week 2 report

Kawooma Elijah

(January 20th - 24th) 2025

1 Introduction

The second week of the workshop kicked off early morning Monday where we met our instructor, Mr. Solomon Opio, who lead us through Ideation and project management.

2 **THE TEAM:**

- Trevor
- - Elijah (me)
- - Rockdit
- - Angella
- - Shantal
- - Derick
- - Rita
- - Churchill
- - Paul
- - Seth
- - Joy

3 observations

Through out the week we learnt concepts around problem solving which were mainly practical:

1. we learnt how to come up with ideas - Ideation

2. We learnt how to look for real problems based off the SDGs by World Health Organization

3. We learnt to pinpoint who our solution will target i.e Our major users of the problem

4. We learnt how to get a viable solution to the problem we came up with

5. We learn to create a prototype of our work using tools like Figma.

6. We also learn to properly write a blog post and a weekly report

4 Progress

By the end of the week my GroupE had come up with a problem **Drug abuse** with our target user being **students**. The main causes of the problem to the user were:

1. Academic Stress

2. Peer pressure

The main solution we had to the major causes was the use of **Artificial Intelligence** in **Virtual Reality**

The main solution we loo

5 conclusion

As we march to the second week, our group will start engaging in making a working prototype of our solution and arranging a state of the art pitch deck to sell our idea.