

Group project - Instructions

To successfully launch your group project, you should:

- a) **Commence the project** by gathering your team and initiating the development process.
- b) **Identify the primary question** that your project aims to address.

That means you should meet your group mates and start building the prototype. While you may not have a complete grasp of all the details initially, or you might even discard this early version, remember that the act of building serves as a method of ideation.

Choosing your question

According to prototyping expert Scott Klemmer, [a prototype should answer a single question](#).

You might have an idea in mind, but want to check if your assumptions are viable. Or you might have thought about a machine learning model but have no data yet. Or you might have different alternatives to start and need to pick one.

Choose a question you want to answer (e.g., is my idea viable? is this model going to work? is the data good-quality? what if I start with streamlit? how should I layout all the widgets so that the user really understands what's going on?). Then, just start building the prototype as a way to answer that question.

You can think of the question as: "what important uncertainty do we want to reduce?"

Your submission

Once you've initiated the prototyping process, prepare to submit preliminary materials within the specified timeframe (to be announced on Moodle).

For this interim submission, I anticipate evidence of progress rather than a polished product. The objective is to demonstrate that your efforts are directed towards addressing the initial question posed.

You will need to submit:

- The **current iteration of your code**.
- A brief **visual representation** (video or screenshots) of your prototype's current state.
- A **written document** comprising two paragraphs detailing: a) Your central question. b) The manner in which your ongoing work contributes to answering this question.

- A **conceptual image** (hand-drawn, created with Figma, DaLL-E or similar tools) that illustrates how your prototype's present status aligns with the overarching vision.

🔗 “Release early, release often”

Imperfect and preliminary versions of your code are encouraged for submission. This approach of early exposure and feedback has proven to be more effective than striving for perfection in isolation.

You will not be graded for this assignment, just receive feedback. However, please note this assignment will contribute, together with future deliverables, for the following categories of the rubric:

- Originality: The end-result exhibit a non-trivial amount of exploration.
- Learning curve: The evolution of the prototype reflects continuous improvement and learnings over time.