

Programming: The Next Step



Group presentations

1. Sit with your supervisor
2. Present 2 minutes
3. Brief feedback afterwards



Today

Approaching the top

- Superpowers²
- Software symposium
- Report / user manual
- Deadline
- Grading
- Alpha testing

Superpowers²

- Build a package in R with [Karl Broman](#) and [RStudio](#), or in [Python](#)
- Publish your code, because it's [good enough](#)
- Cite your code with a [DOI](#)
- Deploy your Shiny app [on the web](#)



README

DOI [10.5281/zenodo.43436](https://doi.org/10.5281/zenodo.43436)

This Qualtrics LTI Bridge tool was developed by Rens Poesse at the University of Amsterdam. For questions, please contact [Alexander Savi](#).

Savi, A. O., Ruijs, N. M., Maris, G. K. J., & van der Maas, H. L. J. (2018). *Delaying access to a problem-skipping option increases effortful practice: Application of an A/B test in large-scale online learning*. *Computers & Education*, 119, 84-94. doi:10.1016/j.compedu.2017.12.008 [full text, preprint, code&data, poster]

Software Symposium

Next week, [Thursday](#), May 31st

General idea

- 4 rounds of presentations, each round takes 20 minutes
- you are presenter in 1 of the 4 rounds
- the presentations have a *main focus on the demonstration of your software*

In the rounds that you are not a presenter

- you watch the other presentations, in a group together with your supervisor

In the round that you are a presenter

- each supervisor, together with his students, visits you to watch your 5-minute presentation
- you present your project 4 times, once for each supervisor, from your own laptop
- you don't need to (again) present your slides, *but do make sure that your project, and how you've managed it, is clear*
- you may print your slides as a reference for others to review, or as an aid during the presentation to show how you've managed the project

Report / User Manual

What

1. Theoretical background describing task / technique
2. Design (user and software perspective) including a flow-chart
3. Screenshots and examples of the software
4. Step-by-step manual for users, including installation guide

How

- Separate report, *or*
- Mimic the style of the used language or repository
 - manual
 - vignette
 - GitHub's README.md
 - interactive document [with Shiny elements](#)

Keep the *user* in mind! Make sure it's clear and easy to use. **Have someone proofread!**

before June 1st, 18:00



after June 1st, 18:00



[Upload](#) presentation (pdf), report, and software ([out-of-the-box](#)) zipped in YourName.zip

Grading

60% software

- Functionality
- Coding style
- Within code documentation
- Consideration of superpowers (e.g., version control, testing procedure)

20% documentation

- Manual incl. task/technique description (requirements), flowchart of design, how-to for users

20% presentation

- Final 5-minute presentation
 - Preparation (e.g., working demo, within time limit)
 - Clarity (e.g., goal, design, implementation, functionality)
 - Quality of the software (based on what's shown)

NB. Your chosen topics will not be equally difficult, so effort will too be taken into account.

Questions?

Alpha Testing

Bug report

For each bug specify

- the steps to reproduce
 - description of what went wrong (user perspective)
 - when relevant: systems specs where error occurred (OS, browser)
- what you expected to see
- what you saw instead
 - provide a screenshot





Luck with the last bits! (badum tish)

