• **Project Presentation**

You will have between 5 – 10 minutes to show the class and visitors your finished App Inventor. You can demonstrate it on the emulator(s) or a phone(s).

Your project presentation should be modeled after your proposal:

• **Introducing….Your App!**
  - What is the name of your app?
  - Who are the team members?
  - What does this app do—Demonstrate it!!
    - Show what seems to work well
    - If something doesn’t work, or you couldn’t figure it out, show us that too.
    - It’s all part of the learning process.

• **Design:** Using the emulator (so that everyone can see it on screen), or screen shots of the phone, show us the design, and tell us about your design choices.
  - Color
  - Layout
  - Components
    - For instance, why did you use a checkbox instead of a textbox
    - Did you use any non-visible components

• **Logic:** Show us the Blocks Editor and discuss the logic of the user interaction
  - Events triggered by user interaction
  - Events triggered by time, screen loading, other

• **What did you find most challenging?**
  - Which parts took longer than you thought?
  - Which parts were most difficult to find source material on?
  - Did you use anything new and different, that we did not cover in class?

• **Grading**

The presentation is worth 40 points. -5 points for any missing section. You are also graded on your ability to effectively present and explain your app to the class.

➔ Your grade will be modified based on the evaluation of your team members in the Team Participation feedback form. Your individual, full participation in the project is required in order to earn the full grade that is earned by the team!!