

Wall Display

Phase 3 Results

Global score

80,25

Your global score consists of the following components:

Idea and context	Technology	Business model, finance and corporate	Team
25	16,5	15	23,75

Comments from Evaluator 1:

Even though the idea is great, your project is already being accelerated, so what can we really bring to you?

Comments from Evaluator 2:

The concept of a classroom wall is very powerful. You should check out these publications: Robertson, J. (2014). Design Narrative: Star of the Week. In Practical Design Patterns for Teaching and Learning with Technology (pp. 31-33). SensePublishers; Robertson, J. (2014). Pattern: Showcase Learning. In Practical Design Patterns for Teaching and Learning with Technology (pp. 67-71). SensePublishers. Nevertheless, your approach seems to be somewhat naïve, ignoring some risks which could prove critical. First, there's the issue of inappropriate or harmful behaviour - from cyber-bullying to pedophilia. Posting children's work on-line, openly, with an option for anyone to comment is likely to raise some justified concerns. Then there's the issue of demotivation: both of children who despair because their work is never displayed, and children who prefer not to have their work displayed and hence hold back. MVP is a great way to kickstart your project, but you need a development process / strategy that will carry you forward. Does your design really scale? What happens when a child's work received 1000's of comments? You should also think about integrating with existing systems - school VLEs / websites and social media. Your team lacks business expertise.