

MICHIGAN STATE

U N I V E R S I T Y

10/16: Design Day Booklet Team Project Page Feedback

The Capstone Experience

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Department of Computer Science and Engineering
Michigan State University
Fall 2017



*From Students...
...to Professionals*

What do you need to do?

[1 of 3]

- Get the current draft of your Design Day booklet team page from our [Downloads](#) page. You will notice that I have rewritten your project description, some substantially.
- Get the first draft that you sent to me.
- Find the slides below that pertain to your team.
- Read the comments about your project description, just FYI.
- Read the comments about your artwork.
- (BTW, you will notice that my comments are somewhat stream-of-consciousness-like.)
- Proof read your project description carefully.
 - Look for content errors that I may have introduced. For example, if I wrote “This great software works on both iPhones and Android phones” but it only works on iPhones, that’s a content error.
Find and fix any and all such errors.
 - Look for typos that I may have introduced errors including but not limited to grammatical errors, spelling errors, missing words, extra words, wrong words, etc.
For exmample, theres a good chence that that that that I had introduce errers like, the, ones in this Sentence. There may even **be** words missing.
Find and fix any and all such errors.
 - Do not make changes that are only stylistic.



What do you need to do?

[2 of 3]

- Look through your entire project page for errors. Look carefully at every section.
- Have everyone on your team proof read your entire project page carefully.
- Highlight any and all changes in yellow.
- In order to indicate that something is to be deleted, use ~~the strikethrough font effect~~ and highlight in yellow.
- Re-read the comments about your artwork.
 - Leave the layout as is in my revised draft.
 - Redo your artwork if requested.
 - Number your artwork, top to bottom, left to right.
 - If necessary, place your new artwork in your project page draft document.
 - If necessary, provide new high resolution originals appropriately named.
- After you've corrected any errors and fixed up the artwork, resubmit.
- Re-read the submission instructions here.
 - Put all of the assets in an appropriately named folder (using only lower case).
 - Zip it up.



What do you need to do?

[2 of 3]

- Email your zipped assets folder to me.
 - For subject use “Team <team-name>: Design Day Booklet Assets Round 2”
 - For body use the following

Dr. D.,

Team <team-name> has carefully reviewed our Design Day project page.

We found <number-of-errors>.

We certify that we have found and edited all of the errors, if any.

If any other errors are found, we understand that we will lose 1% of our Design Day grade for each such error.

Team <team-name>

- Resubmit everything to me by 4:00 a.m., Wednesday, October 18. (Think Tuesday night.)
- Read the comments below and start working on this before our meeting on Monday, October 16.
Most notably, start working on artwork issues as per my requests.

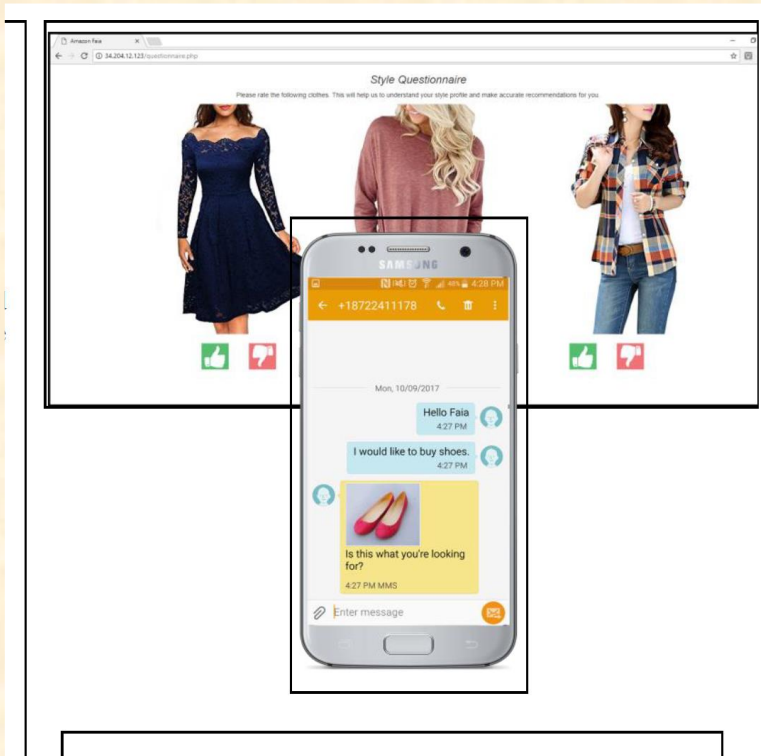


Team Amazon Artwork Feedback

Original Artwork

Feedback

- There's too much whitespace.
- Add a second example of texting on an iPhone.
- Get rid of the whitespace in the existing Samsung phone example.

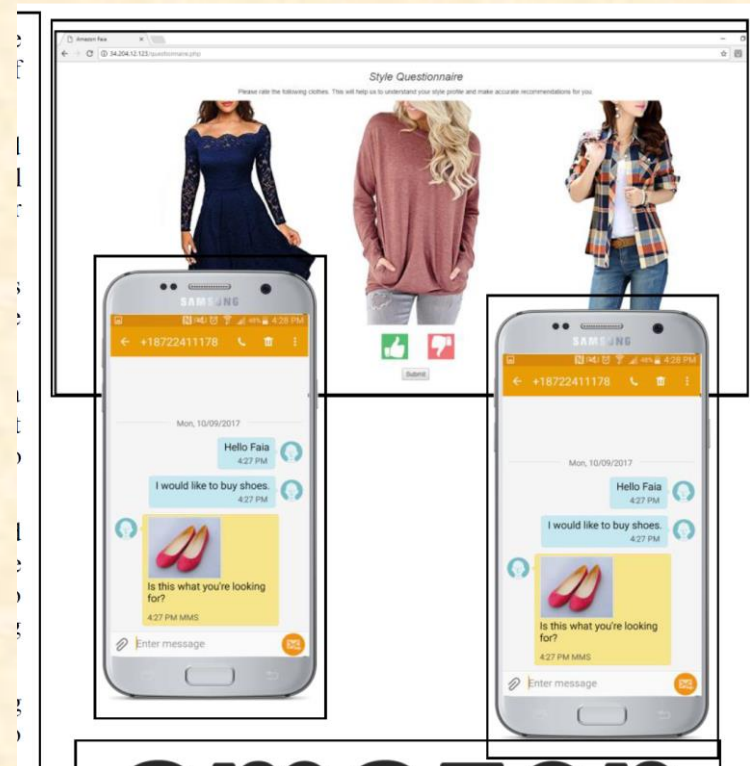
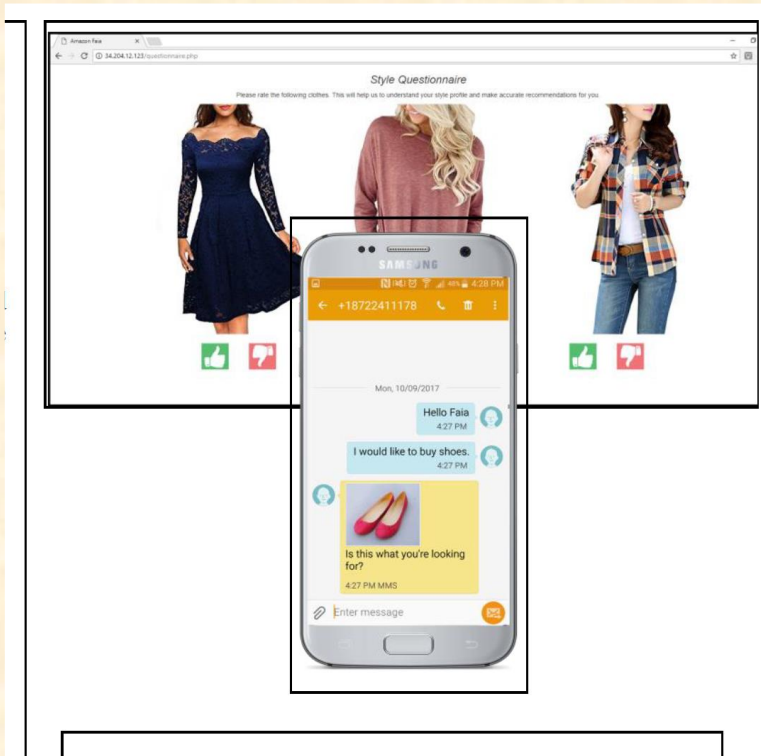


Team Amazon Artwork Feedback

Original Artwork

Feedback

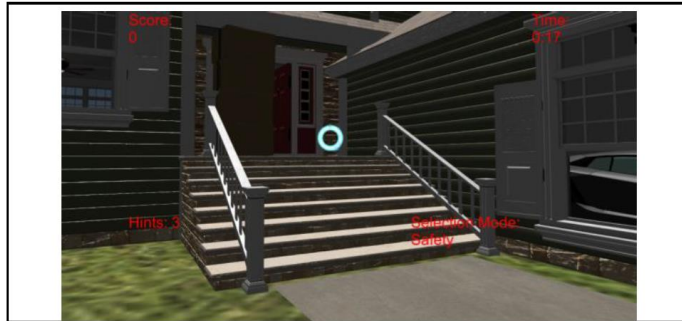
- Enter comments here.



Team Auto-Owners Artwork Feedback

Original Artwork

Feedback



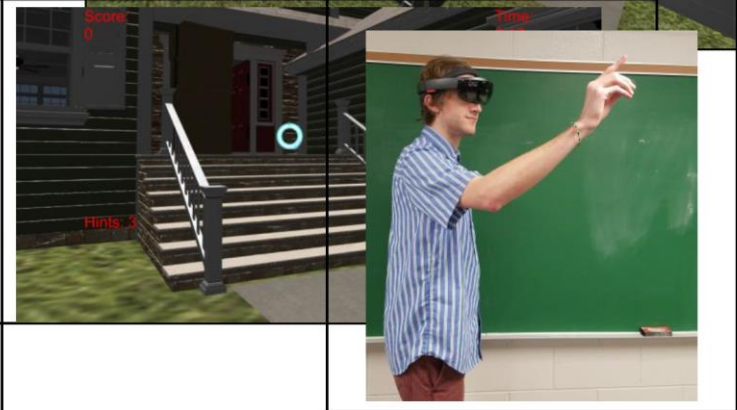
- The layout of the artwork is boring.
- Keep the shot of the outside of the house.
- Replace the shot of the stairs with a shot inside the house.
- Since some people do not know what an Oculus Rift is, add a photo of one of you wearing the gear and playing the game. See the Team TechSmith project page from the Design Day booklet from last semester.



