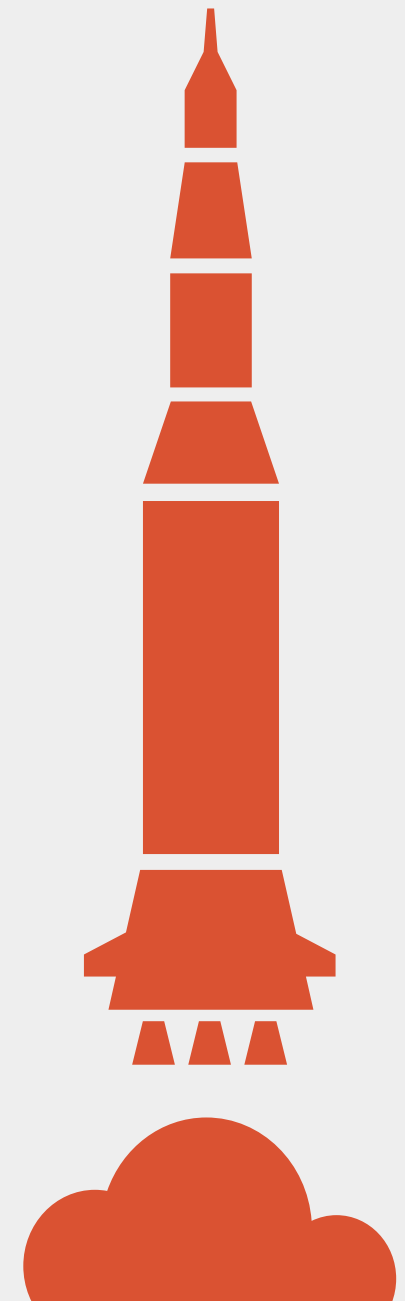




today



Check-in
Weekly intro
Info
The one day prototype
Check-out

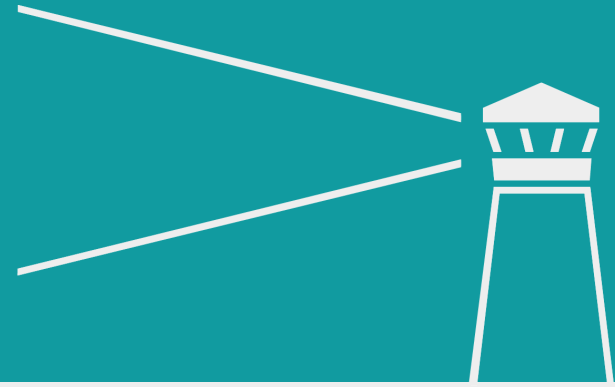


Check-in:

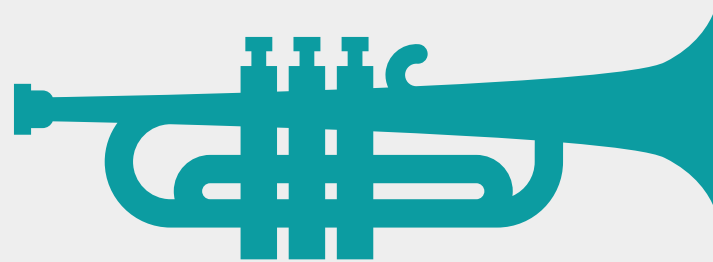
What gives you a
sense of
accomplishment?

weekly
intro

info



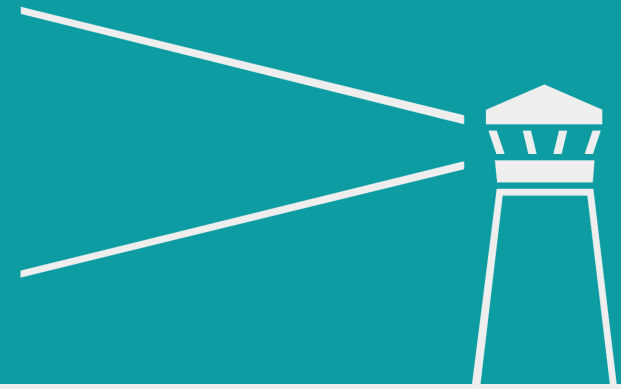
Individual sessions - topic status
Schedule until semester end



