

## Final Presentation (29.01.2015)

For the final presentation, you are free to choose the format and the presenters from your group. Just keep in mind, that the presentation should include the following:

- **Concept** information about your app and the rationale behind it (can be similar to your first presentation).
- **Demonstration** of your app (remember, this will be the most interesting part for the attendees). Feel free to include live-demo, videos or role-playing elements.
- **Challenges** during the development, and cool things that you discovered throughout the development and design stages.

For each group, we expect 15 minutes of presentation, followed by 5 minutes to take questions from the audience. Other members of the media informatics chair are also invited. You may invite additional guests (short info via email appreciated).

## Final Results (05.02.2015)

### Application code

Prepare and aggregate your source code in a way that we can evaluate it. In particular, this includes a copy of your application project (build- and runnable) and all required subprojects (alternatively, give us access to your repository). If you require a back-end infrastructure for running the App, either include this also or keep it running until at least 25.02.2015. If there are special instructions necessary, include this in a readme. The back end should be runnable with one startup script.

### Blog post

Write a blog post for our *mediainformatics blog* (plain text). This post should contain the concept of your app and a description of the result. Please also include some visual references (Screenshots, Pictures, Videos). Feel free to also include a link to the App Store. For examples, you can check out the blog posts of last semester's iOS apps here:  
<https://mediainformatics.wordpress.com/category/lehrveranstaltungen/ios-praktikum>

### Submission

Hand in the code of your app (zip or repository) and the blog post (*txt*) and additional resources by 05.02.2015, 24:00h via Uniworx.