

Group Prototype Assignment Version #1 (15 points) (+5 extra credit opportunity)

DUE 3.22 Please upload assignment to D2L and bring your prototypes to class.

Please use the attached template. Note that this template is also available online:

<https://tinyurl.com/bddmab9b>

At this point in the project, you should have a collection of sketched design concepts. Next, you need to decide which ones to prototype. You will begin this project by narrowing down your design concepts to the **two most promising ones**. Please rely on the feedback from the in-class critique to guide your decision about which ideas to further develop. The goals of this assignment are to understand:

- the value of developing multiple lo-fidelity prototype
- the value of rapidly prototyping design concepts

What to do:

- Review the feedback you and your team received during the in-class critique held on March 15.
- Gather supplies that you need (paper, discarded cardboard boxes, toilet paper rolls, plastic bottles, pipe cleaners, etc.).
- Build two low-fidelity prototypes (note: even if you are working as a team, you need to develop two prototypes): Low-fidelity prototypes are simple and inexpensive mockups that allow you to quickly test and refine your design. Examples of low-fidelity prototypes include paper and experience prototypes (see notes from class). Create two low-fidelity prototypes that represent your ideas. Your prototypes might be related to one of your sketches and/or they might be a different/modified version of one of these concepts. Your ideas should be different; that is, they should represent two different ideas.
- Take a photo of your prototypes, and then—using the template provided—write a scenario about each prototype and reflect on the pros and cons:
 - o Scenarios are brief stories about a person using your technology concept to complete a specific task. They provide your design team with useful context and common ground as it attempts to come up with design solutions. Your scenario should include these elements: 1) an actor; 2) a motivator; 3) intention; 4) action; and 5) resolution. Each scenario will be ~75-100 words.
 - o Reflect on the "pros" and "cons" of your prototype: Briefly provide two "pros"; that is, reasons why your prototype might effectively address your design challenge/problem. Then provide two "cons", or challenges which might hinder the success/adoption of your idea. Note: This assignment is the first step towards developing the final prototype. In later weeks, you will use the feedback received and the lessons learned from this assignment to develop a higher-fidelity prototype and finalize your design.

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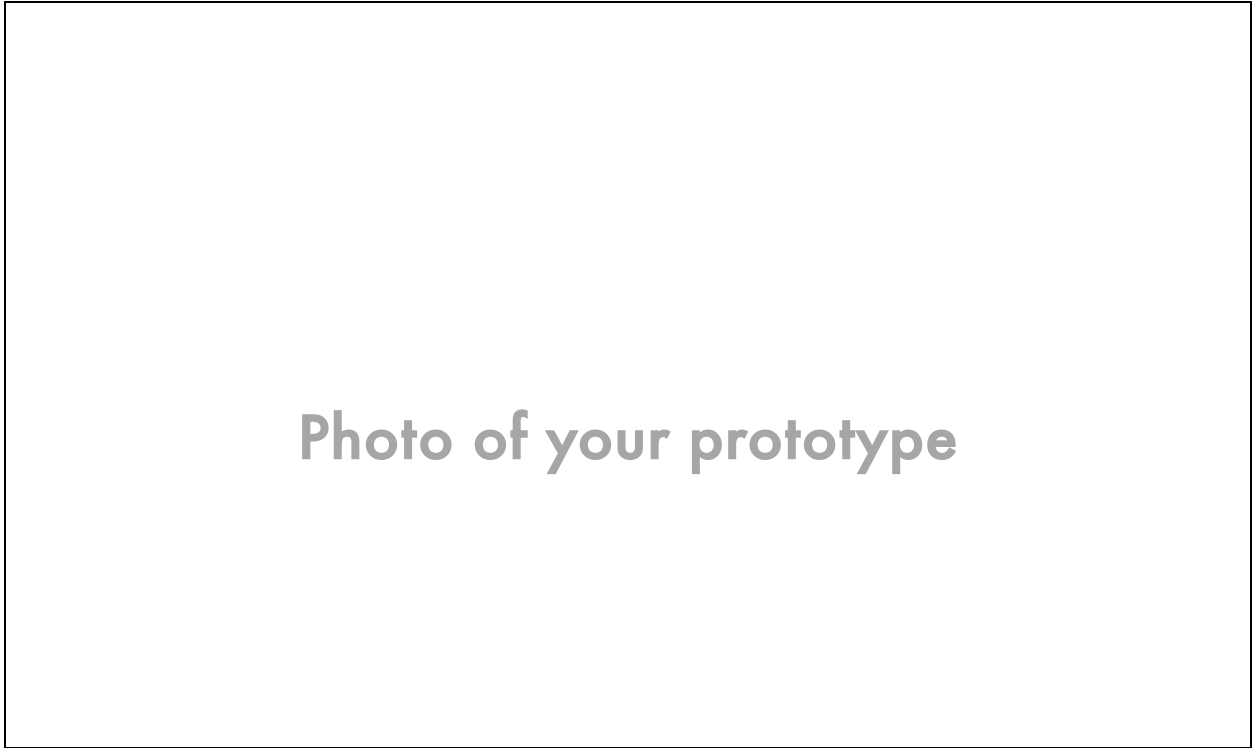
How will it be graded?

