Lesson 2.4

3.7.2020

Making Tech Demos

DAILY OBJECTIVE

In this lesson, students will attempt to create a technical example that demonstrates one aspect of their proposed project. Students should aim to create examples that demonstrate their interactions, without using the actual AI systems yet!

DEFINITIONS

Here are a few terms that you might find useful today.

1. **Tech Demo:** A rough prototype or technical example that is an incomplete version of a product intended to be made in the future.

2. **Wizard of Oz Experiment:** A research experiment or prototype where a person interacts with a computer system that they believe is autonomous, but is operated or partially operated by an unseen human being. These experiments are a great way of testing if an interaction works prior to spending a long time developing an interaction with full capabilities!

3. **Scope Creep:** A phenomenon which occurs during development of a product where additional features and enhancements, not in the scope of the initial deliverable, are added, causing the project's development to quickly out pace the time and resources initially devoted to it.

Section 1: Quick Revisions

We'll start this lesson by quickly revising our storyboards from the last lesson, incorporating any notes or peer feedback we've received.

1.1 Reviewing Storyboards

Review your storyboards and decide which interaction you'd like to prototype today!

A	**5 Minutes**	**Storyboard Revisions** Consider the following questions while revising your storyboards: 1. **What comments were made** during peer review that I should address and fix? 2. **What should I add or remove** from my storyboard to create a more understandable prototype? 3. **What can I do to simulate complex API interactions?** a. I.e. can I pretend an AI analysis occurred, prior to adding in the actual analysis to test my interaction? **4. Which storyboard should I prototype today?**

Section 2: Making Technical Demos

Next, we'll take our revised storyboards and use them to create a technical demo that demonstrates a specific interaction using a "Wizard of Oz" technique.

2.1 Creating Demos

Review your storyboards and decide which interaction you'd like to prototype today!

1. **Choosing Storyboard:** Choose which storyboard(s) you'll prototype today.

2. **Opening Wick Editor:** Once chosen, head to editor.wickeditor.com and use Wick Editor to create your demo.

3. **Creating Prototypes:** Using illustrations, images, animations and interactive Clips and Buttons, start to prototype the interactions based on your storyboard.
    a. **Making Wizard of Oz demos**: These demonstrations should not include actual AI interactions yet using the Azure Cognitive Services systems. The demos should

provide a good sense of how the AI will work, by either using simpler interactions or interactions aided by a human.

For example, A user inputs a sentence into a text box and presses “analyze”. The project designer then manually sends the user to a frame that corresponds to the emotion of that text. Don’t add all of the code just yet!

b. **Avoid “Scope Creep!”.** Keep your demo within the limits of the refined storyboards and project descriptions you’ve created!

4. **Testing as we develop:** Frequently test their prototypes throughout this session by pressing the play button and interacting with them. Don’t wait until the end of class to test a project only to realize something early on in the development process is broken, making it much more difficult to fix!

5. **Saving work:** Frequently save their work to their computers, or LMS!

2.2 Reviewing Wick Editor Commands and Interactions

Review the Wick Editor commands and process guides from week 1!

Common Wick Editor Commands List

Command	Description
stop()	Stops the playhead of the animation until some input causes the project to play again or move to another frame.
gotoNextFrame()	Moves the playhead ahead to the next frame.
gotoPrevFrame()	Moves the playhead backward one frame to the previous frame.
gotoAndStop(i)	Moves the playhead to frame i and stops the timeline on that frame.

Common Process Guides

Review the process guides from lesson 1.4.

1. **“How to Create a Clip”**
2. **“How to Enter and Exit a Clip”.**
3. **“Using Code to Control a Clip’s Timeline”**