FIRST SAUDI ARABIA

JRC

Jawatha AI Center

Our Project Process

The FIRST LEGO League (FLL) Innovation Project is an exciting opportunity for young people to develop their critical thinking, problem-solving, and innovation skills. The project requires participants to identify a real-world problem, design a solution to the problem, and present their findings to a panel of judges.

STEP 01

Problem Identification

The initial phase of creating an FLL Innovation Project involves identifying an actual real-world issue. Our team generated a list of potential problems, and subsequently selected the most appropriate one from the list.

STEP 02

Research

After identifying a problem, thorough research is necessary. This involves collecting information from a range of sources, including books, articles, and websites. In addition, we consulted with experts in our field to gain a better understanding of the problem and explore potential solutions.

STEP 03

Brainstorming & Evaluation

After we complete the research on the problem, the subsequent step is to brainstorm potential solutions. We encouraged our team to generate as many ideas as possible. appear.

STEP 04

Prototype & Testing

Once we have selected a solution, the next step is to develop a prototype. This is a functional representation of our solution that we can test and improve. Based on the results of our testing, we made adjustments to our prototype.

STEP 05

Communication & Revision

Ultimately, we shared our research with the wider community through a presentation that outlined the problem, the solution we developed, and its potential impact. We also sought feedback from experts in the field in order to enhance our solution.

FLL Team 289

JAWATHA ROBOT CHAMPIONS