Team Auto-Owners Artwork Feedback

Original Artwork

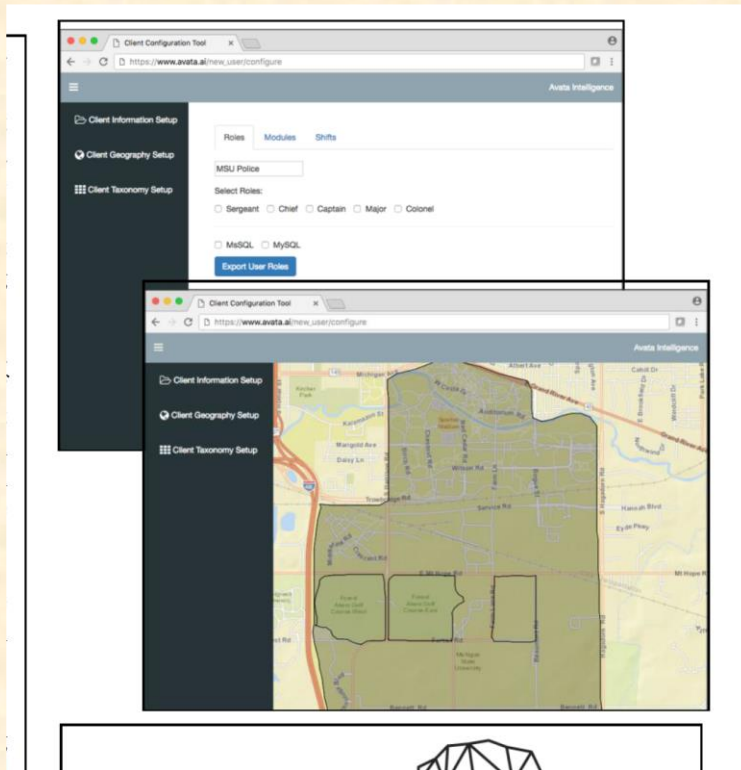
Modified Artwork



Team Avata Artwork Feedback

Original Artwork

Feedback



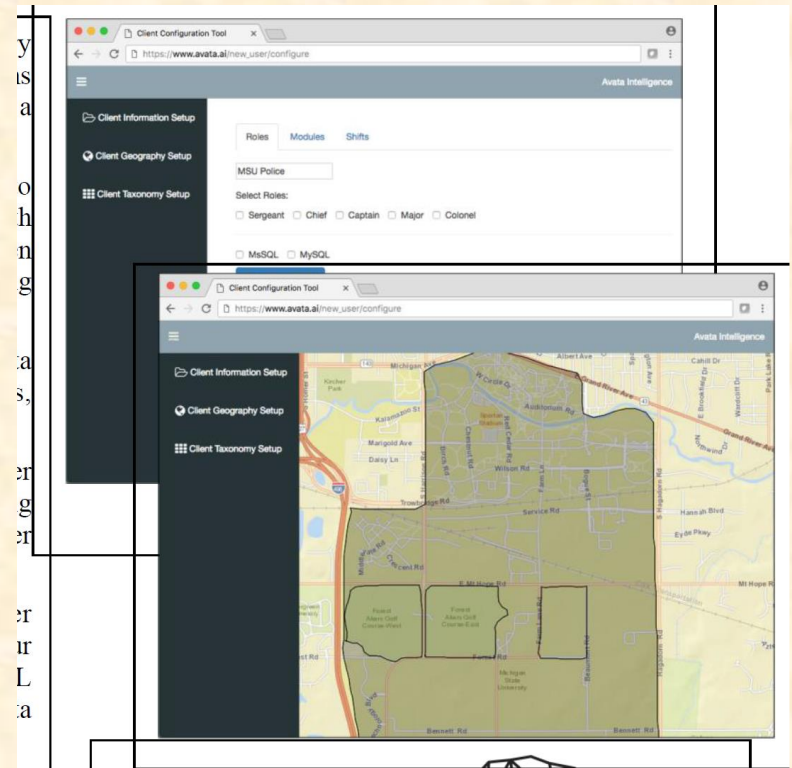
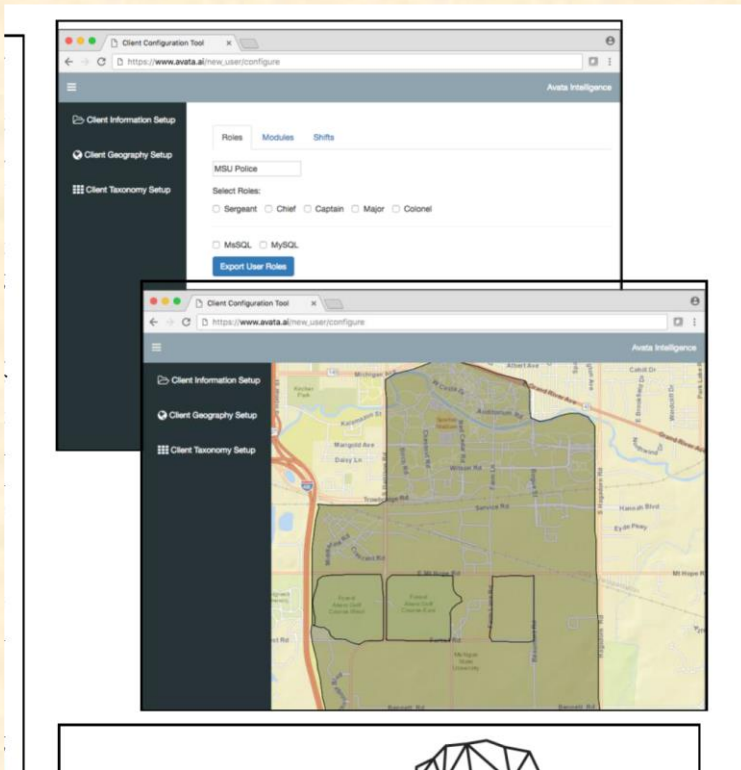
- Overall your artwork is great.
- Make them a bit larger.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.
- You don't need to do anything with respect to artwork when you resubmit your zip folder.



Team Avata Artwork Feedback

Original Artwork

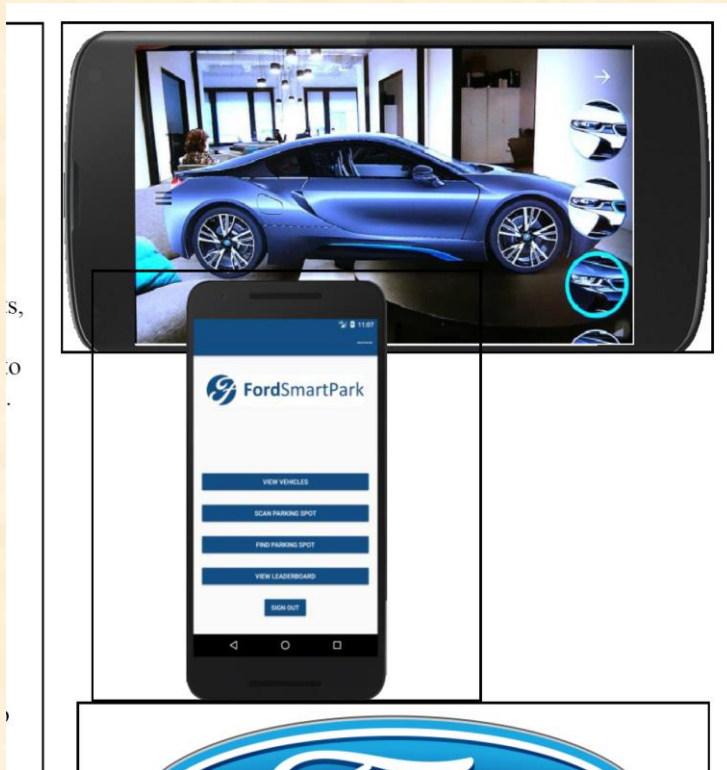
Modified Artwork



Team Ford Artwork Feedback

Original Artwork

Feedback



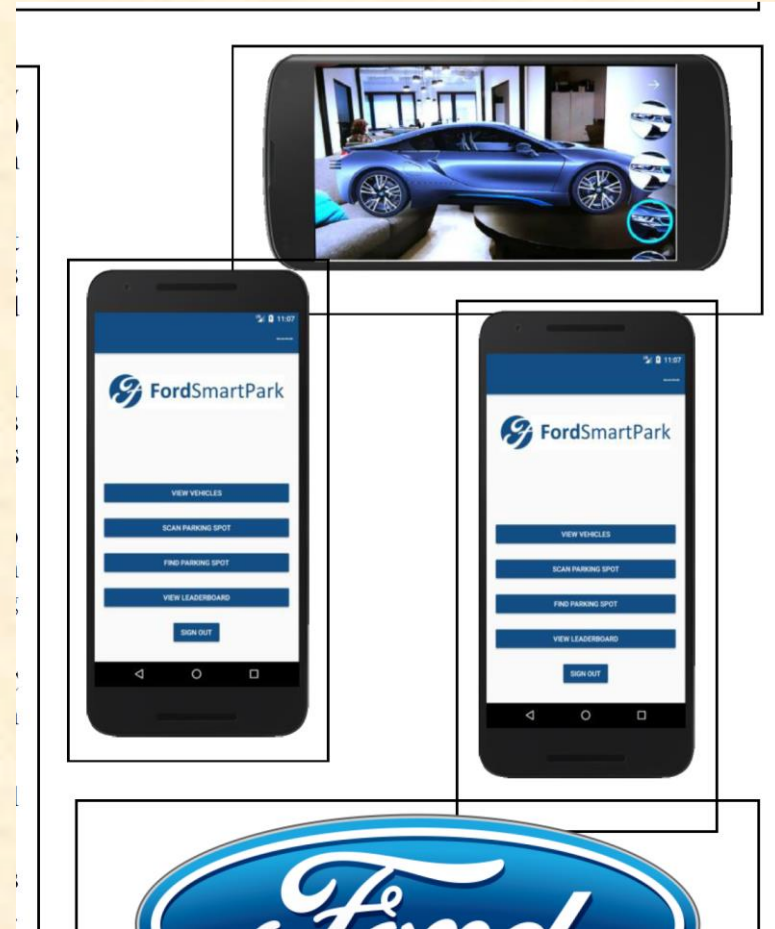
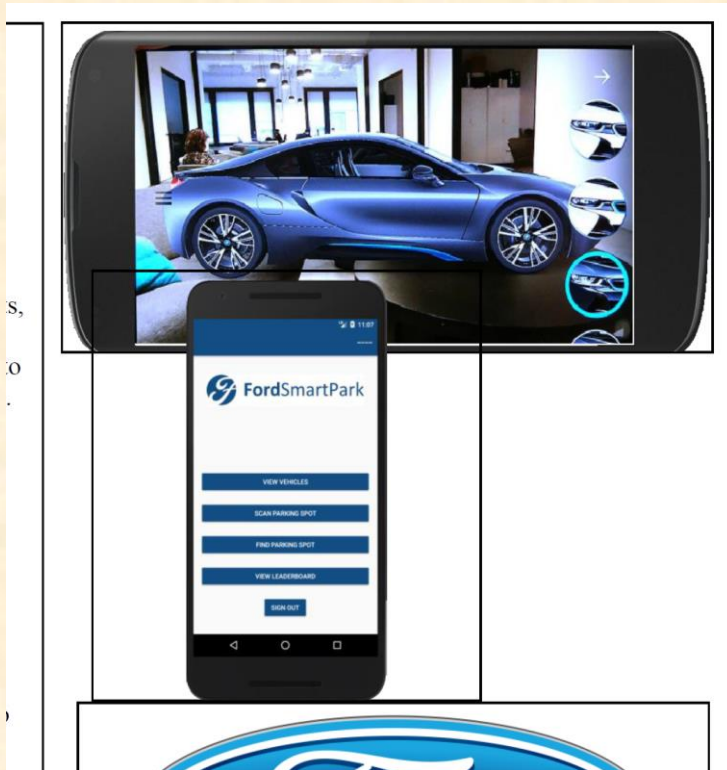
- There's too much whitespace. Add a third example. (I just made a duplicate of your login screen.)
- Your login screen is boring. Create something more interesting that shows your app in use.
- Your screen shot of the car on the furniture is dumb and clearly not produced by your app. I specifically said that I do NOT want phony artwork.
- For all of your phone images, make sure that that are the same size (and make sure that you preserve aspect ratios).
- Redo ALL of your artwork.



Team Ford Artwork Feedback

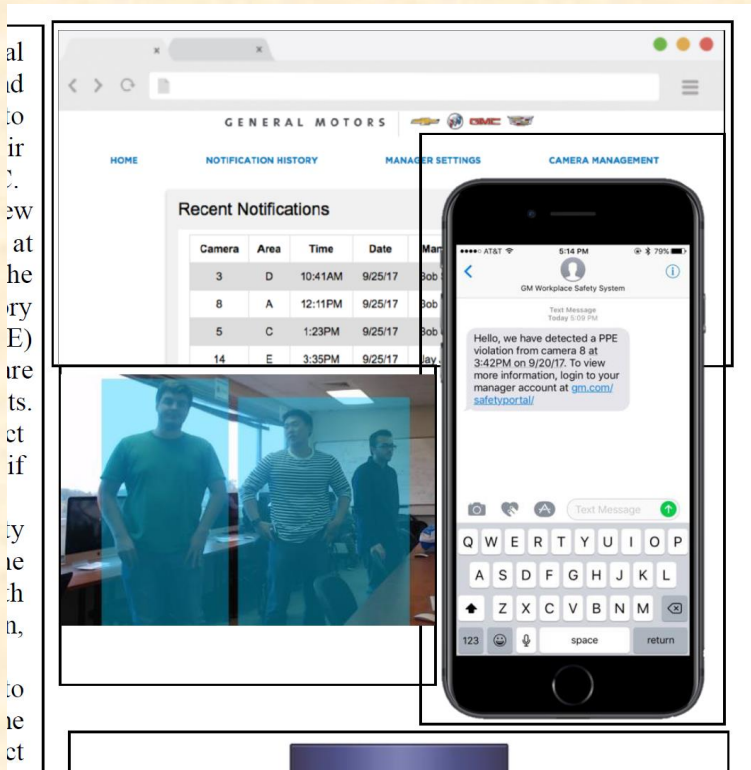
Original Artwork

Modified Artwork



Team GM Artwork Feedback Original Artwork

Feedback



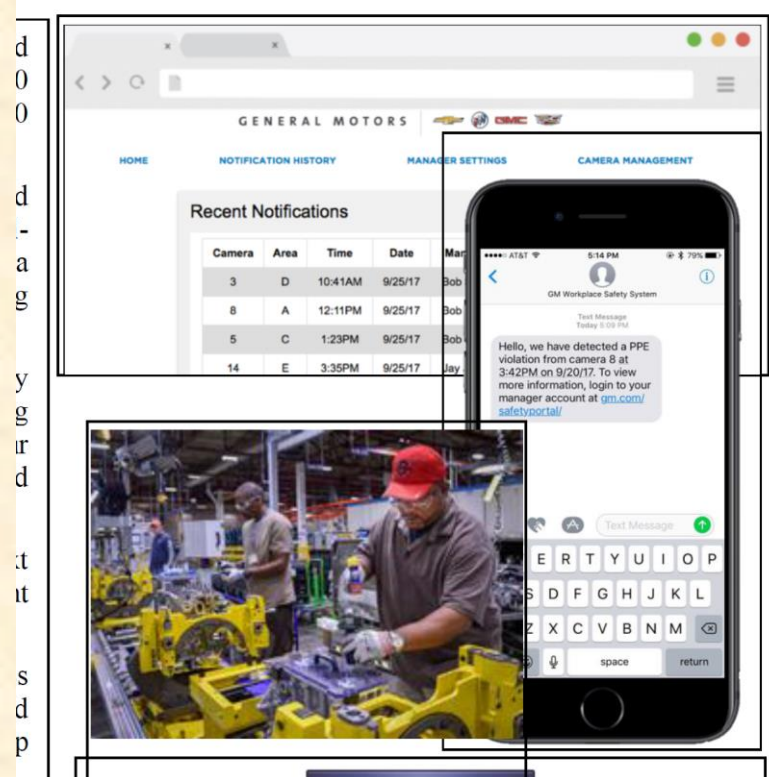
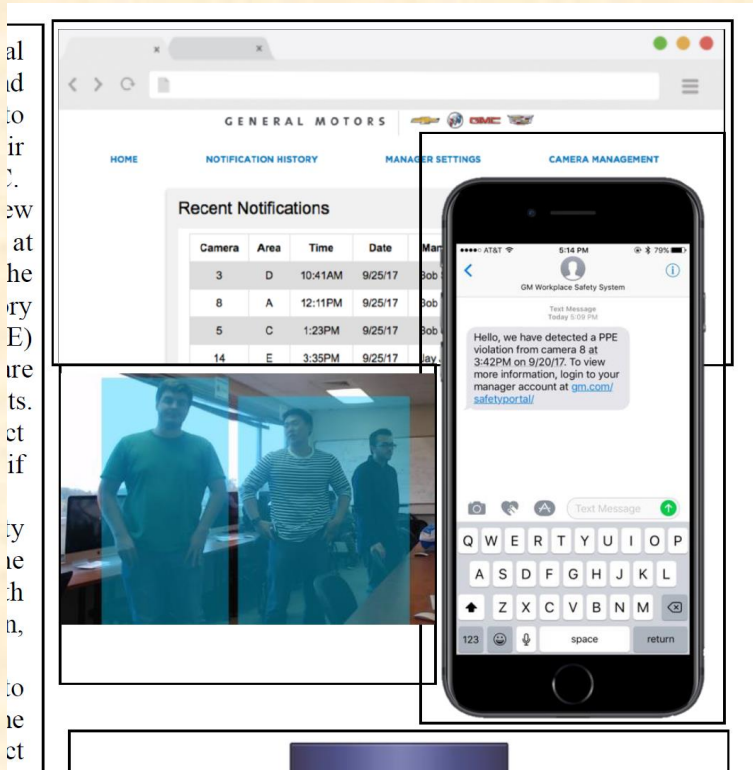
- Overall, your artwork is good.
- The text on your artwork is good.
- Replace the photos of three people standing in a lab with either people wearing PPE or people in a factory (like the one on your current project web page.)