15-11 Points – The assignment is complete, thoughtful, and creative. The prototypes effectively communicate the design concepts and demonstrate an understanding of concepts discussed in class. The scenarios include all the pertinent elements and are well-written. The pros and cons are thoughtful and reflect an understanding of ideas discussed in class.

10-7 Points – The assignment is complete but not of the highest quality. The prototypes do not demonstrate an understanding of concepts discussed in class. The scenarios and pros and cons are poorly written.

6-0 Points – The assignment is incomplete or done incorrectly.

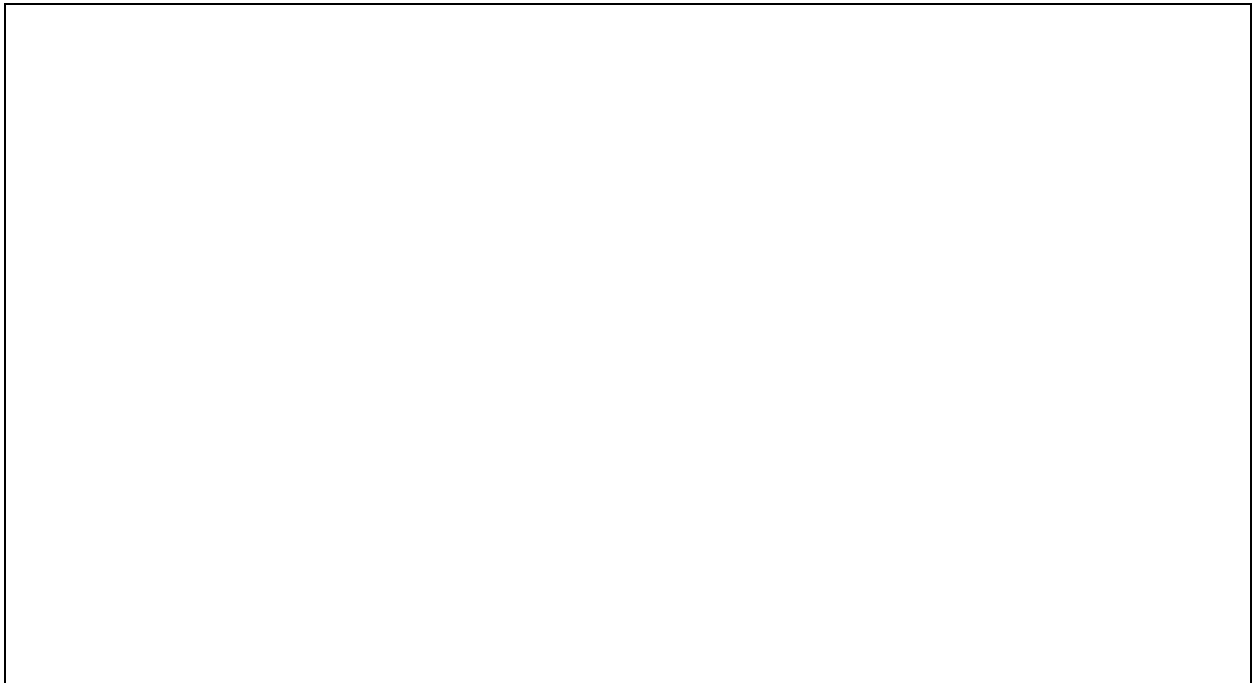
Your name: _____



Group Design Challenge/Problem: _____

Name of your concept: _____

Short Story/Scenario about your prototype (must be



Your name: _____

Pros and Cons (related to you concept):

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