**Notes (written by Tudor):**

* Explain for who you want to solve the problem.
* Prevent some situations (like, give a big alert before the paper runs out, not when it already went out).
* Use scenarios, personas, storyboards.
* Use the new features with the already existing parts on the printers.
* Get more information about the printers and the environment where these printers are used.

**Notes (written by Nagi):**

* You should say what you will solve for each problem and for who.
* You have to put in case the machines do very high sound which might be an issue if the sound alert is in the machine or in the area of the machine.
* Should think about when the alert should work.
* To make the concept clear should think about scenario which solve real issue which might occur while the machine works or after .
* Persona is important to know who will be the user of the machine and what issue they might face.
* Find a way where lighting can help users to notice the alert.
* Ask people who are working in this environment to know how to reach the best use of the light .
* Printing is a small piece of the full process.

**Notes from teacher:**

* The idea of light is really good , but just make your idea clear such as where and when you will use the light and sound.
* Divide work and make deadline for the group