Team GM Artwork Feedback

Original Artwork

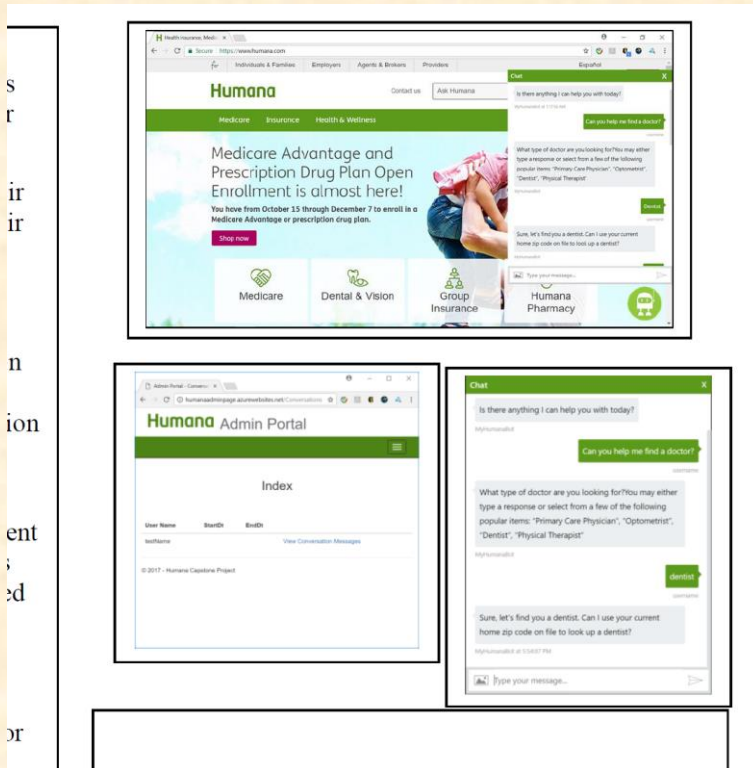
Modified Artwork



Team Humana Artwork Feedback

Original Artwork

Feedback



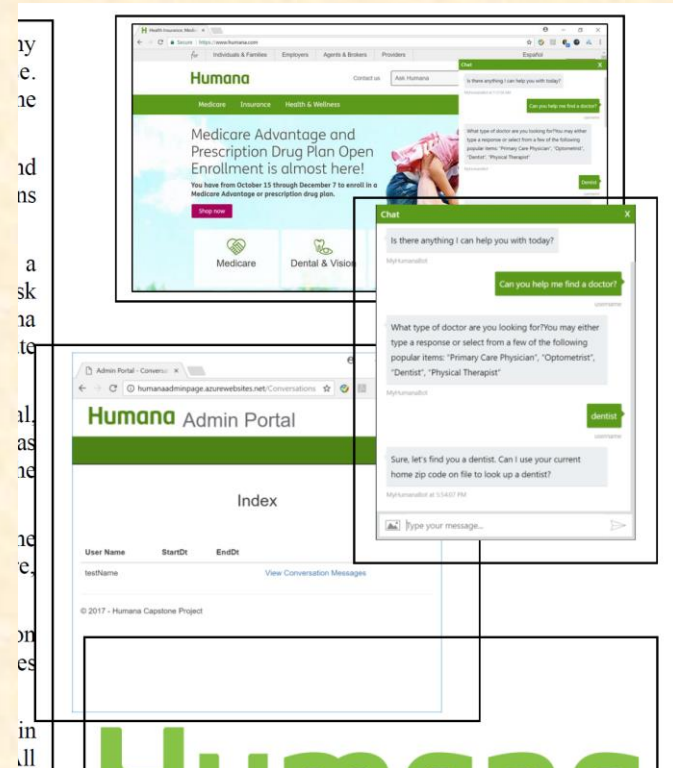
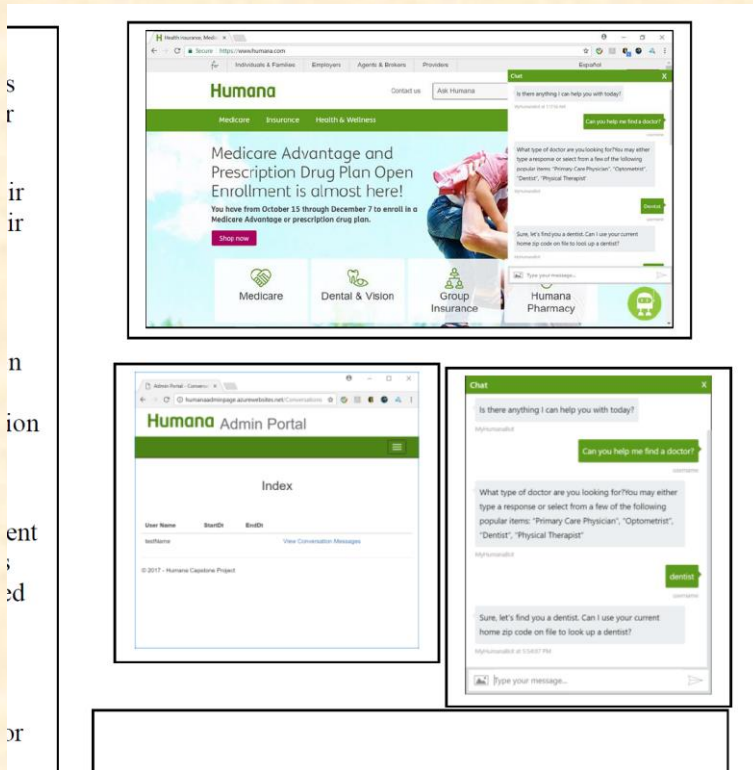
- The chat session overlaying the web portal and the one below to the right are identical. Why are they both there? Get rid of the chat session overlaying the web portal.
- Your example of a chat session looks bad. There's no space after the question mark in the third balloon and there's no punctuation at the end of the second sentence of that balloon. Fix it. Make sure it looks good. The way it is, it makes you look careless and lazy.
- Add realistic looking data to your Admin portal. There's only one entry, "testName" with no Start Date and no End Date entry. Again, it looks bad making you look lazy. And, fix "StartDt" and "EndDt." Add enough entries so there's little or no whitespace.
- Fix the border around your admin portal. Make it thicker and fatter. It's almost invisible.



Team Humana Artwork Feedback

Original Artwork

Modified Artwork



Team Meijer Artwork Feedback

Original Artwork

Feedback



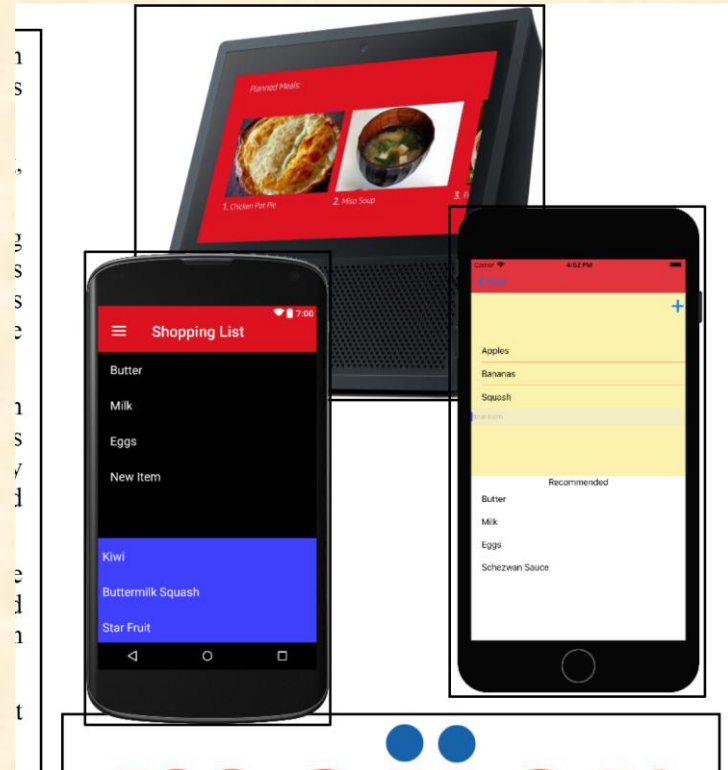
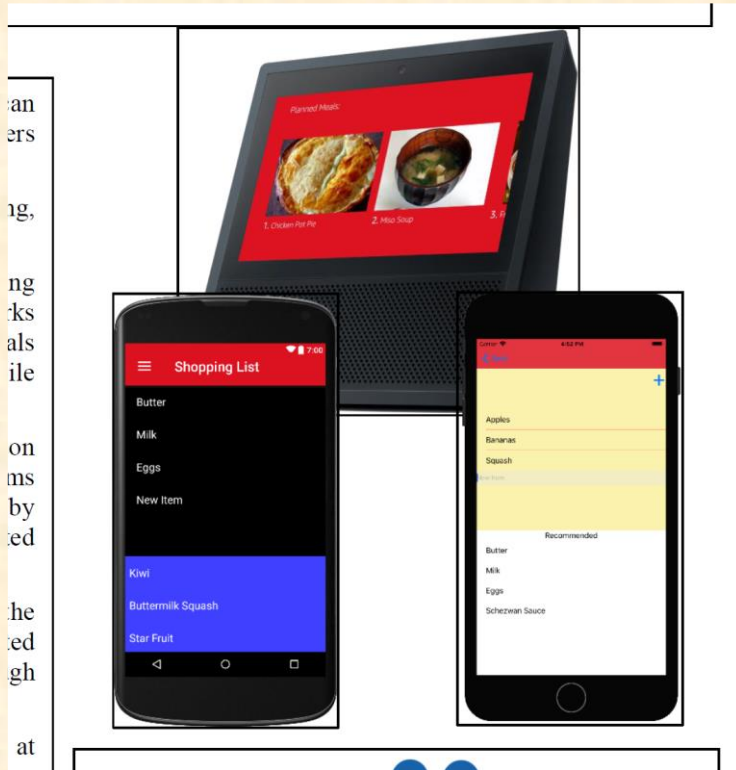
- Overall, your artwork is okay.
- The screenshots on the phones are rather boring and very similar.
- Your system is supposed to support recipes. Replace one of the boring phone shots with one showing a recipe.



