.cs.uky.edu/csportal

(NOTE: THIS SUPPLEMENTARY DOCUMENT GIVES FURTHER GUIDANCE ABOUT MILESTONE 3 – M3)

1. Project Phases
Homework 4 "Teamwork" consists of three distinct milestones. This handout offers additional guidance on Milestone 3. Now that you have constructed a prototype (M1) and iterated/tested your design against a commercially available example (M2), it is time to communicate your ideas to a broader audience. In this phase you will prepare a presentation that summarizes your best ideas about using your VR headset. Focus on two things in your reporting:
1. What should a user be looking out for as the top, critical, important features about a low-cost VR head mount? [i.e., something about the design? What kind of cell phone? Etc.]
2. What existing app (or app that you want to invent) is the most compelling for this low-cost VR application? [i.e., 3D movies at NY Times? E-sports tournaments? Etc.]

Your reporting should address both these points in an engaging way.

2. What You Need To Do For Milestone 3
Work out the details of your reporting together as a team. Be creative in your approach to both the *key focus points* and *how you plan to tell the story*. What are your team's answers to points (1) and (2) above? And once you have agreed on those, how can you tell a story around communicating those points?
Key items:
- Create a *one page treatment* that addresses the following items:
    - Main ideas: what are your key points?
    - Story: what is your story-telling idea?
    - Media style: how will you make your video? [slide deck? Stop-motion video? Etc.]
- Create your report video. You can put this video together however you like according to your plan for ideas / story / style. For example, you may shoot video, make a slide deck, show still photos, use text, etc. Your report video should be *exactly 1 minute long*.
- Upload your video to Youtube.
- Submit your one-page treatment, which should include the exact link to your video, as a pdf.   The Team PoC should upload the pdf file to the class CS100 / CS portal by midnight Tuesday 24 November.

Keep in mind that your storytelling idea, and how you realize that in your video report, will affect the quality of your result. It is important for you to be creative about how to fit your ideas into the video to make it memorable and accurate.

3. Timetable Review
Each team must meet the following project milestones (M1, M2, M3):

M1 (due 27 Oct)	Build prototype. Collect images, video. Write "lessons learned." PoC submits zip file of the project documentation by deadline.
M2 (due 10 Nov)	Iterate – more guidance provided on 27 Oct.
M3 (due 24 Nov)	Report/pitch video. Build report storyline as a video. Upload video to Youtube and submit link/treatment as pdf by deadline

4. Turning in your Work
It is the Team PoC's responsibility to turn in all material for this assignment. PoCs: please submit materials to your portal. If you fail to submit material for this or any milestone your team will receive no credit.

Frequently Asked Questions
Q: So it's a one-minute video? Isn't that going to be too short?
A: Yes, one minute, and yes – it will be a challenge to communicate your main ideas in this format. The best reports and talks can be focused into less time that you might think.

Q: Our project is cooler than the others so we'll need more time. Is that ok?
A: No. Your video report should be exactly 1 minute. If your project is cooler, you'll have to convey that in the allotted time.

Q: I'm terrified of appearing on camera. Do I have to be a part of a video?
A: No. Your team gets to decide how to make your video report. It doesn't have to include video of any humans if you can figure out how to convey your ideas without that.

Q: What if we just don't have any good ideas for this whole thing?
A: Even a lousy idea, if thoughtfully considered and artfully presented, will unify your group and help you learn. Don't make excuses – just get to work – you will have fun.