**Sprint Retrospective Report**

**(approximately 1,000 words) – REMOVE AND REPLACE ALL RED TEXT**

**Reflection on design thinking processes (300-350 words)**

* What happened that most surprised you about the sprint process?
* What was the most fulfilling part of it and the least fulfilling part of it?
* What does that suggest about the value of each design thinking activity?
* What might you do differently as a result of the design thinking experience in the future?

The whole Design Sprint was a very new and interesting experience. The part of the two days that took me by surprise was the limited amount of time you must do each design task. Even though I knew prior to the event what time was going be like, its only once your pushed to achieve your work to a high stranded in that time frame you understand how little time you have. The whole two days where a great learning experience but the part that was most fulfilling was presenting what you had work very hard on for two days on to a group of important people. Very little of the Sprint was unfulfilling but a notable exception would be [?????????]. The prosses that were undertaken to get to the proposal where necessary in coming up with a viable product for a real-world application. The initial stages to come up with the problem helped a great deal in choosing a problem that wasn’t just for the activity but could be a real help for people in real life. The second day of then coming up with the final proposal brought the team together on a united idea, it let us take our streghts

**Reflection on prototype (300-350 words)**

* What do you think and feel about the overall design of the final clickable prototype?
* What do you think and feel about the processes of using both paper and digital prototyping?
* What are the views of other people on your design (e.g. other members of your team, and prototype testers)?
* What might you do differently as a result of the prototyping experience in particular in the future?

**Reflection on teamwork (300-350 words)**

* What happened during the sprint that surprised you the most regarding your team?
* What was the most fulfilling part and the least fulfilling part of the sprint?
* What does that suggest about the value of teamwork?
* What does your experience during the sprint suggest to you about your strengths and weaknesses regarding teamwork?
* What might you do differently as a result of the teamwork experience in the future?

**Please add images and sketches that you produced during the design sprint that support your observations above.**

**NOTE: Learning to be succinct (being clear but using as few words as possible) is an important communication skill. Students going over 1,100 words will receive reduced marks.**