Outline for Final Premiere of XO Learning Software Projects

Dress Code: blue XO shirt, nice pants, no hats, shoes

Class Introductions and Overview: (5 minutes)

- Introductions – Lori and Terry (2 minutes)
  - Brief history
  - Introduce people in the room – us, CCCS admin and teachers, deans, chair, Cecily, Sue, Gordana, MSERC, peer leaders and TA, students
- Overview of our course - usr/bin
  - Goals of course – from syllabus
  - Learning Objectives – show complete list from syllabus and highlight major bullets
  - Partnership with CCCS
  - Format
    - Teams of 4
    - Peer leaders
    - Course wiki – what is there?
    - Develop Learning Software for XO
    - Meetings with teachers (customers)
    - Frequent presentations In class
    - Reflective journals
- Introduction to the XO laptop – usr/bin
  - What is unique about it
    - Opportunities?
    - Limits?
- Developing Learning Software – usr/bin
  - Common goals – follow teacher priorities, learning objectives, ease of reporting scores
  - Common theme – quiz software

Team presentations: (max of 8 slides; max 3 minutes each team – total 12 minutes)

- Intro slide
  - Group name and names of team members
  - Teacher name + subject + grade level – introduce your teacher if there
  - Game name
- Purpose, goals, and audience of game
- Overview of how the game works and highlights without an actual demo but with screenshots on the slides (3 slides max)
- Unique features and challenges of our game
- Possible enhancements to our game

Common challenges/features: (5 minutes)

- Software Engineering - omega

    - Team collaboration
    - Communication between CS students and teachers expectations (developer and client)
    - Single semester time constraints
- Technical Challenges - omega
    - Need to learn a lot of new technical knowledge
    - Porting from emulator to XO
    - Collaborating across XOs by the mesh
    - Simple, interesting intuitive interface
    - Handle or even avoid invalid user inputs
- Data storage problem – what it is; why it is hard? - X
    - Enabling teachers to update content of learning software (e.g. new quiz questions/topics) without having to use code
        - Googledocs
        - Menu changes automatically
    - Email results to teachers

FINAL ENDING SLIDES: (2 minutes) pythonidae

- The process → interactions with CCCS
- Extra UD contributions to CCCS-XO program
- Thanks CCCS professors
    - Cecily Selling – Learning specialist
    - Sue Serra – Service learning at UD
    - Josh Totoro – CCCS tech specialist
    - Meg Robinson – CCCS Instructional technologist
    - CCCS Teachers – name them
- Going forward – next semester…

Unique challenges/features to be described in respective team presentations:

- Omega
    - Making the play board change each time
    - Animation of the die
- X
    - Finding a working physics engine to simplify and use
- usr/bin
    - Taking student answers as text and convert to numbers
- Pythonidae
    - Social studies is not conducive to easy random answers-all answers must be known by program in a specific place in code or text file
    - Generalize their quiz so it may actually be used for different subjects