Team Meijer Artwork Feedback

Original Artwork

Modified Artwork

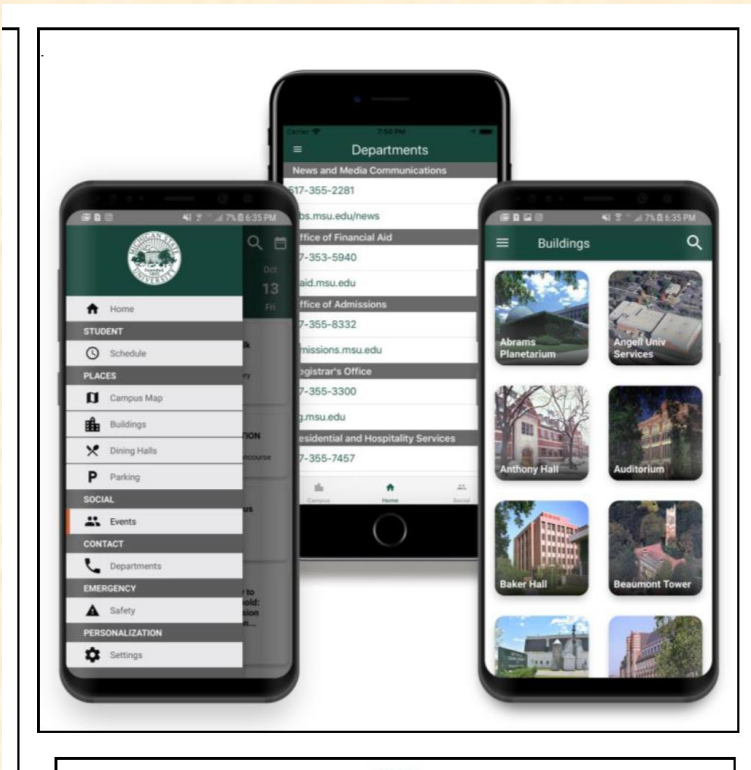


Team Michigan State University Artwork Feedback

Original Artwork

Feedback

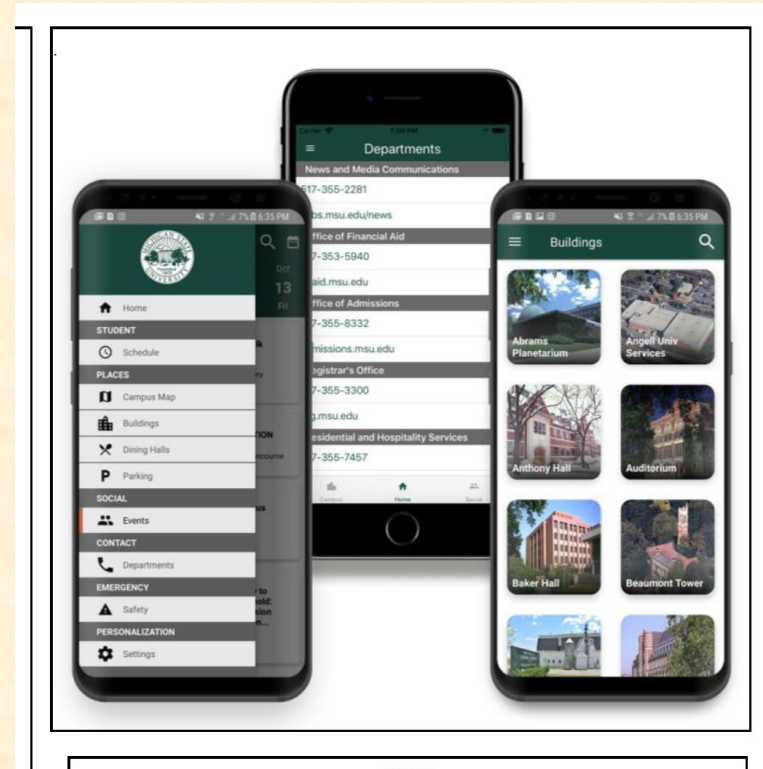
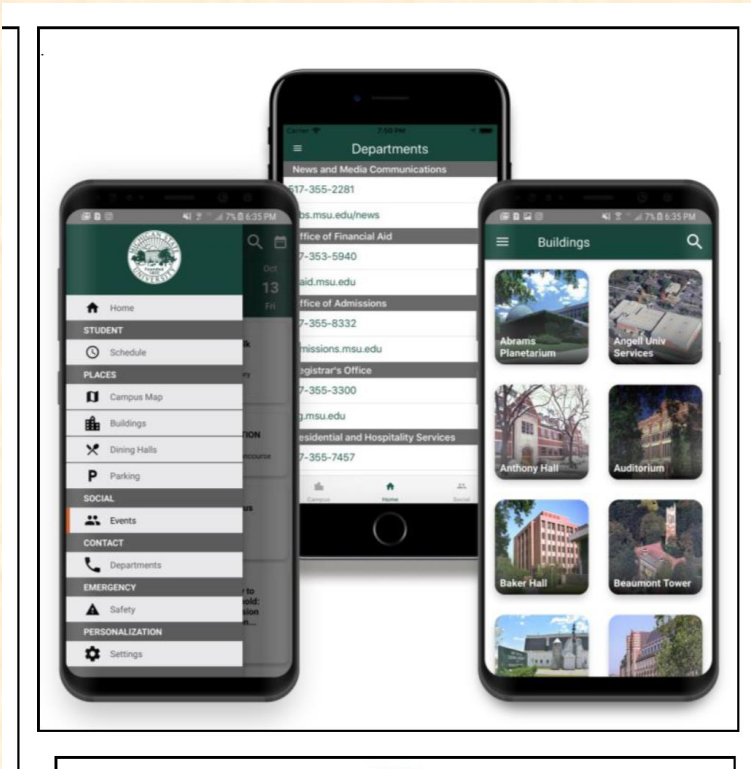
- Your artwork looks great except...
- You were supposed to put each piece of artwork in a separate text box and separate png file. Resubmit the artwork in separate text boxes and separate files.
- Leave the layout as is in my revised draft.



Team Michigan State University Artwork Feedback

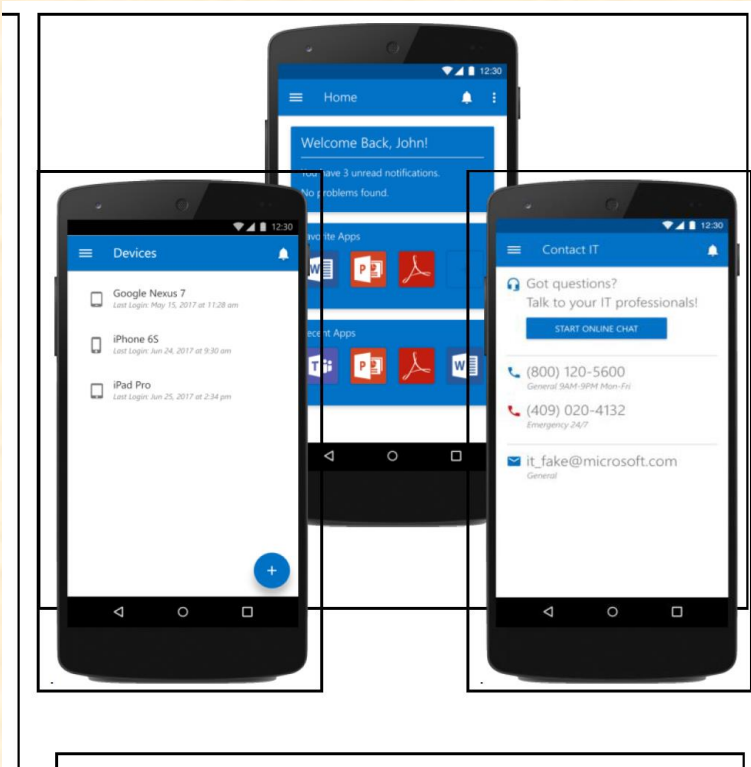
Original Artwork

Modified Artwork



Team Microsoft Artwork Feedback Original Artwork

Feedback



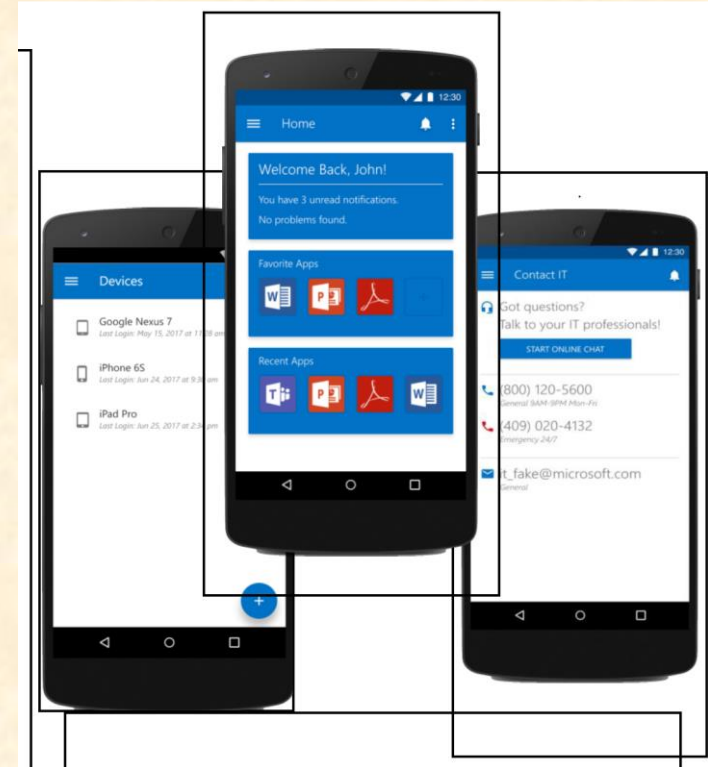
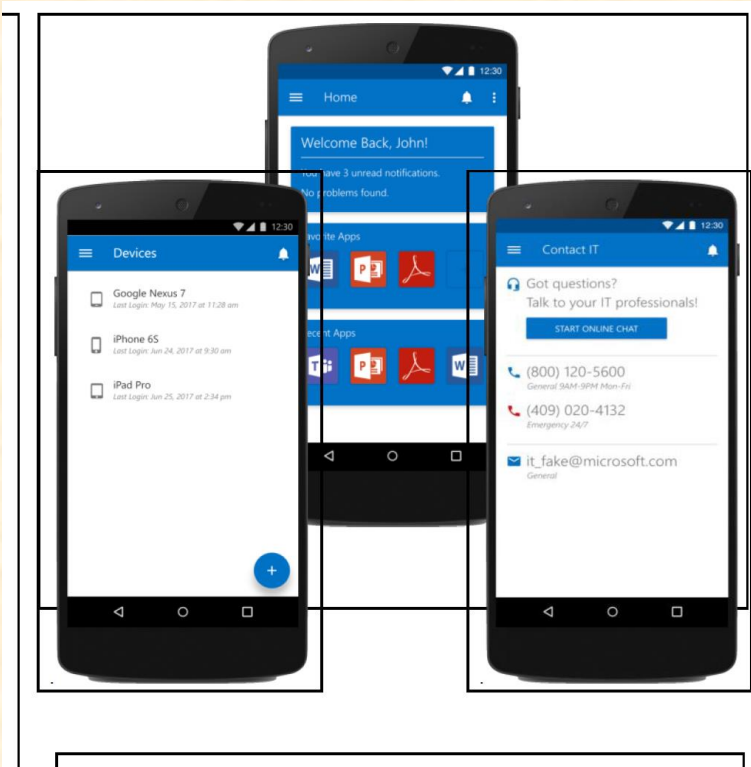
- Overall, great artwork.
- Bring the center piece to the front since it's most interesting.
- And, make all three of them a big larger (in the document) say 3.0" high.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.
- You don't need to do anything with respect to artwork when you resubmit your zip folder.



