

ALX AICE: Milestone #4 Worksheet

Simulation Recap

This week, you accomplished several tasks related to the development of the updated version of VacAI. Firstly, you conducted thorough research and analyzed the data before creating the app prototype. Additionally, you created a user persona that guided your design thinking process for the app. Furthermore, you developed a landing page for the new update. Lastly, you concluded the week by sending a clear and concise email to the stakeholders at Waga, preparing them for the presentation you will be delivering next week.

Please follow the steps and instructions to complete the milestone successfully.

Tip: [Check out the rubric](#) before submitting your Milestone Worksheet.

SECTION Zero

Step 0: Completed Survey

Complete the placement survey by [clicking here](#). After completion, take a screenshot of the thank you page and paste it below. Once done, go back to Savanna to continue your learning journey.

To take a screenshot on Windows, use Alt + PrtScn

To take a screenshot on Mac, use Shift + Command + 5

You can use Ctrl + V or Command + V to paste the screenshot in the box below.

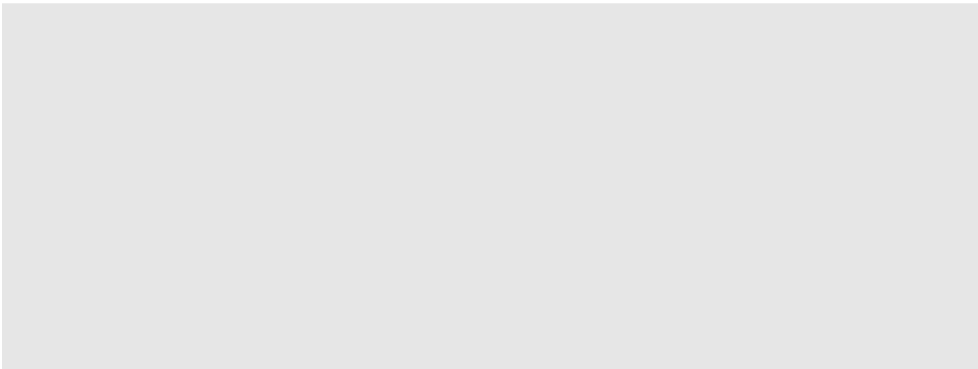
Kindly complete the [survey by clicking here](#).

Step 0: Completed Survey



Thank You

The form was submitted successfully.



SECTION A: Visualized Data

Step 1: Visualized Data

To complete this activity, you need to access the ["UN Data on Refugees \(AiCE <> Dataset\)"](#) dataset and make sure you have visualized the data given to you.

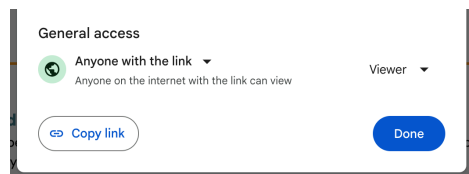
To do this:

First, find the total number of refugees in each country using Tab 1 (Data) Tab.

Country or territory of asylum or residence**	Refugees**
Afghanistan	72226
Albania	
Algeria	
Angola	

Once you have done that, make sure you have visualized the data using a Bar Chart, Pie Chart ([Activity: Visualize Your Dataset \(Part A\)](#)), and your visualized data from Julius AI ([Activity: Visualize Your Dataset \(Part B\)](#)).

After that, you need to paste the link to the copy of your worksheet. Please ensure that the link you are pasting can be viewed by anyone, and the setting should be set to "anyone with the link can view."



Step 1: My Visualized Data

<https://docs.google.com/spreadsheets/d/1IJmfVXgxacvb296LYyPPBIqlpIQZVKNvGNRhj54bHRk/edit>

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION B: User persona

Step 2: User persona

Paste the links to both user personas from this activity in the box provided below, and ensure your user persona has the correct file name.

The user persona was created manually with Canva, in Part A of this activity: [Create Your User Persona](#)

Step 2a: Manually Created Userpersona

`https://export-download.canva.com/p5qMs/DAGDXPp5qMs/25/O-3360111653106174718.pdf?X-Amz-Algorithm=AWS4-HMAC-SHA256&X-Amz-Credential=AKIAJHKNJLC2J7OGJ6Q%2F20240428%2Fus-east-1%2Fs3%2Faws4_request&X-Amz-Date=20240428T061933Z&X-Amz-Expires=62915&X-Amz-Signature=c9cb91bfa0f15cbda5312959e7dc52a2d3a071373478163e98973c7d9763b473&X-Amz-SignedHeaders=host%3Bx-amz-expected-bucket-owner&response-expires=Sun%2C%2028%20Apr%202024%2023%3A48%3A08%20GMT`

The user persona was created with user persona dev in Part B of this activity: [Create Your User Persona](#)

Step 2b: AI Created Userpersona

`https://userpersona.dev/`

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION C: Before Your Peer Meeting

Step 3: Restate your problem statement

Please write your problem statement from week 2 here (*This is the problem statement you wrote based on your simulation activity at Waga*).

