

Presentation: Talking to *faculty* (knowledgeable). Might have EE faculty, CprE faculty, etc. (may not have in-depth knowledge of the subject)

Give enough context so people that see the project understand what you're doing. What do they need to know to understand the project? (You're close to the project, they're not)

Spend time on prototype implementations. Don't go through everything, but say what you're planning to do and why (based on past experimentation)

Show diagrams – what you plan to use & where

Testing interfaces section – anything you use to test (possible hardware rigs, using the UI for testing the video, etc.)