Week 1: Team Building / Understand the Problem

The goal of the first week is to jumpstart the project activity. Students will self-organize into teams on the first day. The next couple days will involve significant time researching and understanding the problem (challenges). Team building workshops will be held for each group to get them started, and impress upon them the importance of (a) thinking creatively, and (b) working as a team.

Teams will work to understand the problem(s), to document these, and to brainstorm possible solutions.

Note to students: you have a huge amount of research and self-study to do on Tuesday/Wednesday. Use your time wisely!!

The following table lists the key events in the week. Any time we refer to "deliverable", we mean something that must be handed in to be graded.

All deliverables will be handed in to Sharein (refer to the document "submitting deliverables for grading" on WebCT).

Events and Activities

Day	*Activity*
Mon	initial lecture explaining – course procedures / overview – course policies – project overview – initial requirements (rules) – how to create teams – overview of deliverable 1 – schedules and timetables – what to do for the rest of the week
Mon	students self-organize into teams of 5, and are assigned a supervisor
Tue/Wed	learn/understand the challenges
Tue/Wed	participate in online requirements identification / clarification
Tue/Wed	visit labs (as scheduled) to understand the challenges
Tue/Wed	visit labs (as scheduled) to see the lego and physical technology (no programming)
Thu	team building workshops for all teams
Fri	student teams meet with supervisor (first meeting)
Fri	individual test (quiz) on project requirements and team building
Fri	project concept document is due (by end of day)

Deliverables

▪ concept document (describes the ideas / concepts / strategy for completing missions and winning competition)

Evaluation

▪ quiz 1: on project requirements and team building (individual)