Project 1 Ideate

Generate Ideas (3.1)

Each member of the team came up with multiple potential solutions

Po
- **no standard of price**

ask frank what the price is for the new book so both sellers and buyers can see (frank said yes)
- present average price for books
- **convenience**
  - Use current Facebook page but improve by:
    - Sort books by subject
    - posts need to have standard of format
    - requests be approved before posted out
      - (To ensure a standard format of all posts and also to limit redundant requests

Shaun
- Website: like a stock market, with buy orders and sell orders. You list your book, and you set a sell order. Others will compete with each other for the best price. If they want the book quick they can just buy directly at the price you set. If you need to sell the book faster, you can choose the best buy order and sell it to that person.

- Integration into STUCO store. Tell them to add a section titled "second hand used books" and then the books would be listed just like a stucco store product under the books section, with an evaluation of the book's quality done by stuco. The book must be received at the stuco store during lunch.

Will
End of year (summer) students choose to put their books at a deposit.
Deposit: students label their books with prices – access to view all books is granted
Deposit book day, then purchase day.
Put want to sell books during deposit day, then everyone chooses their books to buy during purchase day.

Daniel
Problem: Inefficient for sellers to find buyers
Sellers find teachers to advertise for them EX: Selling APCS textbook…then ask Ms. Jessie to asks her students who doesn't has textbook if they're going to buy a second handed one. As the result, sellers can easily find the buyers

Ask for the list of students in the class that the sellers are planning to sell the books to. Set up a group that keep track of who has text book, who plans to buy one outside of school, who plans to buy a second one…

Problem: Negotiation issue
Provide an average price, original price (new textbook), and high to low prices (provided by sellers), prefer prices (provided by buyer)

Provide list of textbooks going to be use next year (from Frank) and textbooks information

Refine Ideas (3.2)

We decided to come up with a criteria to judge our ideas and we evaluated each idea thoroughly.
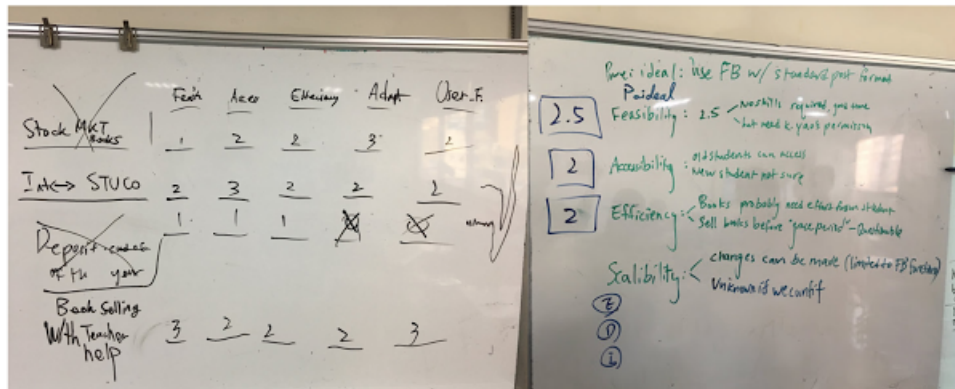
Criteria:

IDEA JUDGING RUBRIC

|	3 the best	2	1 the worst
Feasibility	- Idea can be easily implemented. - It requires little or no specialized skills to implement - Idea is realistic considering: - Time constraints - Can definitely be implemented under our time constraints - Authority constraints: - It is within our jurisdiction as students	- Idea requires some specialized skills to implement - Skills can be learned within the time restraints - Idea's feasibility is questionable - Time used for skill learning may impact time needed for other aspects of the project - Some aspects may be out of our jurisdiction and need the approval of those with the authority	- Idea requires hard to learn skills to implement - Skills cannot be realistically learned within time limits - Idea is not feasible because: - Skill learning takes up way too much time - Entire idea is outside of our jurisdiction and need the complete approval to implement.
Accessibility	People in the list can easily access our system: - Both new and old students - Antisocial people - Lazy people, who don't want to put many effort selling or buying books - Busy people, who don't have much time dealing with buying/selling books. Known and used by the whole school	Most of the students in school heard about the system, but only a part of them actually using it. Might not take care of those newbies and antisocial-media people (people who are not addicted to facebook)	Only our group (3 people) and a few others (old students) know and use the system for buying/selling books.
Efficiency	The transaction can be completed with minimum effort and as fast as possible. So that the seller is able to sell their book before the end of the "grace period" and likewise for the buyer	The transaction can be completed with little effort, and is sometimes faster and sometimes slower than the traditional method of selling/buying books. Most books are sold/bought before the end of the "grade period"	It is slower than and takes more effort to use than the current system.
Adaptability	- Most of changes can be made based on user feedbacks. - The system is well developed to fit in all the possible situation (new school policies, other problems met during the implementation of the system)	- Idea has the possibility for expansion, but it is limited - Idea has some potential to adapt to changing circumstances, but the possibilities are limited	- Idea cannot be expanded and has no way to adapt to user feedback - Idea can only be applied to current circumstance, with small changes in circumstance rendering the project useless in the case of new policies,
User-Friendliness	- User is able to learn how to use the system/platform/rules autonomously during their first book sale/purchase. - Process is easy to remember for future transactions.	- User is able to learn how to use the system/platform/rules autonomously via the help of a tutorial/+ video - Process can be learned by watching someone else do it	- Process requires studying of the tutorial in order to pick up. - Less than ⅔ of the users know how to use the platform

IDEATE
THE IDEA ELIMINATION PROCESS
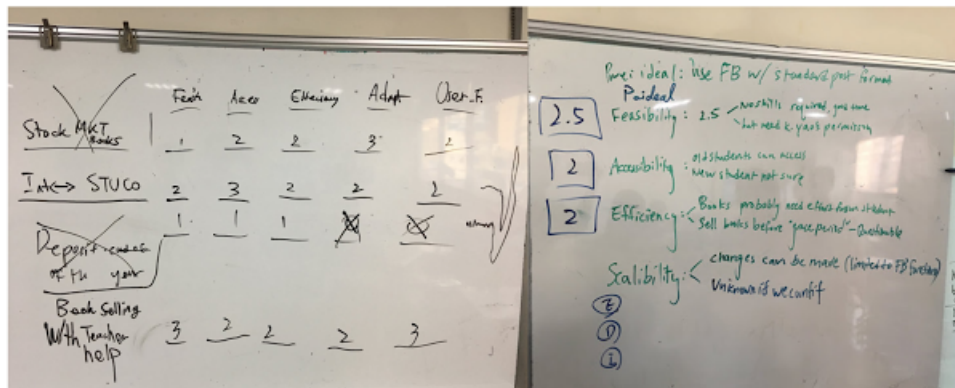
We put all our ideas onto the board and we scaled each section of our rubric on a score out of 3. Each person would propose a score, defend it, and see if others agreed. If agreed, the score would be put on the board. If not, a conclusion would be debated and if a conclusion could not be made, we averaged our ratings.

In the end, it was decided that the most do-able solution would be to modify the existing Facebook group by setting regulations that would benefit both buyer and seller.

Develop a Plan of Action (3.3)

Planned Course of Action

week	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6	7
8	8	9	10	11	12 Prototype Idea Finalized	13	14
9 (Unit 3)	15	16 Prototype finished	17 GET FEEDBACK	18 GET FEEDBACK	19 GET FEEDBACK	20	21

10 (Unit 3)	22	23 Prototype 2 finished	24 GET FEEDBAC K	25 GET FEEDBAC K	26 GET FEEDBACK	27	28
11 (Unit 4)	29	30 FINISH PRESENTATION	31 REHEARS AL	Nov. 1 REHEARS AL	Nov. 2 FINAL DUE DATE		

Although initially, we planned to finish the initial prototype on the 9th. But we had to push it back a few days to the 12th because we didn't have enough time.
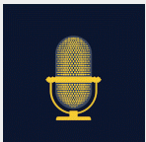
Lists of tasks that need to be completed

1. Finalize our initial prototype idea
2. Finish our initial prototype
   a. Get feedback from at least 5 users
3. Reiterate.
4. Finish our second prototype
   a. Get feedback from some users from previous prototype as well as new users (Minimum of 5)
5. Finish the presentation and powerpoint
6. Rehearse the powerpoint