

## Capstone Project Final Presentation and Report (Writing, Video and Prototype)

CSc 59866/7 Capstone I/II: BEAT+: Adding Branding and Entrepreneurship for Real-World Applications Using Emerging Technologies, The City College of New York. Spring 2022

Each student team will be responsible for completing and uploading in your wiki page the outcomes listed below at the end of the spring semester.

**Presentation (Total 20 points)** must consider all the four aspects of the BEAT features:

**A [4 points].** Characterizing the need (**Assistive Applications**) Did the team clearly define the problem? Do they understand the problem they are trying to solve—who would use the design? Did they consider “real life” use scenarios?

**B [4 points].** Coordination with communities and users (**Entrepreneurship**) Did the team communicate well with the people who may benefit from their invention and the communities serving those people? Did the team understand the market and users?

**C [4 points].** Ease of use (**Branding**) Is the invention intuitive for their users? If instructions are required, are they easy to understand? Are the name, logo and interfaces inviting & fitting?

**D [8 points].** Design solution (**Technology Innovation**) How useful is the invention to the community and users and to the people they serve? Does the invention do what it is supposed to do? Does the technology sound and cutting edge?

**Final Report (Total 20 points)**

**Final Writing Report (14 points)** should be a discussion of the work completed on the assistive technology aid, device or rehabilitation technology service that the student teams produced. The suggested order of headings: *Background, Statement of the Problem, Rationale of Solutions, Design and Development of Systems, Evaluation with Users and Partners, Discussion of Potential Markets and Future Work, Branding (the evolution of the names, logos and topics of the team project), References Cited, and Acknowledgements (to Instructors, Partners, and Others).*

**Videos (2 points)** should be 3-5 minutes in length and include a demonstration of the device. Student teams should consider their branding and entrepreneurship aspects as much as possible, including logos, names, user studies, and potential markets etc.. Videos must be uploaded to YouTube as private, and the link provided in their wiki page. The link to the video should also be referenced in the report.

**Prototype (2 points)** must be a working prototype (software and/or hardware), exemplifying high quality, accuracy, functionality and safety, tested and evaluated on productivity. Please try your best to show your prototype in your video if we still have online meetings.

**Please specify contributions of each individual member. For Each Team Member (Base is the average team total): +3: Dominant Contributor, +2: Major contributor, +1: Stronger Contributor, 0: Equal Contributor; -1: Weaker Contributor; -2: Minor Contributor; -3: Minimal Contributor**

**Important Note:** We fully support CUNY’s policy on Academic Honesty. In this regard, please include this statement in the **Acknowledgments** Section of your presentation, report and video together with items of acknowledgements you might have:

“The work in this project is our own. Any outside sources have been properly cited. The project is supported by the CCNY CEN Course Innovation Grant.”

Without writing this statement, you will not be able to get any score.