Team Microsoft Artwork Feedback

Original Artwork

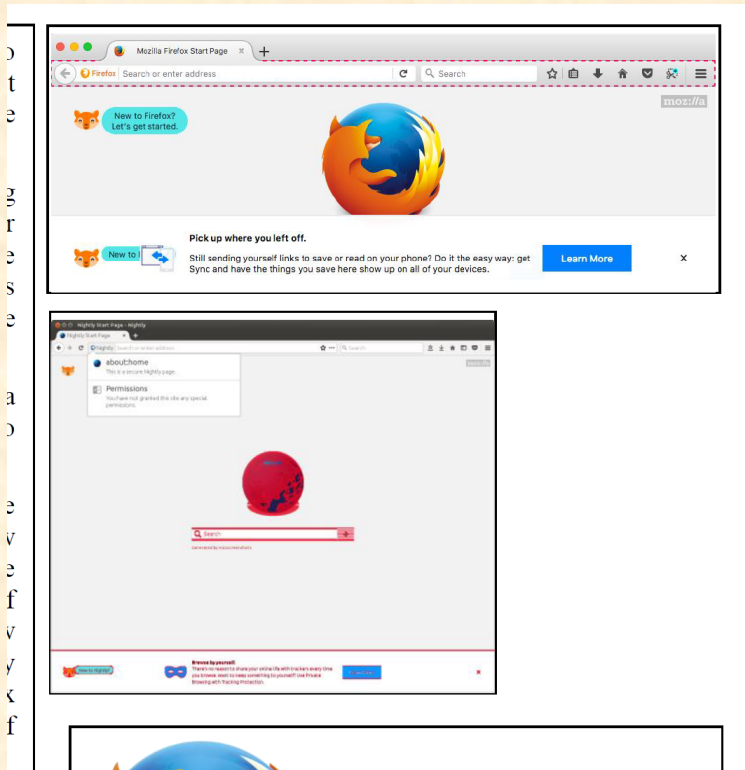
Modified Artwork



Team Mozilla Artwork Feedback

Original Artwork

Feedback



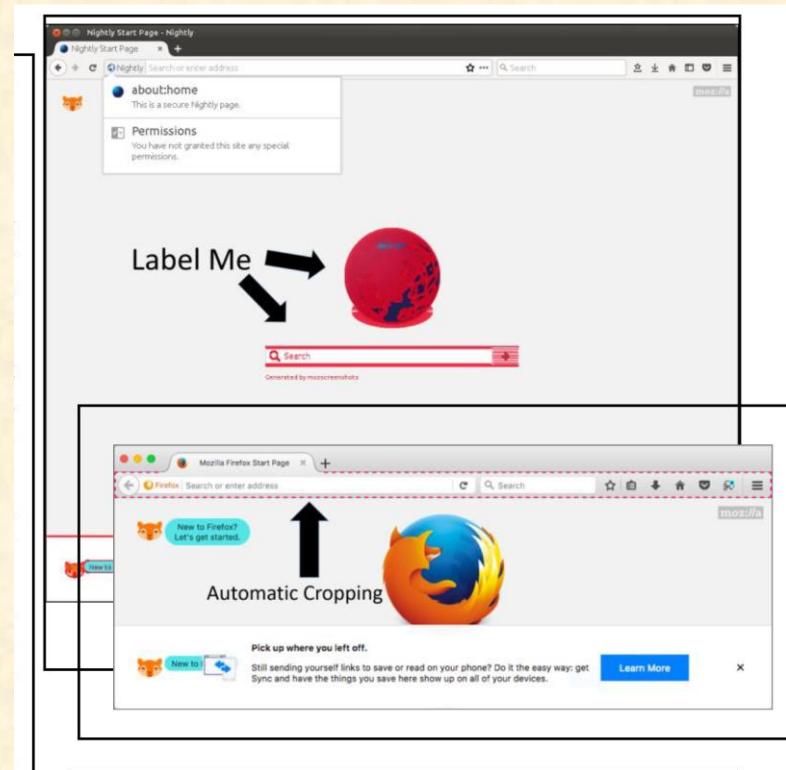
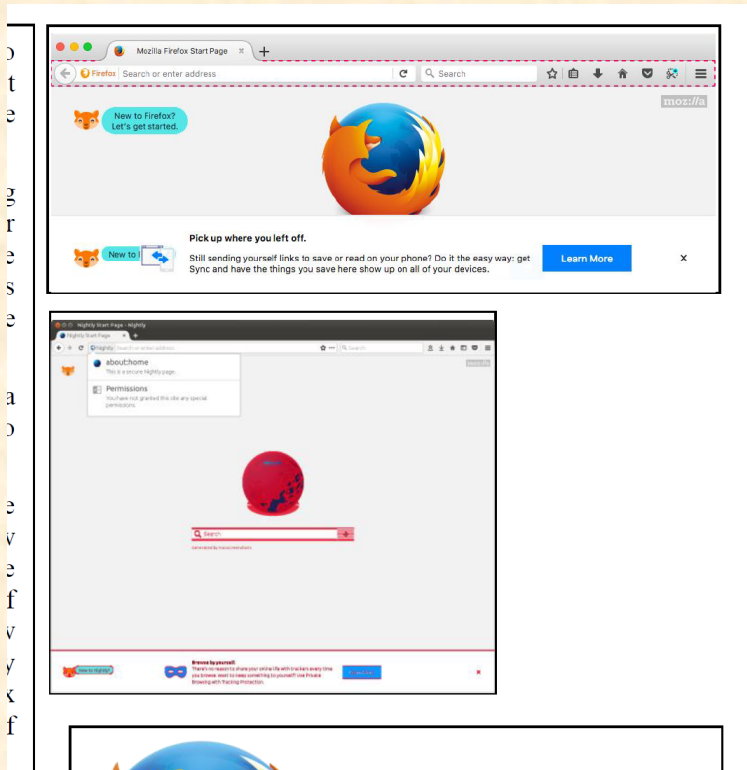
- Other than being screenshots of Firefox, the artwork doesn't convey anything (at least not to me).
Is the dotted red line in the top piece supposed to represent automatic cropping? It's almost unnoticeable. Replace it with something that results in a larger cropped area.
I have no idea what the bottom piece is supposed to illustrate.
Add some annotations to explain what you're illustrating. Copy the artwork into PowerPoint, add annotations, group everything and save it as a single png image.
- Make both images the same width since they both are Firefox screenshots.
- Rearrange your artwork to eliminate whitespace.
- Put a border around your artwork! Read the directions! (Don't mistake the border of the textbox for the (lack of) border for your artwork.)
- Number your artwork top to bottom.



Team Mozilla Artwork Feedback

Original Artwork

Modified Artwork



Team MSUFCU Artwork Feedback

Original Artwork

Feedback



- Overall your artwork is good.
- Swap them so the Amazon Echo and Google Home are in the upper left.
- Make the MSUFCU and phone a bit smaller so you can expose the top of the Google Home.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.
- You don't need to do anything with respect to artwork when you resubmit your zip folder.



Team MSUFCU Artwork Feedback

Original Artwork

Modified Artwork

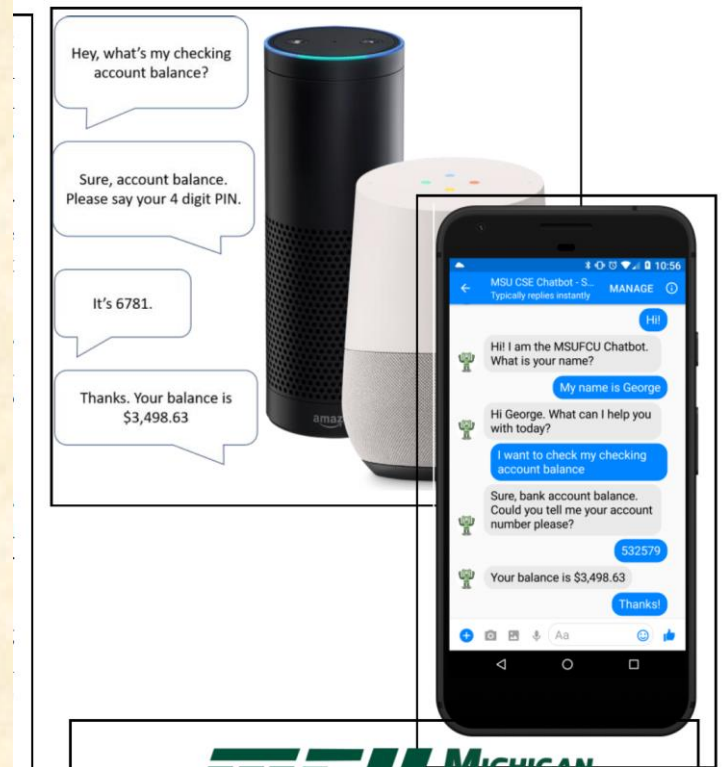
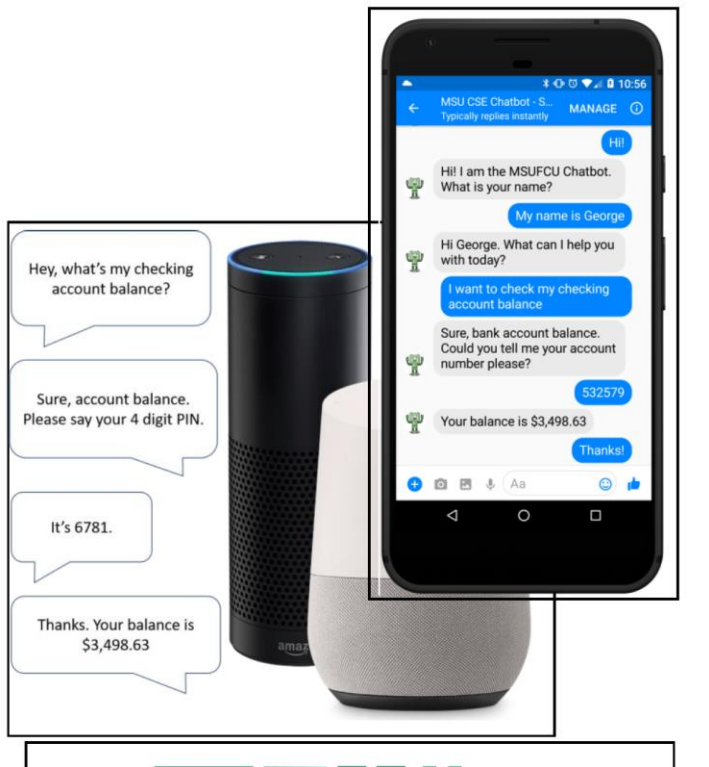
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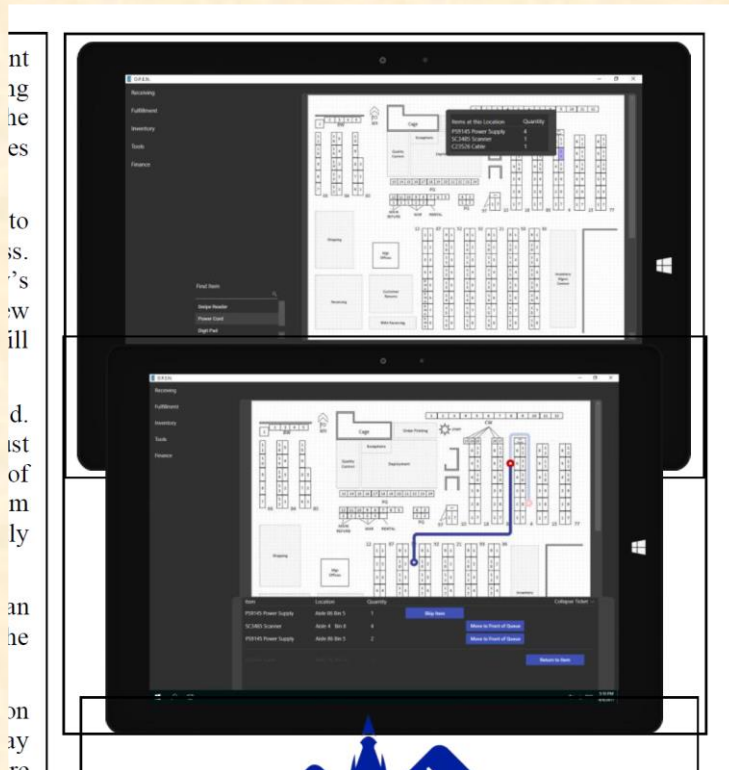
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Team Phoenix Group Artwork Feedback

Original Artwork

Feedback



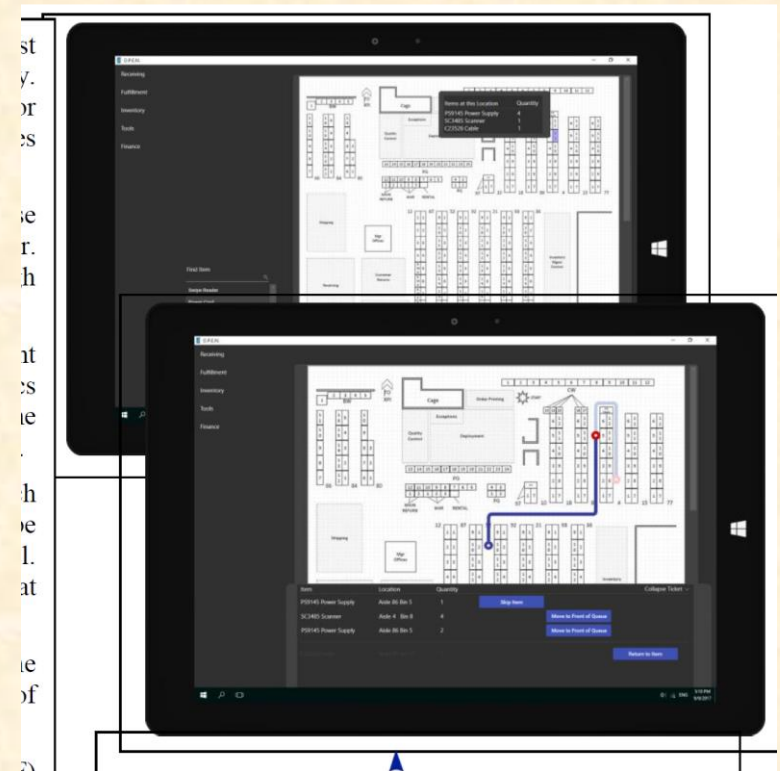
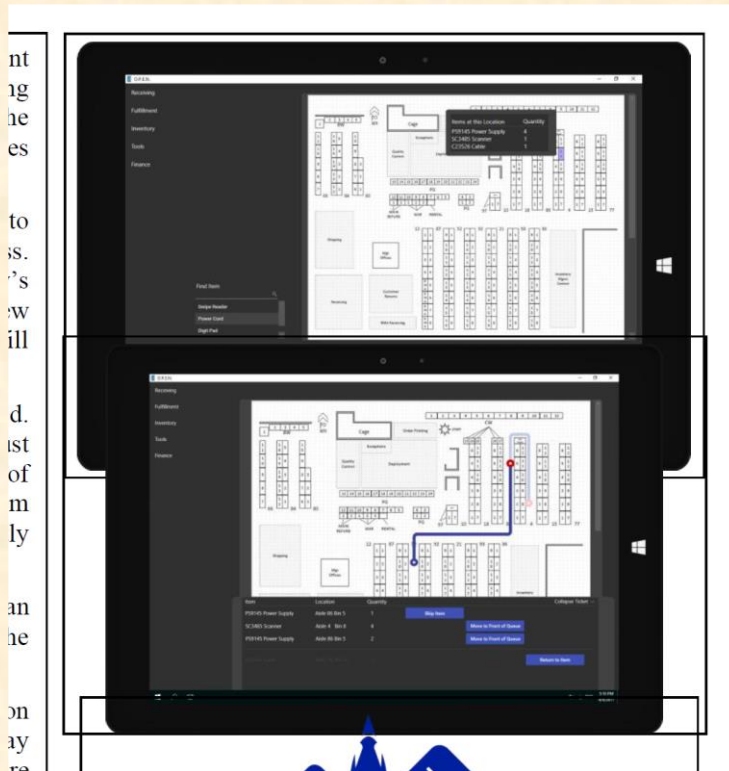
- Overall your artwork is good.
- Make both pieces (of artwork) the exact same size since they illustrate the same device.
- Overlap your artwork and stagger it to make it more interesting.
- Renumber your artwork top to bottom.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.
- You don't need to do anything with respect to artwork when you resubmit your zip folder.



