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)
  o Brief history
  o 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
  o Goals of course – from syllabus
  o Learning Objectives – show complete list from syllabus and highlight major bullets
  o Partnership with CCCS
  o 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
  o What is unique about it
    ▪ Opportunities?
    ▪ Limits?
• Developing Learning Software – usr/bin
  o Common goals – follow teacher priorities, learning objectives, ease of reporting scores
  o Common theme – quiz software

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

• Intro slide
  o Group name and names of team members
  o Teacher name + subject + grade level – introduce your teacher if there
  o 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