
Small Group Formation

Objectives

- Introductions: Get acquainted with all members of your team
- Determine the best outside-class weekly meeting times
- Brainstorm ideas for your application software development project
- Complete the Group Exercise and turn in results

Step-By-Step Instructions

NOTE: One or two people per team MUST volunteer to be a SCRIBE for the team for today's lab. One SCRIBE must have some paper and a pen/pencil to write with. The other SCRIBE must have a laptop that they can use to create a document (text file or WORD document.)

1. Introductions: Get acquainted with all members of your team

Teams form and stand together in a small circle in part of the lab classroom, OR anywhere in CSEL.

Go around the circle as each team member states his/her name, HOME TOWN, major, year in school. After you introduce yourself, you must tell the team where in the world you would like to go for your three-week "dream" vacation, to be scheduled in May after school is out and before you begin your summer work/school.

After all team members have introduced themselves, each team member must go around the circle again, and clearly state the first name of each other team member. It is OK if you have to ask for help.

2. Meeting Time: Determine optimal weekly meeting times.

The team MUST gain consensus on your primary meeting day/time for the team to meet outside of class time to work on the project. You should plan on meeting two hours per week as a team. This can be in ONE 2-hour session, or TWO 1-hour sessions. You should think about and discuss WHERE the team will meet as well, but the location does not have to be documented at this time.

NOTE: NOT coming to consensus is NOT an option. Every team must designate a meeting day/time. Every team must document and turn in their agreed-upon meeting schedule.

3. Brainstorm ideas for your application software development project

As a team, you must determine what kind of software application you want to build. Today's decision is NOT locked in stone forever. Rather, it is a starting point for collecting ideas and discussing the pros & cons of each idea. As a team, you can agree to change direction over the next several weeks if necessary.

During this lab, you should solicit at least ONE application idea/concept from each team member. Then, as a team, you should discuss, vote, and choose your TOP FOUR application ideas. You do not need to rank them one-through-four. Just document them. Then for each application concept, you must document the overall basic application architecture that you think you will use to build the application. For example: a mobile application, a computer-based game, a web site hosted on your PC, a web site hosted in the cloud and available to the public, a RaspberryPi-based data collector, etc. etc.

Also, you must brainstorm and achieve consensus on your TOP FOUR choices of your team name.

You will have another week or so (with Milestone One deliverable) to decide your final application idea and team name.

4. Group Exercise

As a team, you are going to have to work together to solve difficult problems. This little "brain teaser" exercise is designed to get you all working together. You must talk to each other, listen to each other, take notes, write down important stuff, etc. etc.

As a team, you must answer each of the questions on the attached exercise.

Turning in Your Results

Each team must create a document to capture the results of today's lab. The final lab deliverable document can be a text file or WORD document. Save your document as a PDF.

Before you leave the lab/recitation section, you must show your TA your final results document.

The lab results to be turned in must include:

1. Your team's GROUP NUMBER (ask your TA)

2. The names of all members of your team
3. Your TOP FOUR ideas for a team name
4. Your TOP FOUR application ideas, including a brief description of the architecture/platform for each of the TOP FOUR ideas
5. Your team's answers to the exercise questions, numbered 1 – 20.