

	<u>Monday</u>	<u>Tuesday</u>	<u>Thursday</u>
<u>Week of June 18</u>	Concept Design	Concept Development	Prototype Development
<u>Week of June 25</u>	Prototype Development	Prototype Design	Prototype Design
<u>Week of July 2</u>	Product Implementation (Development)	Product Implementation (Development)	Product Implementation (Design)
<u>Week of July 9</u>	Product Implementation (Design)	Evaluation (Development)	Evaluation (Design)
<u>Week of July 16</u>	Project Work	Project Work	Project Work
<u>Week of July 30</u>	Project Work	Project Work	Project Work
	<u>Wednesday</u>	<u>Friday</u>	
	Cross-Track, Project work	Demo / Evaluation Day	

# Product & Design

Topics within each module

*The product track is broken into two sub-tracks, development and design. The design sub-track leverages a user-centered approach to product creation, while the development sub-track develops skills and processes using market analysis approach to product creation. We have structured the curriculum along a simple product design and development timeline. This timeline, illustrated below, gives context to the things we are teaching.*

