**OBJECTIVE**

Learn how to be empathetic, respectful and productive collaborators.

**GUIDELINES**

* Project planning is your best friend
* Converge and communicate / Divide and conquer
* Prioritise
* No slide decks!

**TEAMS**

**TEAM ONE: VR Game Company**

DESIGNERS:

1. Anna

DEVELOPERS:

1. Nick
2. Fung
3. Brianna

**TEAM TWO: Amusement Park**

DESIGNERS:

1. Jose

DEVELOPERS:

1. John
2. Penelope
3. Haoran

**TEAM THREE: Zoo**

DESIGNERS:

1. Lineu (Junior)

DEVELOPERS:

1. Sophie
2. Andrew

**TEAM FOUR: Plant Funeral Services**

DESIGNERS:

1. Suzie

DEVELOPERS:

1. Nicole
2. Fane

**TEAM FIVE: Pet Carrying Drone**

**DESIGNERS:**

1. **Paddy**

**DEVELOPERS:**

1. **Vincent**
2. **Jeff**

**TEAM SIX: Comedy Club**

DESIGNERS:

1. Soudeh

DEVELOPERS:

1. James
2. Wayne

**DAY ONE - Thurs 16 Feb (UXDi ONLY)**

* Designers introduced to the collabathon and assigned into teams.
* Designers begin to discuss the brief and start initial sketches.

**DAY TWO - Mon 20 Feb**

**9:30 - 11:00 Cross-lectures (separate classrooms)**

**11:00 - 11:30 Kickoff (all gather in one classroom)**

**11:30 - 12:30 Collaborate**

* Get into assigned teams
* Discuss and digest the user stories
* Collaborate (UXDI+SEI) to share design ideas and discuss the technical feasibility
* Align as a team on the MVP

**12:30 - 1:30 Lunch**

**1:30 - 3:00 Design / Infrastructure**

* UXDI: Draft digital wireframes and clickable prototype
* SEI: Set up environment and back-end

**3:00 - 3:30 Design/Dev Review**

* Teams come together to quick review and provide feedback on work done thus far

**3:30 - 5:00 UXDI / SEI keeps working**

* Optional EOD check-in at 5pm

**DAY THREE - Tues 21 Feb**

**9:15 - 9:45 Design/Dev Review**

* Teams come together to quick review and provide feedback on work done thus far

**9:45 - 11:30 Design / Infrastructure**

* UXDI incorporates SEI feedback into a new iteration of wires/prototype
* UXDI: Plan and write content (text, images, icons, photos)
* UXDI: Design functionality and visuals
* SEI incorporates UXDI feedback into new iteration of environment
* UXDI starts to annotate / SEI can contribute to annotations

**11:30 - 12:00 Layout: Handoff & Plan**

* UXDI does a warm handoff of the final layout and first iteration of content and visuals (with annotations) to SEI
* UXDI: Iterate on visual design and content based on SEi feedback
* UXDI does a warm handoff of the final content, functionality and visual design to SEI

**12:30 - 1:30 Lunch**

**1:30 - 3:00 Functionality & Visuals: Handoff & implementation**

* SEI: Implement content, functionality and visual design

**3:00 - 3:30 Review + QA + Presentation prep**

* Review & finalise
* Prepare presentations (NO SLIDES)

**3:30 - 4:00 Each team gives a 5-minute informal presentation**

* What key decisions did you make as a team?
* Walk us through what you built (demo). Does it work?
* What are your next steps?
* What did you learn about collaborating?
* What went notably well with your collaboration?
* What was a collaboration challenge and how did you handle it?
* What would you do differently next time?