Step 3: My Problem Statement

The failed launch of VacAI has posed a significant problem for the population of travelers. The impact of this problem is the inconvenience and frustration caused by the inability to access reliable and efficient travel assistance. There is a clear gap between the current state, where VacAI failed to launch, and the desired/solved state, where travelers can confidently rely on VacAI for seamless and personalized travel experiences.

Step 4: Bad Idea Brainstorm

BEFORE your peer meeting, conduct a Bad Idea Brainstorm with yourself. List at least 10 bad ideas for how you might solve the failed launch of VacAI. You can get completely ridiculous. For example: Asking users to upload a blood test before they can download the app, etc. The dumber the idea, the better! The purpose of this is to get your mind open to generating ideas without fear of them being wrong, dumb, or bad. (Stay in divergent thinking.)

Need help? Click **"Give Me a Bad Idea"** on this website

<http://labs.jackpine.co/projects/FirstBadIdea/> to get some inspiration.

Step 4: Bad Ideas

1. Releasing a version of the app that only works underwater, so users have to take their smartphones scuba diving to access it.
2. Hiring a team of trained monkeys to personally plan and book vacations for each user.
3. Requiring users to solve complex math problems before they can unlock the app's features.

4. Launching a partnership with aliens to offer intergalactic travel options.
5. Rebranding the app as "VacAI: The Time-Travel Edition" and promising users trips to the past or future (which, of course, is not scientifically possible).
6. Implementing a feature that sends users on surprise vacations without their consent.
7. Replacing all travel recommendations with random suggestions generated by a magic eight ball.
8. Creating an augmented reality feature that makes users believe they're on vacation even when they're just sitting at home.
9. Requiring users to perform a stand-up comedy routine before they can access the app's features.
10. Launching a new marketing campaign where the app is promoted as a time machine that transports users to the era of dinosaurs.

Step 5: Possible ideas

Next, list at least 5 "possible ideas" to address the problem with VacAI. These do NOT have to be good ideas. The only constraint is that they should just be at least theoretically possible. It could be adding a simple user onboarding process or introducing an entirely new dashboard. You're still in Divergent thinking here, so don't judge your ideas as good or bad.

Step 5: Possible Ideas

1. Creating a chatbot feature within the app that provides instant travel recommendations and answers user queries.
2. Implementing a gamification element where users can earn points and rewards for using the app and completing certain travel-related tasks.
3. Introducing a social networking aspect to the app, allowing users to connect with fellow

travelers and share their experiences and recommendations.

4. Collaborating with popular travel influencers to promote the app and generate buzz among their followers.

5. Developing a virtual reality component that allows users to virtually experience their chosen destinations before booking their vacations.

Once you finish this section, follow the steps mentioned below to find a peer for your next activity. A peer refers to a fellow student/learner enrolled in this AiCE program, and you are allowed to choose up to three peers for the peer activity. However, while filling out Section D in your Milestone #4 worksheet, you only need to report on one chosen peer. This peer meeting should be online on any platform of your choice.

Step 1: Reach Out to a Peer

1: Message one of your peers in your [Squad on The Portal](#). If you don't have a Squad, you can reach out to a peer from the main AiCE Learner Community on [The Portal](#).

- Request to complete this activity with them.
- Schedule a date and time that works for both of you.

2: Complete Section C of your Milestone #4 Worksheet

- Before showing up for the peer activity, make sure you have completed Section C of your Milestone #4 Worksheet. This will help you to be better prepared for the feedback you will receive.

PLEASE BRING THE ABOVE WORK WITH YOU TO YOUR PEER MEETING.

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION D: PEER Meeting Output

Step 6: Meeting Date, Time, & Location

Please list when and where your team meeting took place.

Step 6: Meeting Date, Time, & Location

- A. Date: 22nd March, 2024
- B. Time: 2pm
- C. Location: (Zoom)
- D. Peer Name: Ziona Anderson

Step 7: Selected Solution

Choose and specify the idea you are going with.

Step 7: Selected Solution

3. Introducing a social networking aspect to the app, allowing users to connect with fellow travelers and share their experiences and recommendations.

Step 8: Peer's Feedback

Please state which idea your peer found the most appealing during the conversation and explain the reason for their choice.

Step 8: Peer's Feedback

Introducing a social networking aspect to the app, allowing users to connect with fellow travelers and share their experiences and recommendations.

I suggested introducing a social networking aspect to the app because it can enhance the user experience and provide a sense of community among travelers. By allowing users to connect with fellow travelers, they can share their experiences, recommendations, and travel tips. It creates a platform for users to engage with each other, exchange valuable insights, and build a network of like-minded individuals who share a passion for travel. This social aspect can make the app more interactive, enjoyable, and informative for users.

