Generator

A great presentation with a very solid prototype that clearly demonstrates that the project is on the right track. Feedback from the previous presentations have also clearly helped to improve the design of the prototype; the biggest being the projection of the image from under the dome. It does seem though that this has caused some problems in regards to the sheet being obscured by some of your physical construction. It's difficult to avoid this clearly, however, you could consider using strong materials that are much thinner, such as wire. You could also look into getting clear plastic molded to a specific shape, although this may not prove time and cost efficient. Another aspect to consider is the type of weather associated with an emotion, not everyone is going to associate rain with a negative emotion, colours on the other hand are more general when linking them to emotions (e.g. blue for sadness, red for anger, etc.) but just be mindful of cultural differences. These issues can be mitigated by user testing on your intended audience.

Felicia and the Felines

Presentation was well done, major aspects of the project have been covered. The graphics look good and are appropriate for the intended audience and the theme of the project. The intended audience should be narrowed down to a specific age range rather than stating that it's for ages 5 and above, this would help you narrow down your focus of the design and the experience that you intend to provide. The prototype demonstrated is at an appropriate level of completeness at this point in time of the semester, however, attention to minor details such as sound and user prompts need to be covered as it adds to the overall user experience and user interaction.

First Responders

The prototype demonstration was pretty well done and the concept itself is very interesting and could be a very useful tool to backtrack on meetings or conversation topics. In that sense, a button that would allow the users to be able to look back on conversation topics or meeting agendas could convenient if someone missed out on the meeting. That being said, the table itself could serve as a distraction for employees and it would be difficult to keep track of all the ideas mentioned around the table. A suggestion for this would be to have a filter of some sort that filters out anything that's irrelevant to the workspace or meeting agendas and to cut out on the images to stop employees from getting distracted.

Do Not Disturb

Your group has demonstrated a comprehensive amount of research regarding both users and development. It's important to see that the both sides have been considered. On the note of users, the specificity of the user group is just as well researched. Snoozing seems to be an integral part of any kind of alarm system. With a typical alarm clock, users can snooze the alarm as many times as they deem necessary to stay in bed. One solution is to limit the number of times they can hit snooze, the other is based on the Amabile study on Motivation Synergy. It mentions that people are motivated by different a different set of in/extrinsic factors. A suggestion based on this would be to tailor the motivation to each user such that if they dismiss the notification they are deprived

of the short-term reward or supplied it once they complete the stretch. Boundary case users should also be taken into consideration, for example, people with disabilities would not be able to carry out the stretches. One option for this would be to create stretches that are tailor-made for their condition.

Cobalt

The prototype looked well done and the current iteration with the tokens seem to be heading towards a good direction, but the size of the tokens could be a choking hazard to the intended users. A choking hazard is anything that is smaller than 1.25 inches in diameter and between 1 and 2.25 inches deep (according to the US Child Safety Protection Act). Providing some physical artefact resembling a token but cannot be choked on. Another consideration is that there is a high likelihood of the tanks being used as a bin. Given, the system won't register a banana peel as a token but the banana peel will, nonetheless, be in the "water". User testing will be essential in determining whether or not maintenance of aquatic life is in the students' interests. If not, then some kind of incentive (whether internal or external) could be provided to the students e.g. if a fish grows completely (to its largest size), the student gets a sandwich/snack from the canteen.

Plant

This project boasts a very interesting concept that you have clearly put a lot of detail and thought into. However there are a few points where the concept appears in need of some further thought and consideration. Firstly, it was clear from the presentation that your target demographic for this project is young children, specifically of a primary school age. While this is indeed a good target demographic for fun, natural installations such as this, it's important to note that children of this age do not always have the strongest of attention spans. Many may lose interest in the idea after they notice the lack of immediate reward. A recommendation may be to increase the speed in which the plants grow, so that the growing process takes place over a single day. If this goes too far against your idea, then you may consider to instead add more systems based on immediate reward for the children; these may include some mini games revolving around specific plants or even something that requires teamwork. Another idea that could be interesting, is the addition of a physical plant. This would involve a fake plant that is designed to change based on what is happening in the system. For example, you could use lights on the plant to help communicate health. This added element of physicality might help to make the product more engaging to students as they can now see a physical plant in the classroom that changes throughout the course of the day. Overall, this project is very interesting and clearly well thought out, hopefully this feedback can help to make it even more so.

The Leftovers

A great presentation of what is a very interesting project. Your target audience is well chosen for this style of learning, it will be interesting to see how they react to it during user testing. There are a few points that can be made that should hopefully help improve your project. Firstly, the incentive to use the cubes could be improved. At the moment it seems like they don't really have a significant purpose that makes them more intuitive than a simple touch or hand gesture. It might

be best to clarify how exactly they improve the product or to instead come up with some new features that make the inclusion of the physical elements more appealing. Another improvement would be to up the theatricality of the design and display. It would be nice to see something brighter and more animated considering the target demographic; perhaps consider creating some animated characters that interact with the user? Overall, this is still a really good idea that with a bit of improvement could be extremely effective in making classroom learning a more fun and interactive experience.