Team Phoenix Group Artwork Feedback

Original Artwork

Modified Artwork



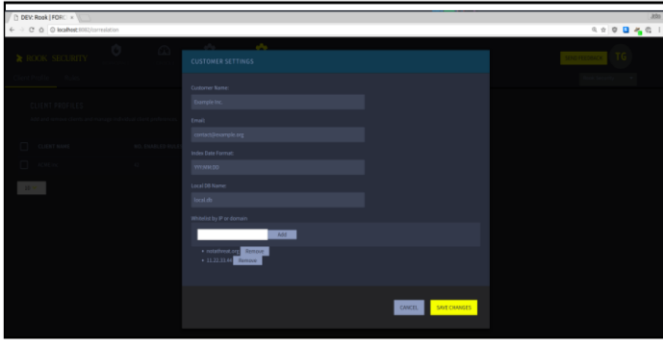
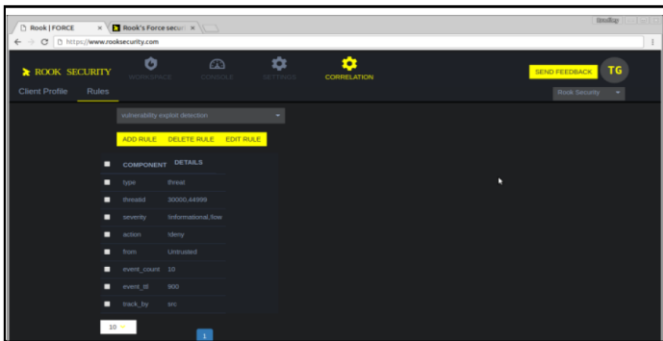
Team Rook Artwork Feedback

Original Artwork

Feedback

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- Overall your artwork is good.
- Make it a bit smaller and stagger it a bit.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.
- You don't need to do anything with respect to artwork when you resubmit your zip folder.

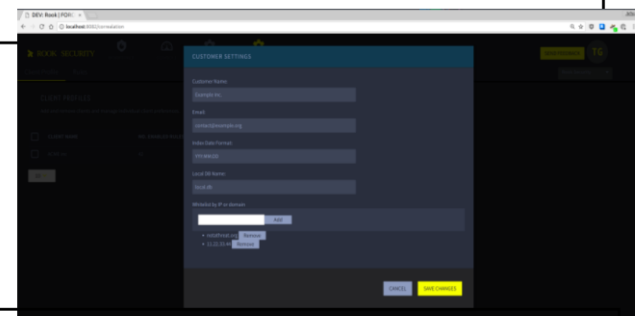
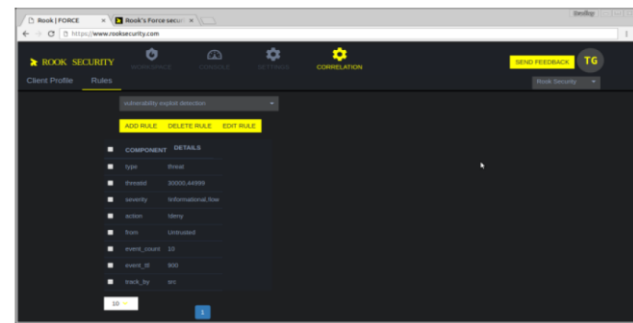
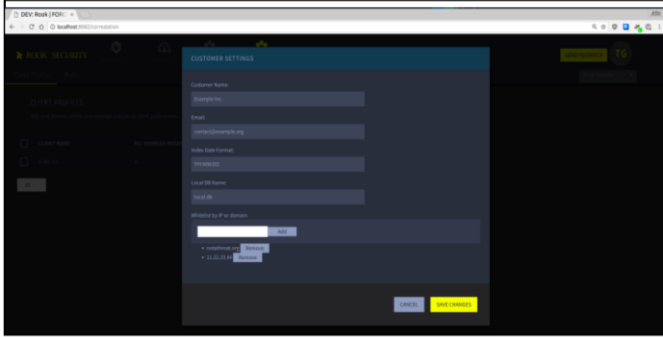
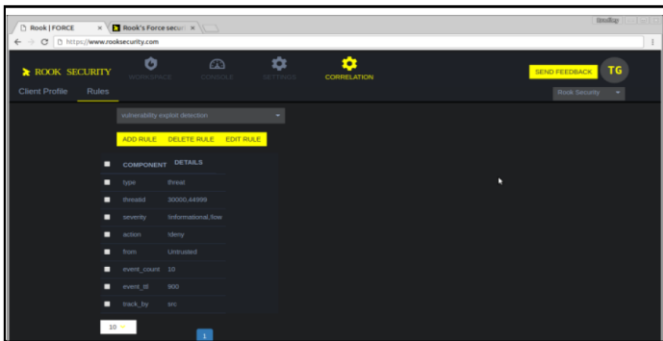


Team Rook Artwork Feedback

Original Artwork

Modified Artwork

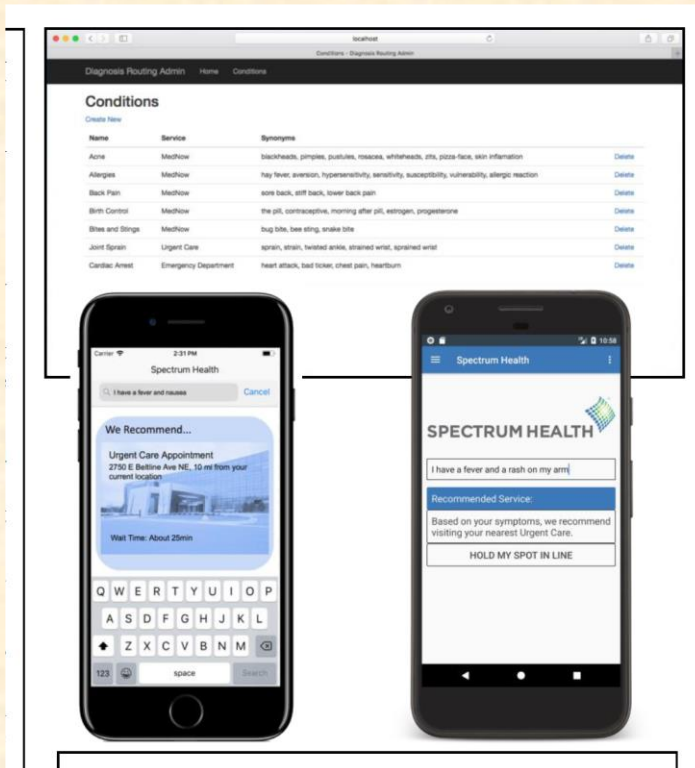
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Team Spectrum Health Artwork Feedback

Original Artwork

Feedback



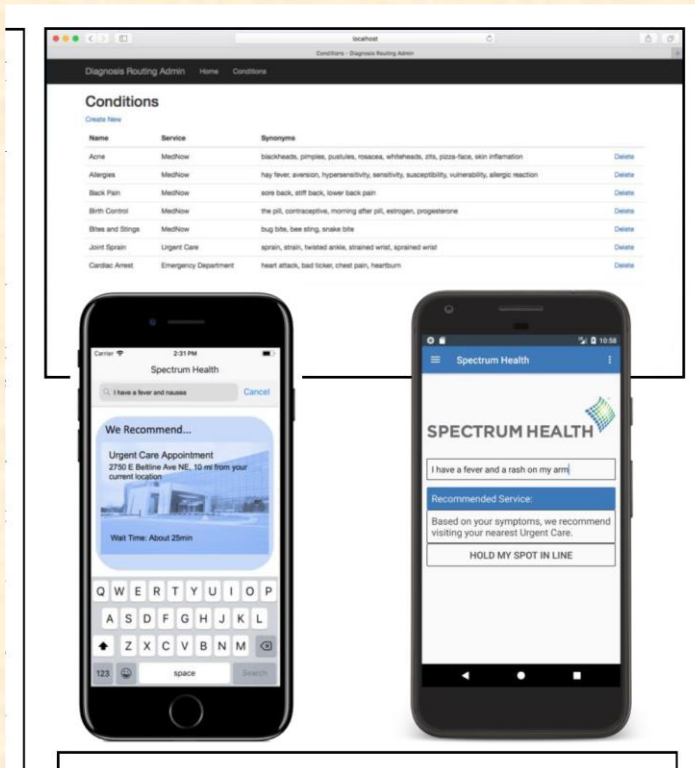
- Overall your artwork is ok..
- Your web app artwork does not have a border. Read the directions.
- Swap the two phone images so the “symptoms” is on the left and the “go to urgent care” is on the left.
- Stagger the phone images vertically.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.
- As long as you use the artwork I emailed you, you don’t need to do anything with respect to artwork when you resubmit your zip folder.



Team Spectrum Health Artwork Feedback

Original Artwork

Modified Artwork



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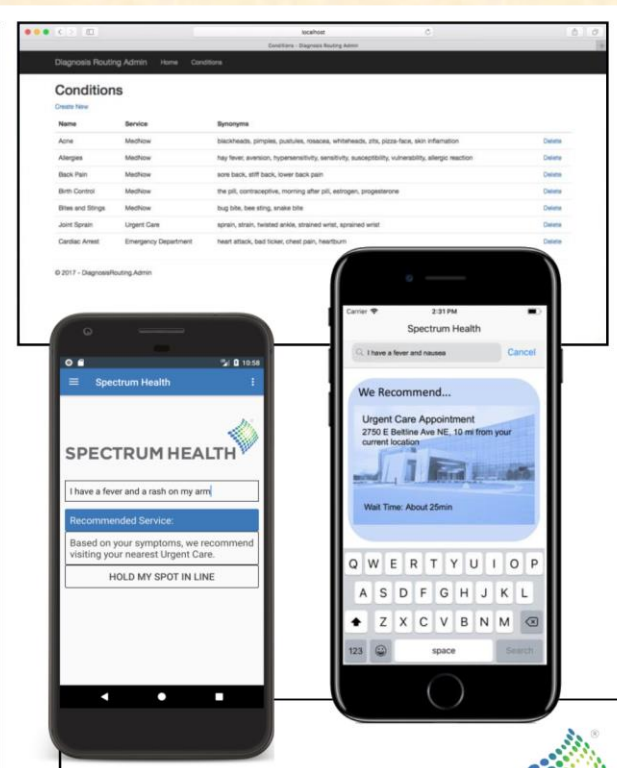
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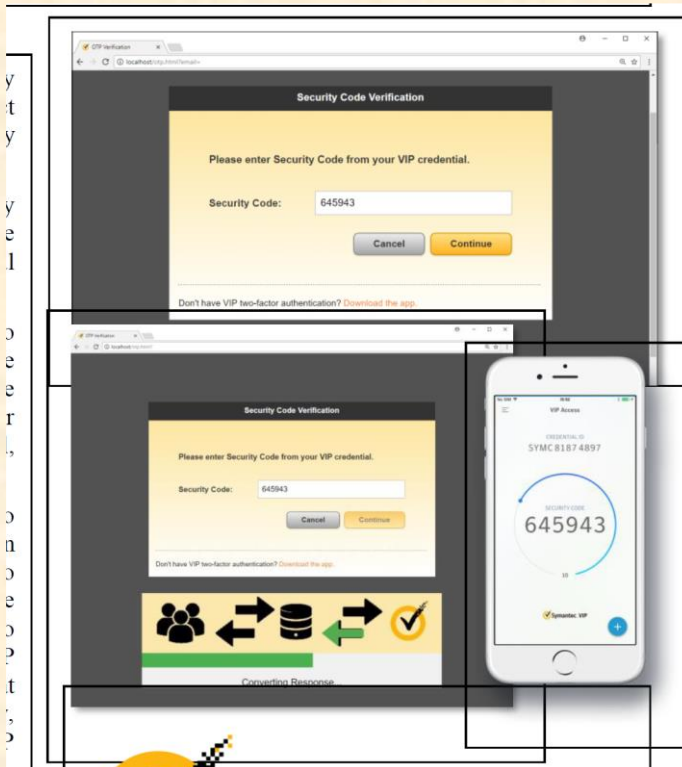