Step 9: Reflection

In a brief paragraph, describe your experience with peer coaching, including what went well and areas for improvement.

Step 9: Reflection

It was a great experience and a good way to study .

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Step 10: Email to Stakeholders

Paste your email from the [Activity on email writing to stakeholders](#) in the box below.

Step 10: Email to Stakeholders

Dear WAGA Team,

I hope this email finds you well. I am thrilled to introduce myself as the newest member of our team. My name is Linda Lamptey, and I recently joined as the Product Development Manager. I have a strong background in project management and can lead initiatives from start to finish, ensuring timely delivery and effective coordination. Second, I have a keen eye for innovation and can actively contribute to brainstorming and implementing creative solutions. Lastly, I have experience in data analysis and can lead efforts to gather insights and make data-driven decisions.

Regarding our work rhythm, I believe in open communication and collaboration. I plan to regularly touch base with team members to ensure alignment and address any challenges promptly. Additionally, I'm open to feedback and suggestions to enhance our workflow and productivity.

One problem statement I'm eager to tackle is related to our project. We are currently facing challenges with optimizing our website's user experience, resulting in a high bounce rate. It is crucial that we address this issue to improve user engagement and conversion rates.

To facilitate discussions and updates, I suggest the following meeting schedule:

- Weekly team meetings on Monday and 10am]
- Bi-weekly project status updates on [The second week of every month at 10am]

I'm looking forward to getting to know each of you better and collaborating to achieve our goals. Please feel free to reach out to me if you have any questions or suggestions.

Best regards,
Lynda

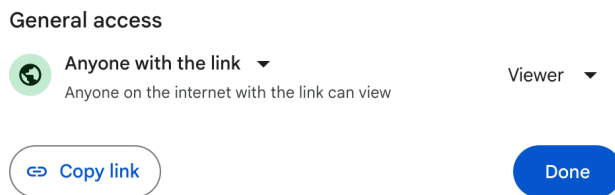


Step 11: AI Toolkit

To access your AI Toolkit, Go to your personal ALX AICE Google Drive, then locate your updated [AI Toolkit Spreadsheet](#). Make sure your AI Toolkit is updated and contains prompts and workflow optimization processes from the following activities:

- Visualizing Data Using Julius AI
- User Persona
- Email to Stakeholders

Next, Click "**Share**" (under the 3 dots) and adjust the settings so that it looks like this:



Then, copy the link and paste it in the box below;

Step 11: Your AI Toolkit
<p>https://docs.google.com/spreadsheets/d/1X25_-5JJxYO76s9wSI-UqTUcRzumh1b7g7t5WuUMk-c/edit</p>

If you need more help with this, Google for video instructions on sharing files in Google Drive, or ask a peer.

Step 12: Reflection on the use of AI

Take a moment to reflect on how you used AI this week, you are to write a short paragraph answering the following reflection questions:

Reflection on the use of AI

- 1. How did AI assist you in the writing process? Did it help you generate ideas, proofread, or edit your work?*
- 2. Did you feel that AI helped you save time or improve the quality of your writing?*
- 3. What potential drawbacks or limitations did you experience while using AI for writing?*
- 4. How did you use AI for prototyping? Did it help you create and refine designs or models?*
- 5. In what ways do you think AI can improve the prototyping process, and how might it be limited?*

Step 12: Write Your Reflection Response Here

- 1. AI has been a valuable tool in the writing process. It has helped me generate ideas by providing suggestions and prompts based on the context and topic. Additionally, AI has assisted in proofreading and editing my work by offering grammar and spelling suggestions. It's like having a helpful writing companion by my side.*
- 2. Yes, AI has definitely helped me save time and improve the quality of my writing. It can quickly generate ideas and suggestions, which reduces the time spent brainstorming. AI also helps catch errors and offers alternative word choices, enhancing the overall clarity and coherence of my writing.*
- 3. While AI is incredibly useful, it does have some limitations. Sometimes the suggestions provided by AI may not align with the intended tone or style of my writing. It's important to carefully review and adapt the suggestions to ensure they fit the desired voice. Additionally, AI may not fully understand the context or nuances of certain topics, so human judgment is still necessary to ensure accuracy and relevance.*

4. AI has been instrumental in prototyping by assisting in the creation and refinement of designs and models. It can generate design options, offer feedback on user experience, and help identify potential issues or improvements. AI's ability to process and analyze large amounts of data can provide valuable insights for prototyping.

5. AI can further improve the prototyping process by offering more advanced design generation and evaluation capabilities. It can analyze user feedback and behavior to inform design decisions, predict user preferences, and identify potential usability issues. However, AI's limitations lie in its reliance on existing data and algorithms, which may not capture the full range of human creativity and intuition. Human input and expertise remain crucial in the prototyping process to ensure a balance between AI-driven insights and human-centered design principles.