**Workshop Group:**

**Notes of Project Review as this point to date:**

**Reviewed by: NAME**

**Date: DATE**

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| **Details checked** | |
| Working repository link |  |
| Team Charter |  |
| Project Plan |  |
| Clear project description |  |
| Description of what you will create (or considered creating at some point) |  |
| Decision Log available and utilised |  |
| Design Thinking Tools Completed |  |
| Clear literature review or background information available |  |
| Lean canvas or business model present |  |
| 1st Prototype Completed |  |
| Feedback sought |  |
| Evidence of evolution of thinking |  |

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| **Overarching challenges of the Project** | |
| The key challenge in this project is find a way to ensure the tech solutions in less developed countries are responsible. |  |

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| **Time Commitment** | |
| Students are expected to commit 3-4 hours per week on this project. Following the design thinking framework, project teams will typically engage in these tasks over the semester. | |
| Assuming 5 students per group, min of 5 hrs week / max 4 hours a week on project. This equates to 105hours of work so far undertaken on this project up to and including week 7. | Less than expected time. Minimum so far = 15hrs a week x 7 weeks = 105hrs hours of work. Upper bound expected so far = 20hrs a week x 7 weeks = 140 hours of work. More than expected time |

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| **Project Process** | |
| Review the ethical, social and legal concerns relating to innovation in developing countries. |  |
| Look into design of innovation projects to find the underlying assumption about the technology and the people they are developing technology for. |  |
| Reviewing technical and social challenges of innovating, hackathons or innovation projects with a focus on the people involved in the system, |  |
| Identifying stakeholders of the system as well as their values |  |
| investigating the requirements of the system and comparing them with stakeholders’ values. |  |

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| **Empathise** | |
| Find and analyse existing cases of platforms empowering vulnerable communities across the world by technology (platforms like Techfugees and WFP Innovation Accelerator) ; |  |
| Analyse the successful projects to understand which kind of innovations are mostly desirable by the funding agencies. |  |
| Understand the context, environment and requirements in which initiatives such as Techfugees or hackathons and open-innovation events operates. |  |
| Conduct a review to determine the main key social, ethical, and technical concerns around design and application of Tech-innovations in the developing countries. |  |
| Select one initiative (e.g. hackathon, institution, etc.) and go through the abovementioned process for that particular initiative. For example, if your group find a specific hackathon in Kenya interesting, find and analyse all relevant information about that Hackathon. |  |
| Other notes: |  |

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| **Ideate, prototype solutions / recommendations** | |
| Recommendations for new or improved design and implementation of Tech-accelerators in developing countries |  |
| Recommend activities that ensure the tech innovations in less developed countries are responsible |  |
| Propose a new design for the selected initiative drawing on the challenges and opportunities identified in the previous sections. |  |
| Other notes: |  |

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| **The recommendations of the project need to** | |
| Demonstrate your responsible thinking and practice. |  |
| Align with best practice. |  |
| Fit within the ANU policy framework, security and privacy guidelines. |  |