Methods

We use Workshop method to show what is possible and make the project more creative. SHOWROOM. The SHOWROOM methods aim at positioning your project against other available work. Important issues in the SHOWROOM strategy are ‘carefully compare’, ‘justify’, and ‘determine differences’.

* Ideation - one of the very first things we did when we began working on the assignment was to get together and brainstorm as many ideas as we could. As a result of that we came up with our general idea. Once we had that "mini brainstorm sessions" appeared and the idea was further developed.
* Sketching - we roughly sketched our application with the goal of having a good pitch for the client, but this technique actually led to more than just this positive result. We came up with a pretty decent idea of what the application will look like, based on that we discussed what should be used in its creation (as elements, etc.), what would the difficulty of the implementation be, etc. Naturally, it also helped us convey our idea in a way which was understandable enough for the client and teachers, that they mentioned it as a stand out point.
* Prototype - - the sketches we did also acted like a really, really version of a prototype, based on which we analyzed some of the potential difficulties in the development. A version of the application without any sophisticated design will be implemented in the very near future to further act as a prototype and give us an even more realistic overview of everything.

Showroom -WORKSHOP. This strategy is placed centrally on the schema. This strategy has to do with ‘hands-on’ experience. For example, implementing part of an application, designing a database, formulating a business advice, designing an organizational structure, etc. Sometimes the research task is focused on improving an existing solution, without considering the available work or application domain. For example, this strategy is suitable for a project where one uses many iterations to reach the end product step by step. During each new step or iteration new research questions or opportunities appear. Other strategies are then used in order to solve these new questions and opportunities. It is important to note that, only in exceptional projects only one strategy is used. In most projects it is necessary switch from one strategy to another in a high tempo. It is common to switch to other strategies from the WORKSHOP strategy, and therefore this strategy is positioned centrally between other strategies.

It is very important to execute this improvement in a methodological way while using the WORKSHOP strategy. During the form study, one can establish criteria (broad and thorough exploration), the process of finding a new solution can be documented or a development method as SCRUM. The important values in this strategy are “improve your solution” and “explore and refine”.

* Peer Review – a developer will swap when encountered a problem and will try to help prevent some bugs or flaws in the code. The developers will make a review on their peers code. This will limit any potential unwanted side effects. This is always a good idea also to make a more creative way of solving a problem.
* Pitch – we made a pitch to present our concept with our ideas. In the pitch we received more feedback on how and what to improve. This helps us with communications for our business propositions and to focus on one concept which really the client likes. We will try to implement his additional requirement making the application more viable to him.
* Unique Selling Point – the application stands out from the other ones in the pitch, making it more unique and it increases interest in it. That’s why the client really liked it and wished to see it in action. We wanted the application to have nothing in common with the others.