Peer Evaluation Form – CSE 473 Project (Spring 2010).

Project team members	(last name first):
Project Title:	
(2) PROLOG impleme	rcle one): (1) Thoughtful reconstruction of a classical AI program, entation of a probabilistic model, (3) Bayes Net event analysis in Python, ning, (5) AI in Image Understanding, (6) Serious Games.
Main technique being and application proble	demonstrated:; m being addressed:;
	er rate the quality of the item from 0 to 5 (0 means not implemented or "not at all" and 5 ery much") or simply check off the item, meaning "satisfactorily done."
Presentation:	 () The project was presented. () Main technique was explained briefly. () It is clear where the AI is. (Where?) () It is not clear where the AI is.
Demo:	 () A simple example was presented and explained clearly. () A complex example was presented, and the program worked OK on it. () All team members participated in the demo.
Transparency:	 () Technique was illustrated using graphics. () Comments were printed out as the program ran. () Interactive controls permitted setting parameters and/or inspecting data structures () A demo was run using a prepared file.
Teaching/Learning:	() I was already familiar with the main technique being presented.() This demo taught me about the technique.
Strengths (name at least	st one) :
Weaknesses (name at	least one):
	could the program foster a real collaboration between person and computer in problem teaching?
Other comments:	
Evaluated by (please p	rint:)(signed:)
Acknowledgement by	project team: I/we have read the above evaluation and I/we agree/disagree (circle one)
Project member 1 sign	ature:
Project member 2 sign	ature: