Logbook Sections Checklist

Week 2

1. Completed design crash course (Fatal Five Website)

* Observations
* Developed point-of-view (brainstorming output)
* Low-fidelity prototype
* Feedback

1. 30 question team allocation survey and results

Week 3

1. Storyboard Created for your solution using the supplied template (Fatal Five Website)
2. Evidence of a set of (minimum 2) interviews with members of the public in order to understand sample public problem spaces with tech services or artefacts

Week 4

1. Completed Multi-Criterial Decision Making template
2. Test low fidelity prototype with 2 users each. Gather data and provide key raw user comments (Interviews)
3. Compile group user testing data, analyse data from user testing and display using simple thematic data analysis map

Week 5

1. Create 2 Persona as a team to better understand your user (created using data gathered from users in week 4)
2. Group styling sheet for app prototype provided
3. First iteration of your medium fidelity prototype, screenshots with annotations. Changes and rejected features from previous iteration explained
4. Test medium fidelity prototype with 2 users each. Gather data and provide key raw user comments. (Interviews)

Week 6

1. Include the slide you worked most upon for the design challenge and how you contributed to it
2. List the top three things that went well during this design challenge, as well as top three things that went badly. Include a team picture with annotations about each team member, highlighting their strengths
3. First iteration of your high fidelity prototype, screenshots with annotations. Changes and rejected features from previous iteration explained