|  |  |  |
| --- | --- | --- |
| **Problem Solving (A3) Report** | **Topic:** If Walls Could Talk (IWCT) | **Date:** 8/17/2020 |
|  | **Name:** Ignacio Tampe |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **1. Identify a Problem** | **PLAN** |  | | **4. Propose & Implement Countermeasures** | | **PLAN/DO** |
| * It can be difficult to find the history of buildings especially abandoned ones. * To a certain extent, history is being lost. | | |  | | * System where users could request the history of buildings (*perhaps* to actual historical sources.)   + Historians could have permissions to dismiss facts, bypassing user verification. * System that can store the history of buildings * System that makes it easy for users to add history about buildings   + IE: This retail slot used to be held by Sears in 1980, later used by J.C. Penney * System that can add historical photos of buildings. * System that can ask users to verify the history of buildings   + IE: Ask each user if a certain fact is true or false or if a certain photo is attributable to that building.     - Possibly (optionally) ask each user why its false * System that can assign rewards to users who verify buildings correctly   + Compare what other users say, and reward those who go for the consensus (if the margin is large enough) | | |
|  | | |  | |  | | |
| **2. Set the Target** | **PLAN** |  | | **5. Check/Evaluate** | | **CHECK** |
| * Publicly display history/facts about buildings provided by users. | | |  | | **Expected:**   * Verify that building data is being entered, and that the data being entered is factual. | | |
|  | | |  | |  | | |
| **3. Analyze the Causes** | **PLAN** |  | | **6. Act and/or Standardize** | | **ACT** |
| * Not all buildings are interesting.   + Governments aren’t going to put up plaques in front of every building detailing their history * Traditional methods of building information are not easily accessible/readable by the public. * Although some people may remember it, they may not care to preserve it. The history of commonplace locations is strangely overlooked. | | |  | | **N/A** | | |

Template by Ignacio Tampe