

## Lesson 2.2

3.7.2020

# Designing Projects #2

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### DAILY OBJECTIVE

In this lesson, students will engage in a short design process aimed at creating a few ideas for projects that incorporate the AI systems we've used in class and the Wick Editor.

### DEFINITIONS

No new definitions today!

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## Section 1: Brainstorming

### 1.1 The Brainstorming Activity

We'll start today's class by brainstorming several project ideas using the "Brainstorming" Activity Worksheets.

Complete the activity using the "Brainstorming" Activity Worksheets

<b>A</b>	<b>15-20 Minutes</b>	<b>The Brainstorming Activity</b>  Students should brainstorm 3-5 ideas. The objective is to create some quick ideas that could potentially lead to our end of semester projects!
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## Section 2: Peer Review

### 2.1 Reviewing our ideas with a peer.

Pair up with a peer and review your ideas. Each peer should provide the following feedback:

1. 3 Suggestions on “What should be changed?”
2. 3 Suggestions on “What could be removed or added?”
3. If something was unclear, add suggestions on how to make the idea easier to understand.

**Complete the following activity once for each group member:**

<b>A</b>	<b>7-10 Minutes</b>	<b>Reviewing Peer Ideas</b>  Take 1-2 minutes explaining your idea to a peer. Then allow you peer to review your idea, and provide suggestions based on the questions in the worksheet.
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## ACTIVITY WORKSHEET

# Brainstorming

Fill out the brainstorming worksheet with some potential project ideas! These ideas can be games, educational applications, social good applications, or other projects that incorporate the AI Systems and AI for Good initiative areas we've been learning about.

### Project Idea

<b>Name</b>	Give your concept a name!
<b>Target Population</b>	Who is the main audience for your project?
<b>Description</b>	What are your project's main goals? What will it do?
<b>Tech</b>	What AI Systems and Interactions will your project use?
<b>Sketch</b>	Provide a sketch or two of your project ideas!