**Week 1 Discussion**

**Name:** Lachlan Pidgeon

**Grade:** HD

**What I'm good at:** HTML, CSS, Graphics, Researching, Video, Animation, Teamwork, 3D modelling

**What I’m looking for:** Hardworking, organised, fun person

**Name:** Charvi Reddy

**Grade:** HD for sure

**What I’m good at:** Research, Adobe Suite, Filming/Editing, Report Writing, HTML, CSS, using Github

**What I’m looking for:** someone who is motivated to do the best that they can

**Name:** Abdul aziz Jebara

**Grade:** HD

**What I’m good at:** Research, Script writer, Presentations, Pitch, Prototyping - Figma, Photoshop, Illustrator, 3d modelling and conceptual design thinking.

**What I’m looking for:** coder, reliable partner, motivated and devoted.

Start brainstorming ideas in response to the design brief:

* What are your ideas and goals for the project?
  + The brief is broad, start by thinking of the specific problem area you want to focus.
  + Take a look at what has already been done - websites, strategies, etc.
  + How does your idea build on/differ from what has been done before?
  + How will you achieve the idea? Rough ideas or sketches of your potential solution? Think big and refine later!
* Work out a regular team meeting time (separate from the meeting with your studio tutor)

Monday Afternoon

* How will you communicate with each other? - e.g. Slack, Facebook, etc.

Facebook group chat

* How are you going to keep track of tasks during the project? - e.g. Trello board, Google Docs, etc.

Trello board

1. After you have done some ideation with your partner, please check-in with your studio tutors in your assigned Zoom room to register your group and get some feedback on your initial ideas. If you are teamed up with someone from another room, check-in with either room that becomes available.
2. Create a GitHub repository for your team and add the content you have generated during this activity *(any file format is fine)*.
3. Submit a link to your team's GitHub repository on Canvas under *Assignments* > *Week 1 Studio Submission.*

Focus Area 1: Tackling COVID-19 Misinformation through Design

The world has been battling the Coronavirus disease 2019 (COVID-19) for some time now, which does not currently have any vaccines or treatments. The virus is spread through close contact via small droplets produced by coughing, sneezing, and talking. Common measures to prevent infection include frequent hand washing, physical distancing, and wearing masks.

Currently there is a lot of misinformation on the web about the virus, not based in scientific fact. The wrong information may lead to more people getting infected with the virus and stretching out the length of strict lockdowns.

In this brief we task you with providing information about COVID-19 to the general public. You are required to conceptualise, design and ultimately create a high-fidelity prototype of a web application which captures one or more of the United Nation’s (UN) coronavirus key messages [6] below:

* Personal Hygiene
* Physical Distancing
* Common symptoms and how to get tested
* Kindness contagion (helping each other through the difficult time)
* Myth-busting (common myths about the virus)
* Doing more (what citizens can do to help – charities, research, etc)

Meeting with Pat

* Dont focus on solution
* Research
* Figma, bootstrap, html/css