Team Symantec Artwork Feedback

Original Artwork

Feedback

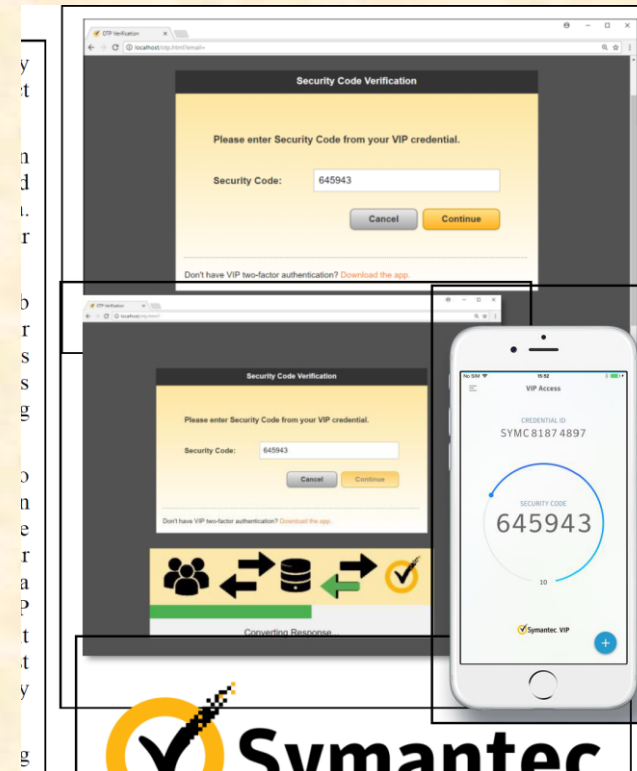
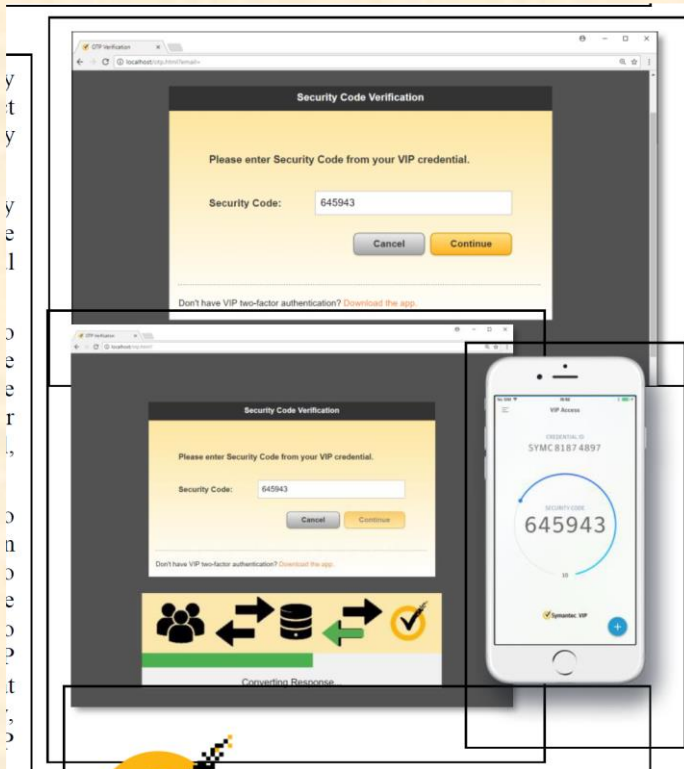
- Overall your artwork is ok.
- Get rid of the black space on the sides of the web stuff so the middle stuff is more readable.
- Make the phone artwork a bit larger.
- Get rid of the shadow and the extra transparent space around the phone in the png file.
- Leave the artwork layout as is in my revised draft when you resubmit your zip folder.



Team Symantec Artwork Feedback

Original Artwork

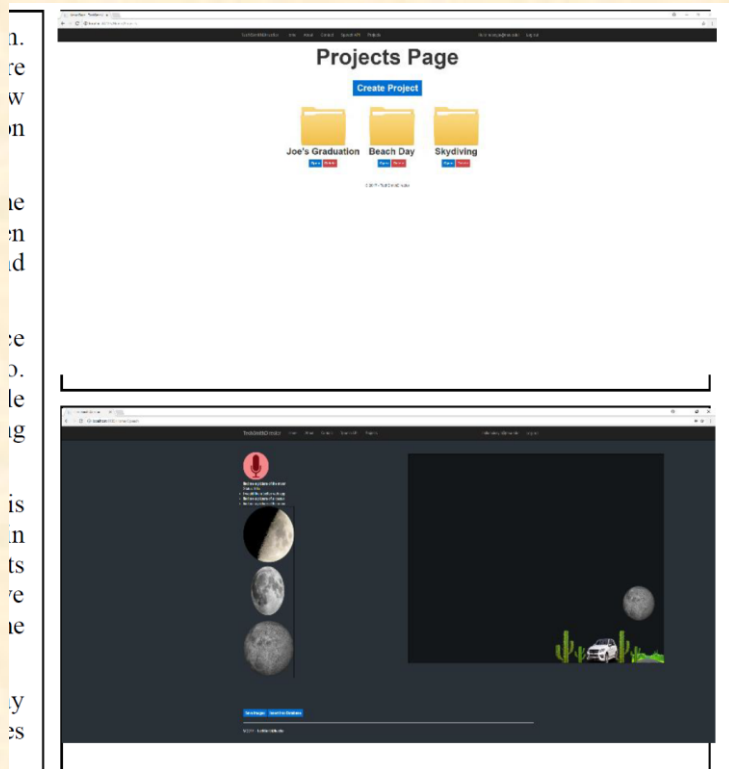
Modified Artwork



Team TechSmith Artwork Feedback

Original Artwork

Feedback



- Your artwork is awful. There's way too much whitespace. You failed to put a border around the top image. You did not delete the placeholder text in the text boxes. Read the directions!
- The top piece of artwork is boring. Replace it with something interesting.
- I have no idea what the lower artwork is. The moon?
- Your project description mentions a video of a man walking on a beach. Replace your artwork with interesting things that relate to your project description.
- Use cartoon balloons to indicate voice input.
- Make some artwork like my example. Fill the whitespace.
- Redo it all and read the directions.



Team TechSmith Artwork Feedback

Original Artwork

Modified Artwork

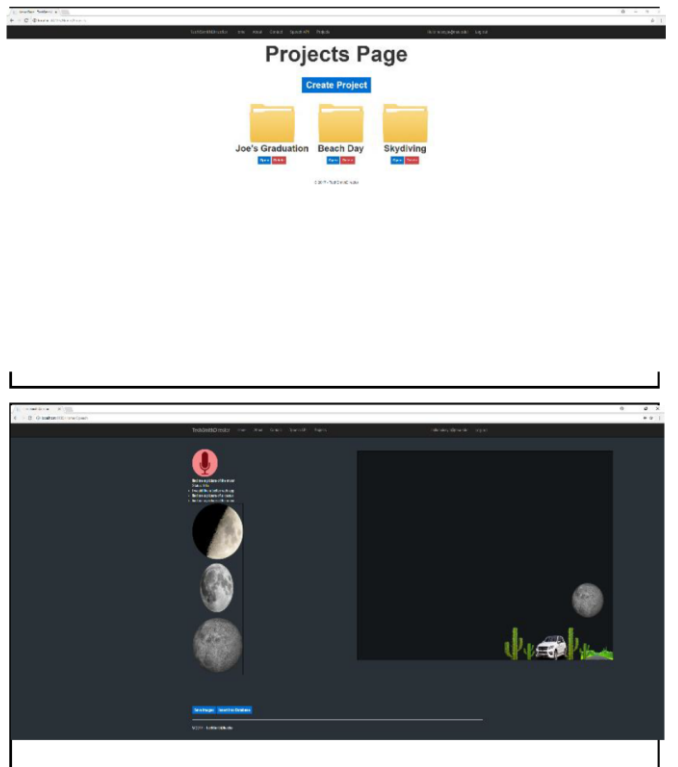
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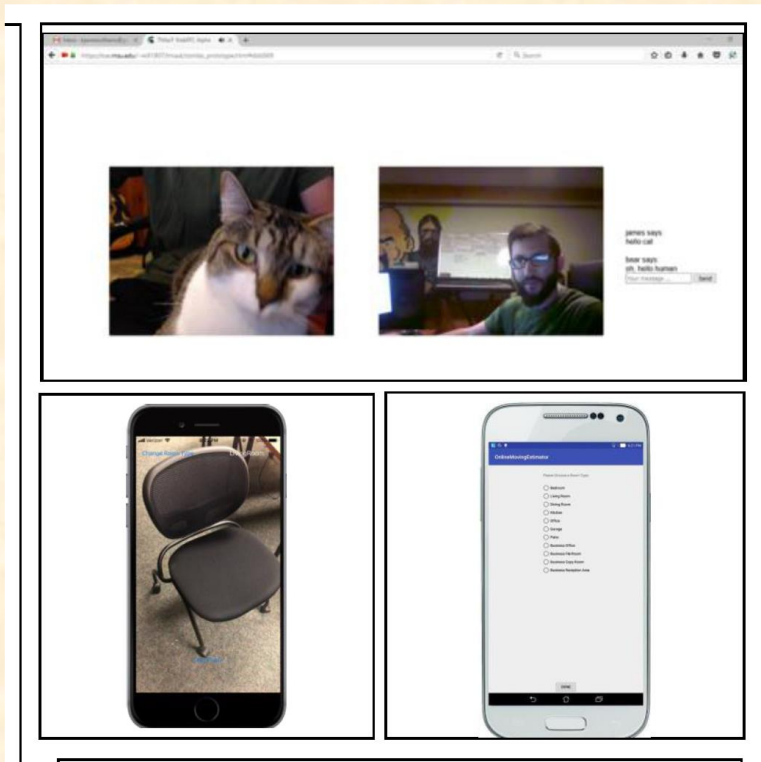
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Team TWO MEN AND A TRUCK Artwork Feedback

Original Artwork

Feedback



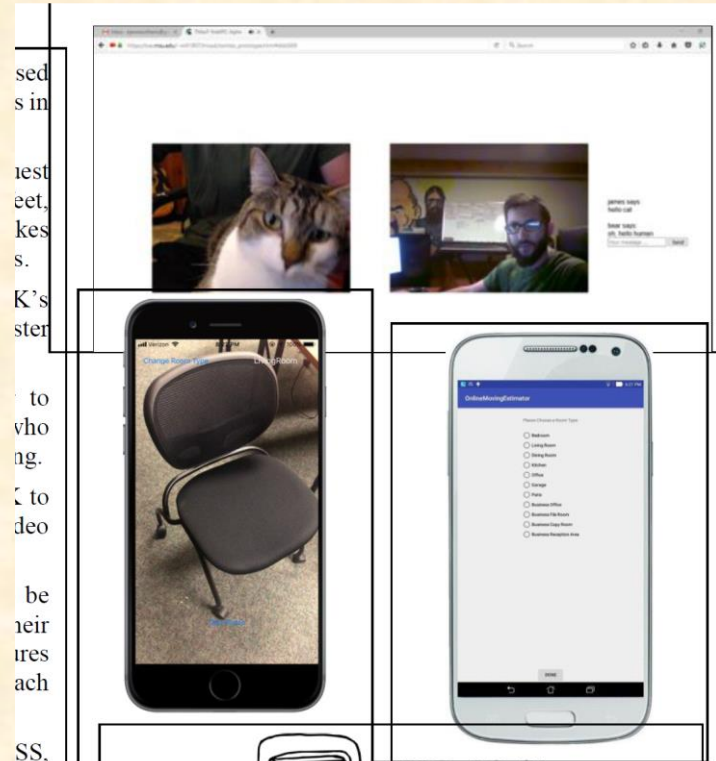
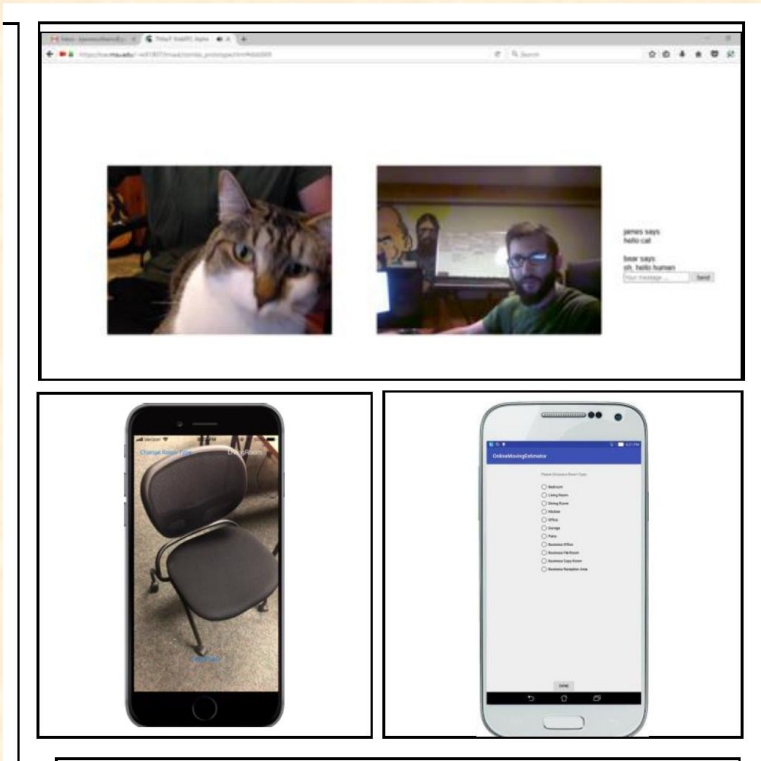
- Your artwork needs work.
- There's too much whitespace.
- What's with the cat in the upper artwork? Is TWO MEN AND A TRUCK going to move someone's cat? Is the artwork supposed to illustrate a video consultation? Then there should be two people in the image. Redo it with two people and get rid of the whitespace.
- Replace the simple image of the lab chair with an image of something like a living room or kitchen. Do users need to take a photo of every last piece of furniture?
- Make the phone images larger.
- All of your artwork needs to be much higher resolution.
- Stagger the artwork.



