Lab 5: Prototyping with Marvel

Now that you know how to use it…

8-6-4-2 rapid prototyping challenge

The objective of this technique is that you create a "quick & dirty" app prototype inspired on a combination of 3 words (from the next slide). I will split you in breakout rooms of 4 members each.

1. The first version of your project has to be created in ~**8 minutes!**

2. Then, you have 5 minutes to share your prototype with someone from your group. That person has to post a comment on your design (using Marvel or through the breakout room's chat)
    1. Name your project after the main functionality of your app so that the person commenting can quickly know what the app is about!
    2. Comments can be related to the functionality or the aesthetics

3. Afterwards, you have **~6 minutes** to address the comment, then you have 5 minutes to share the prototype with another room member

4. This process gets repeated for a **~4 min** and in the end you have **~2 min** to finalise your design
    1. You don't get feedback on the last period

5. Once you have your final design, post the Marvel link in the discussion forum I will open in Moodle, with the 3 words you used for inspiration as the title of your post.

The list of words (choose one per column)

- Pizza
- Grocery
- Tracking
- Language
- Home
- Emotion
- Voice Recognition
- Historical Site
- Wireless

- NFC
- Taxi
- Coffee
- Health
- Events
- Fitness
- Transport
- VR/AR
- Face Recognition

- Schedule
- Geolocation
- Recipes
- Barcode
- Petrol Station
- Memorise
- Networking
- Motion Sensor