Project
Project Description
Start Date
End Date
Schedule of Student Workshop
EMPATHY
What activity/ies will my students do?
What two (2) method cards will my students use?
How long will this activity take?
What are the expected outputs?
What instructions will I give my students?
How can I coach my students while doing this activity?
How long will this activity take?
DEFINE
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What two (2) method cards will my students use?
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What are the expected outputs?
What instructions will I give my students?
How can I coach my students while doing this activity?
How long will this activity take?

IDEATE
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How long will this activity take?
What are the expected outputs?
What instructions will I give my students?
How can I coach my students while doing this activity?
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How long will this activity take?
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What instructions will I give my students?
How can I coach my students while doing this activity?
How long will this activity take?

MY DESIGN THINKING PLAN

ITE 393 App Dev: Mobile Application

- Aims to create a User-friendly Recipe App for student Boarders
- Provides an easy and affordable recipe for students who are currently renting.

November 25, 2024

March 10-22,2025 (Project presentation)

Nov 18-23, 2024 | First week of Second semester (class orientation)

- Observation
- Client Interview
- Information Gathering
- Interview for Empathy
- WHAT? HOW? WHY?

1 WEEK

- Relevant Data
- User's needs

Identify users by conducting surveys.

Summarize the findings.

Create Empathy Maps for each users.

Provide Guidance on creating effective survey questions.

Monitor and provide feedback on the Interview conducted.

1 WEEK

Identify App's features that would address the User's needs

- WHY-HOW Laddering
- "How might We" Questions

1 WEEK

System's Features.

Based on the interview responses and survey findings, analyze data. identify the objectives of the project.

Share with the students the Method Card for their Reference.

Provide Guidance on creating the general & specific objectives.

1 WEEK

Create system flow & UI ERD Impose constraints Facilitate a brainstorm 2 WEEKS Wireframe Create UML diagrams, Flowcharts, ERD, DFD & Use case Diagram Review and demonstrate on How to create different Diagrams: UML, Flowchart, ERD, DFD & Use case diagram Provide Constant: Monitoring Feedbacking Consultation 2 WEEKS Develop the Prototype Identify a variable Prototype 4 WEEKS MOCK-UP Solution Start with the Development of the Application. Provide timelines of Features they need to finish Overview of the Application Share and Guide the students with the Method Cards Provide Constant: Monitoring Feedbacking Consultation 4 WEEKS BETA-TEST Testing with Users Feedback Capture Matrix

2 WEEKS
Feedback from Users
Implement CLOSED BETA TESTING to the users,
Gather feedback from the user during the testing process.
Iterative development
1
Assigned PEER-STUDENT Mentoring.
Provide Constant:
Monitoring
Feedbacking
Consultation
re-assessment and refinement of the Application.
2 WEEKS

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