gift of
the week

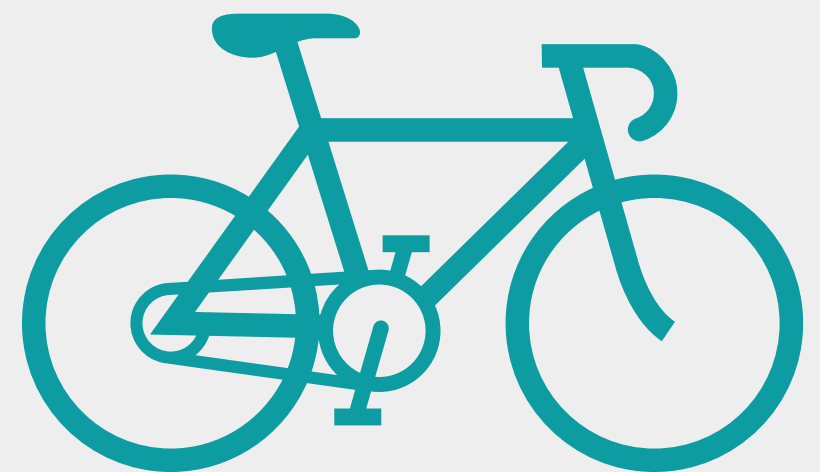
one day
prototype

one day prototype

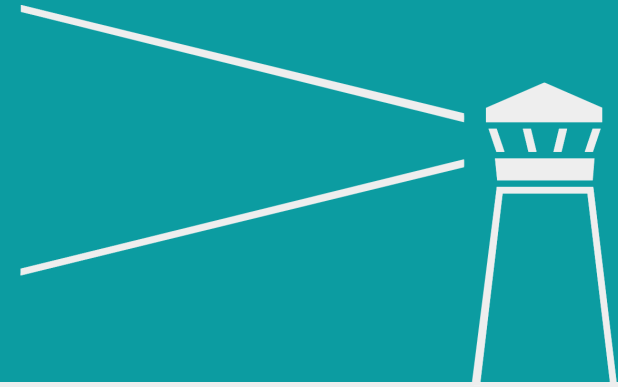


Intention: Apply CC skills and tools during a high-paced project.

Desired outcome: A tested and evaluated prototype.



guidelines

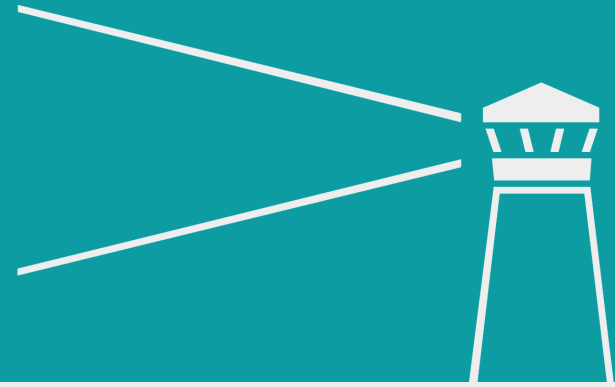


You will need to collaborate to complete the challenge.

All part deliveries will need to happen exactly on time - otherwise you have collectively failed the assignment.



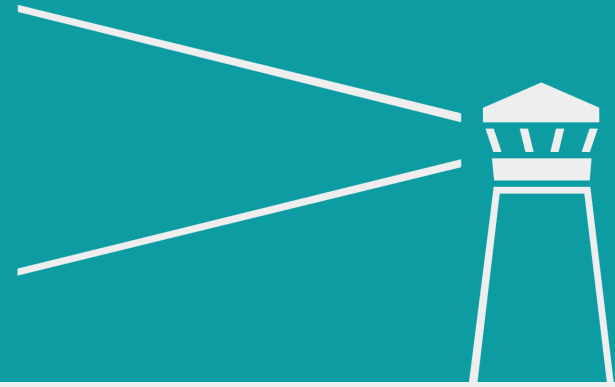
method



Zoom room will stay open the whole day, for discussions and project coaching. There will be a number of tight deadlines constituting a project timeline.

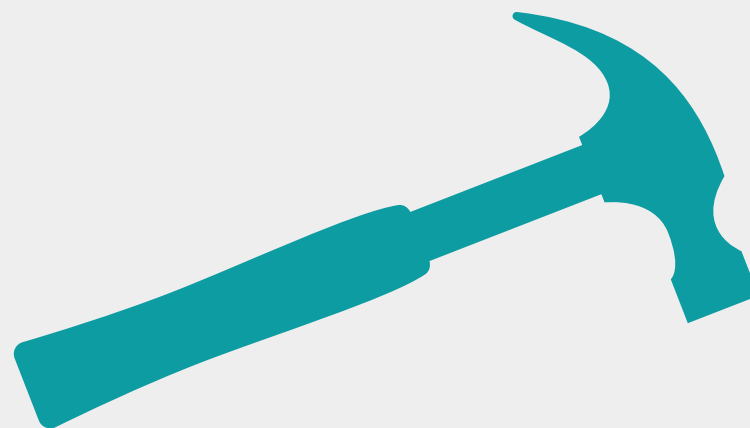


guidelines



The final prototype need to be tested. You will need to find at least three test users.