Team TWO MEN AND A TRUCK Artwork Feedback

Original Artwork

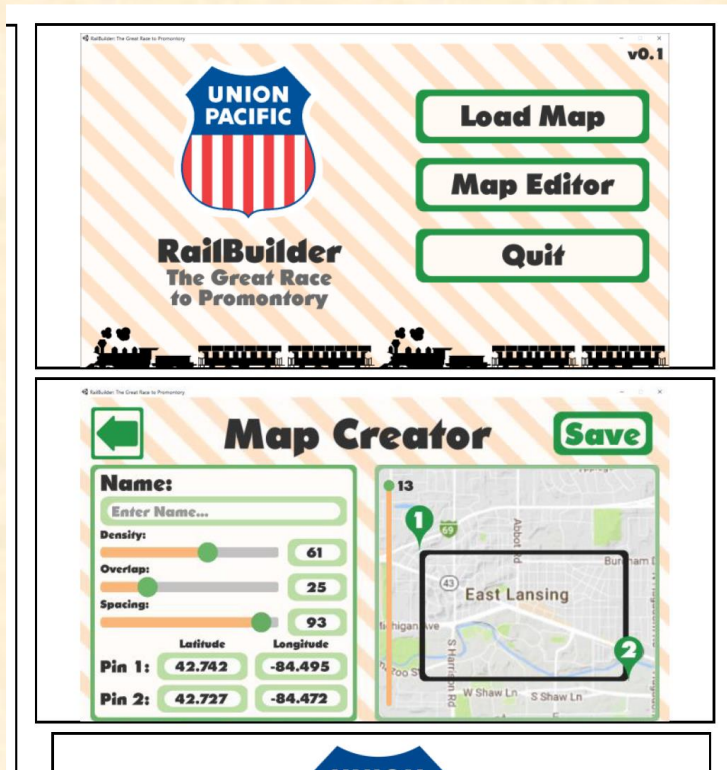
Modified Artwork



Team Union Pacific Artwork Feedback

Original Artwork

Feedback



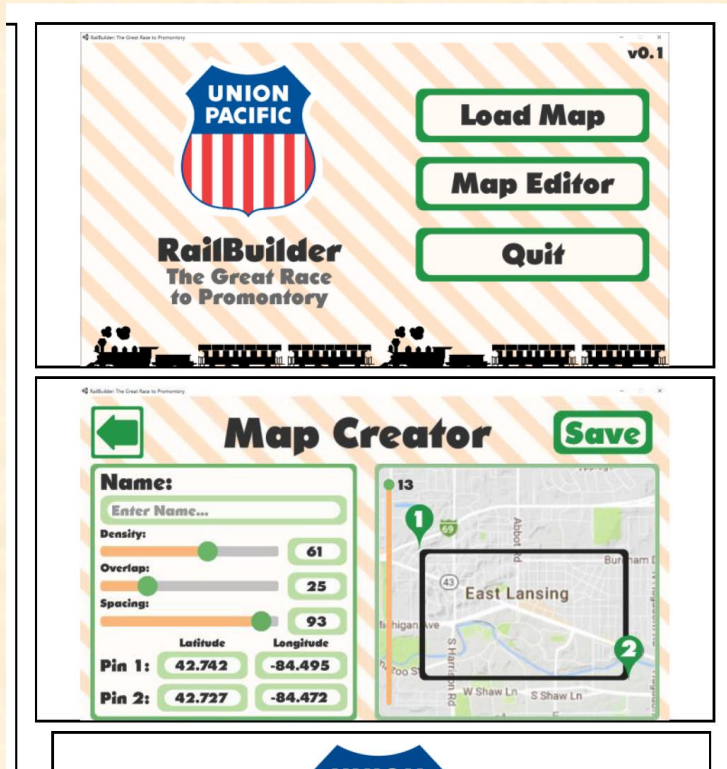
- The main goal of your project is to create realistic 3D terrain yet you don't have an image of any terrain.
- The splash screen for the game is boring and simple. Get rid of it and replace it with some scenery with a train. (I just grabbed an image from Google images; you should use something from your software.)
- Stagger your artwork.
- Redo it.



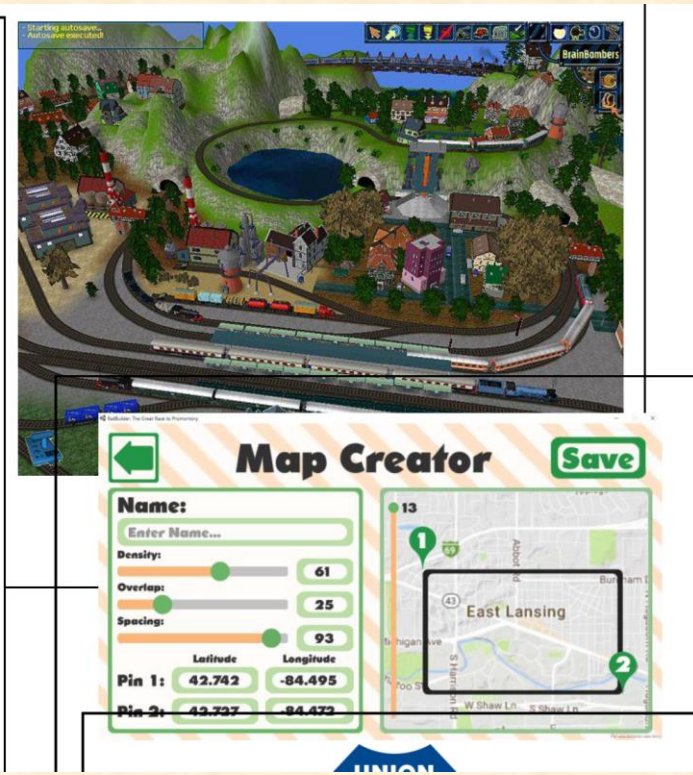
Team Union Pacific Artwork Feedback

Original Artwork

Modified Artwork



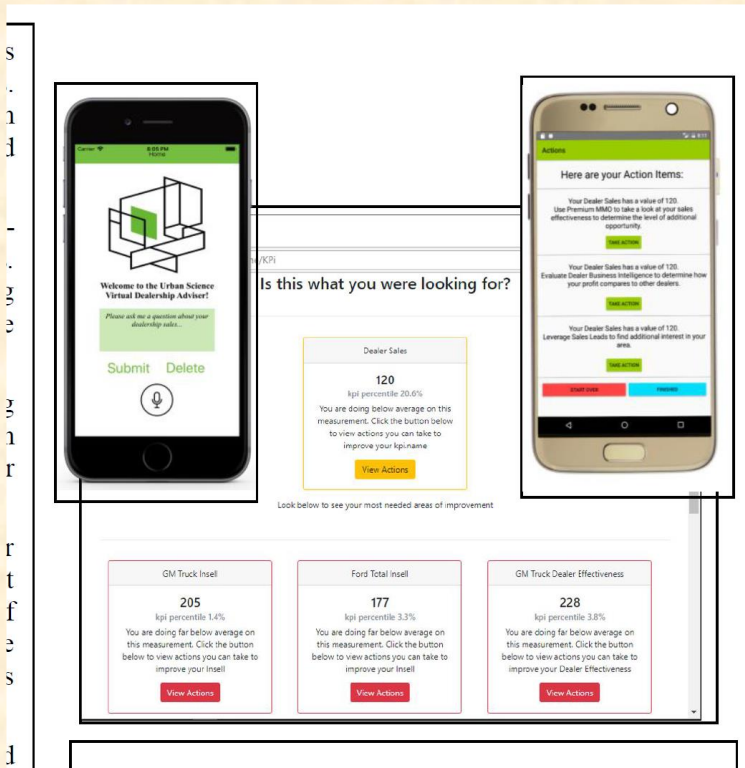
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Team Urban Science Artwork Feedback

Original Artwork

Feedback



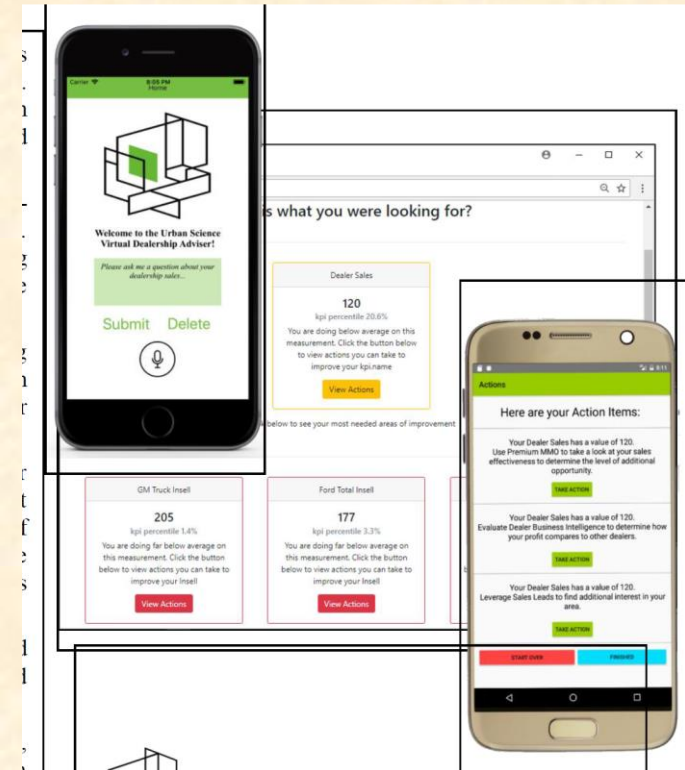
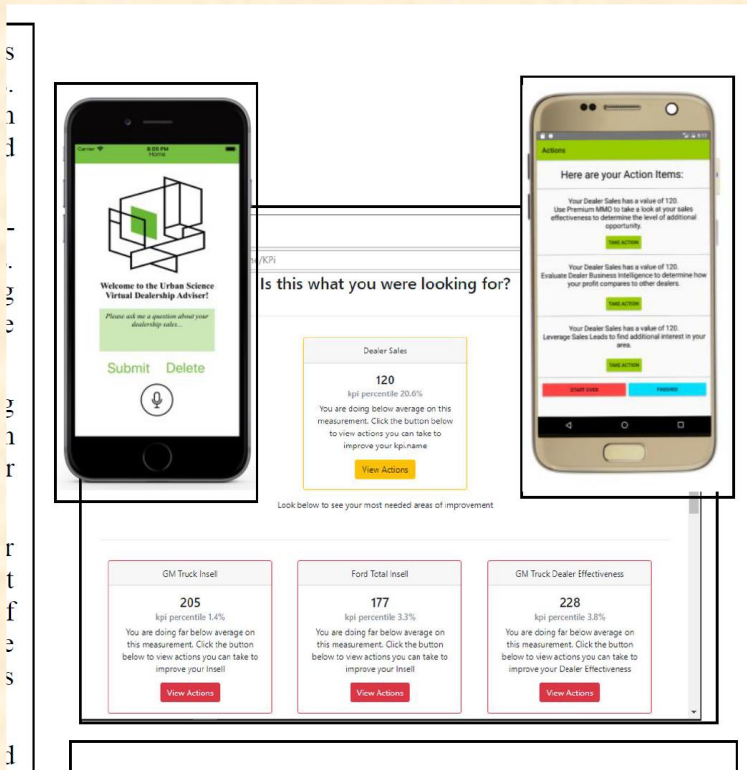
- Overall, your artwork is great.
- Use paint.net to edit the image of the right phone image. Make the background transparent and crop out most of it. Read the directions.
- Make all of the pieces larger and stagger it to eliminate whitespace.



Team Urban Science Artwork Feedback

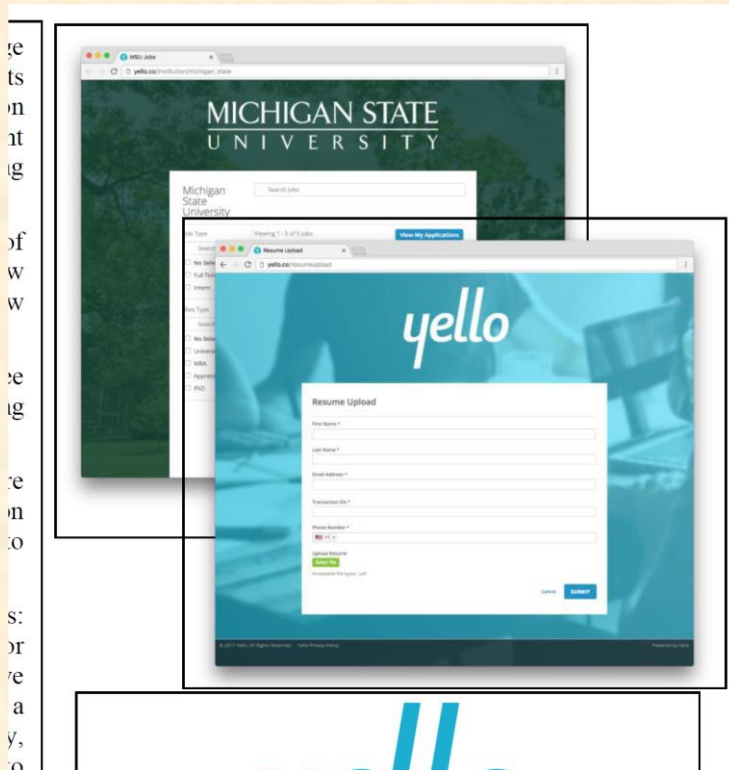
Original Artwork

Modified Artwork



Team Yello Artwork Feedback Original Artwork

Feedback



- Your artwork is okay, but...
- Use paint.net to crop the whitespace from around your artwork. Read the directions.
- The text fields on your resume upload artwork are blank. Redo this and fill them in with meaning text! (Leaving them blank makes you look lazy.)
- Make the images a bit larger.



Team Yello Artwork Feedback

Original Artwork

Modified Artwork

