

# Sketching with Hardware

## 11: Final Project

# Some Tips...

- Keep it simple, stupid!
  - Clear concept
  - Few features, but well implemented
- Think first!
  - Keep code and hardware tidy and modular
  - Document everything, take pictures
- Do not waste time
  - Create a schedule beforehand
  - Avoid complicated mechanical parts
  - Avoid building the same thing twice

The theme for the final  
projects is...

# Placeholder: Reveal the theme!

# Placeholder: Explain the theme

# Brainstorming

- Find a partner!
- Each group creates a poster:
- **Rough** sketches of at least **three** ideas (45 min)
- Concept should be clear
- Ignore technical aspects for now
- After that: Feedback

# Feedback

- Each group finds a spot for their poster
- One member stays at the poster and explains the concept
- The other member visits the other groups, provides feedback and marks their favorite on the poster
- When member two is done: Switch roles

# Begin of the Project Phase

- Budget for each group: xx€
- Rest of today:
  - Select a topic
  - Think about the technical implementation
  - Ask questions!
- Tomorrow:
  - Proof of concept
  - Define milestones and tasks
  - Shopping list (so things get shipped over the weekend)