You have a lot of tools in your toolbox - pick the ones you need to solve the challenge.



time management



You have a very tight timeframe. What you are about out to do is not easy, but possible if you work efficiently.

Make sure to best utilize the skills available in the group. Take decisions quickly.

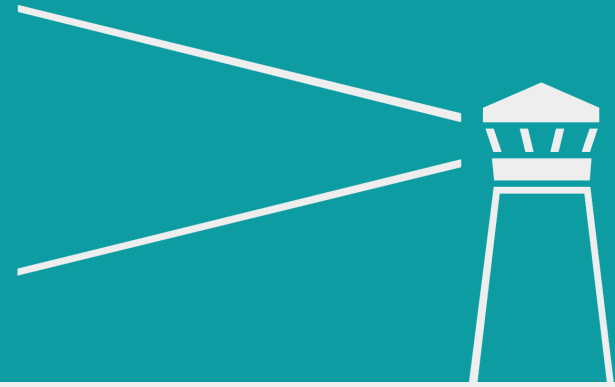
design question



How might we develop a product / service that can combats social exclusion in a time when distancing is the norm?



scope



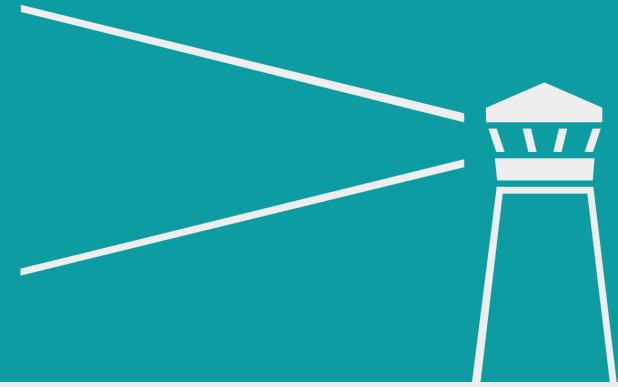
This question is probably too complex to address in its entirety within the time frame. In order to success you will need to define a scope. Think about:

Geography

Target group



roles



For efficiency, you will need to assign roles. You are free to choose as you wish; roles listed below are merely suggestions.

Process facilitator

Decider

Lead prototype designer

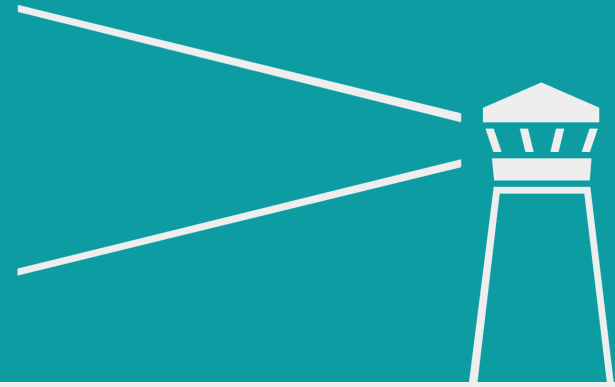
Test subject scout

Test conductor / interviewer

Tech & GDPR responsible



timeline



10.45	Role assignments & scope
11.35	Solution
13.20	First prototype draft
14.10	Test schedule and method
15.20	Test results
15.40	Reflection & evaluation



go go go

10.45

roles

scope

11.35

solution

13.20
draft

14.10

test

schedule

15.20
test
results

reflection & evaluation

breathe

reflection & evaluation

Did the prototype answer to the challenge in a good way?

How do you know?

If you chose to continue - how would the next prototype be different?



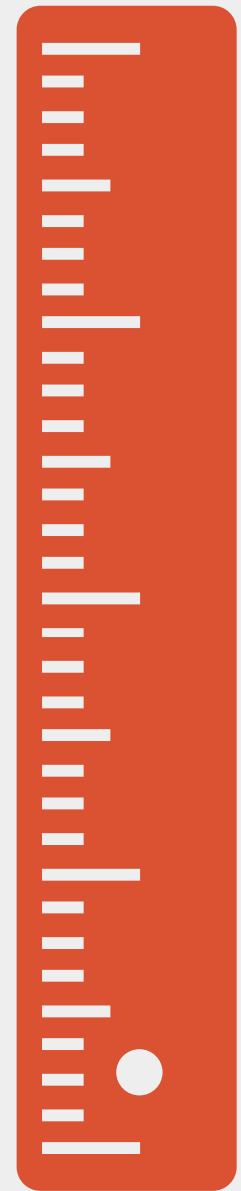
reflection & evaluation



How do you feel right now?

What did you do well?

What do you wish you would
have done differently?



Check-out :

What was the
highlight of
today?

exit