

## CA 2 ASSIGNMENT BRIEF

Course	TU856 Computer Science
Module	Communications for Computer Technologists
Academic Year	2022 - 2023
Lecturer	Helen Sheridan
Assignment Title	Group Design Thinking Project & Presentation Related tasks: learning styles & academic writing quiz
Date issued	10/10/22
Submission Deadline	<b>Formative feedback:</b> 31/10/22 to 03/11/22 <b>Design Thinking process:</b> 21/11/22 <b>Presentations:</b> 28/11/22 to 12/12/22

### Submission Format

- ✎ **Miro Group Boards:** Boards showing individual and group work in Miro. Please make sure to indicate your individual sticky note colour in the first task.
- ✎ **Group Presentation:** 10 minute presentation. PowerPoint presented in lecture theatre to class group. Each student participates in presentation. Schedule will be shared.
- ✎ **PDF of Presentation:** Exported PowerPoint to PDF uploaded in Brightspace. Each student will upload copy.

### Assignment Brief and Guidance

#### Scenario

You have been tasked with employing a design thinking process to define, empathise and ideate a problem and present a range of possible solutions to this problem. Since this module is designed to equip students with the necessary skills to function in a working environment you will be given a set of exercises or tasks where you will work as a group and individually. These tasks will teach you team working, visual communication, written communication, negotiation and presentation skills. Upon completion of your design thinking exercises each group will design a 10 minute presentation in PowerPoint which will be presented as a team to your class peers.

#### Design Thinking Tasks in Miro (40%)

The design Thinking process will include the following tasks: Problem selection, Problem statement, Stakeholder map, Persona design, Scenario written task, Empathy map, As is scenario, Pain point definition, Big ideas and Prioritisation

#### Presentation in PowerPoint (40%)

Your group presentation of 10 minutes: A pitch of your idea to the whole class.

- What is the problem you are trying to solve?
- Describe your design thinking process succinctly
- How will your design solve it?
- Who are your end users?
- What big ideas did you develop?
- What technology will you create? i.e. an app on a device? A piece of hardware? A user interface?

#### Related Tasks

**03 Oct 2022: Learning Styles Task 5% :** In conjunction with your group project you will complete a Learning Styles task in class.

**27 Oct 2022: Academic Writing Quiz 5%:** You will also complete a quiz containing 10 multiple choice questions on the topic of academic writing.

## Grading Rubric

Assessment Criteria	Maximum Mark	Learner Mark
<b>Group Project</b>		
• Problem selection	4	
• Problem Statement	4	
• Stakeholder Map	4	
• Persona design	4	
• Scenario written task	4	
• Empathy map	4	
• As is scenario	4	
• Pain point definition	4	
• Big ideas	4	
• Prioritisation	4	
<b>Subtotal</b>	40	
<b>Presentation</b>		
• Problem Statement identified and communicated clearly	5	
• Design thinking process described succinctly	5	
• Big ideas identified to solve problem	5	
• End-users identified	5	
• Technology you will create described	5	
• Introduction and conclusion, good handover between team members, well structured	5	
• Presentation designed taking into consideration visual and written communication	5	
• Voices used effectively considering tone, pace and content and length of presentation adhered to: 10 minutes	5	
<b>Subtotal</b>	40	
<b>Overall Mark</b>	80	