**Experiment Card**

Team Name: \_\_4\_\_

Experiment Number: \_1\_\_\_

**TESTING**

This section helps you to design an experiment that will allow you to validate your assumptions.

Step 1: Assumption

**We do not have evidence for whether the Program Administrators are spending large amounts of time on planning the curriculum every semester.**

Step 2: Hypothesis

**We believe that our solution will reduce the time spent on planning the curriculum per semester from 4-6 weeks down to 2 weeks.**

Step 3: Test Method

**To verify that, we will employ the Wizard of Oz method to actually plan the curriculum for a Program Administrator with a small number of course ourselves.**

Step 4: Test Metric

**and measure the time taken to finalize the curriculum after our planning is reduced to less than 50% of the time taken last semester.**

Step 5: Test Criteria

**We are right if the time taken and interactions performed by the Program Administrator to plan the curriculum reduces to less than 50% of that of last semester.**

**LEARNING**

This section helps you to learn from your experiment and take corrective action.

Step 1: Observation

**We noticed, heard or found**

Step 2: Learning

**From that we learned that**

Step 3: Decisions and Actions

**Therefore, we will**

**Experiment Card**

Team Name: \_\_4\_\_

Experiment Number: \_2\_\_\_

**TESTING**

This section helps you to design an experiment that will allow you to validate your assumptions.

Step 1: Assumption

**Our solution will enable the Program Administrators and Instructors to communicate regarding resource exchange more seamlessly.**

Step 2: Hypothesis

**We believe that every request and response regarding a resource requirement for a course by the instructor will be timely and no request will get lost in the mails.**

Step 3: Test Method

**To verify that, we will perform a process simulation on 10 people in our friendship network where we will send them notifications (like the ones that will be sent by our software to instructors and Program Admins) at the same rate and we will record their response to these notifications.**

Step 4: Test Metric

**and measure the rate of response to the timed notifications (With increased frequency of notifications as the deadline for the resource required by the faculty gets closer) for 3 different events by the 10 people over a period of 7 days.**

Step 5: Test Criteria

**We are right if we receive a response to the notifications at least 90% of the times. This will help us claim that the increased response rate is at least 90%.**

**LEARNING**

This section helps you to learn from your experiment and take corrective action.

Step 1: Observation

**We noticed, heard or found**

Step 2: Learning

**From that we learned that**

Step 3: Decisions and Actions

**Therefore, we will**

**Experiment Card**

Team Name: \_\_4\_\_

Experiment Number: \_3\_\_\_

**TESTING**

This section helps you to design an experiment that will allow you to validate your assumptions.

Step 1: Assumption

**We do not have evidence for if the Program Administrators will want to use the solution that we have envisioned to help reduce the manual interaction and time required to perform curriculum planning.**

Step 2: Hypothesis

**We believe that our solution will be appealing and easy to use by our customers (Program Administrators).**

Step 3: Test Method

**To verify that, we will conduct a solution interview and ask them if a solution like the one we have envisioned will help them save time.**

Step 4: Test Metric

**and measure if at least 3 out of the 4 customers t that we interview show interest in doing a a dry run/ test drive of the prototype of our promised solution.**

Step 5: Test Criteria

**We are right if 3 out of the 4 customers agree to help us test our prototype to see if it will be directly beneficial to them.**

**LEARNING**

This section helps you to learn from your experiment and take corrective action.

Step 1: Observation

**We noticed, heard or found**

Step 2: Learning

**From that we learned that**

Step 3: Decisions and Actions

**Therefore, we will**