

Reflection and Synthesis

Firecracker

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Feedback and decisions

Based upon your notes from the technical review, synthesize the feedback you received addressing your key questions. How do you plan to incorporate it going forward? What new questions did you generate?

The best feedback we received was probably regarding how we set up the Firecracker desktop widgets. We did a live demonstration of writing a configuration file and running it. The three of us felt that it was pretty straight forward, but that's also because we have been working with it for the last few weeks. The feedback was a pretty big consensus that a Graphical User Interface to set up the custom widgets would be more desirable. That is going to guide our next steps: creating a configuration file generator from a GUI.

We also got some good feedback on other features that we should incorporate into widgets. One example was a dialog box that could be typed into and would automatically call up a browser search, making it one click shorter. Another example was a hotkey that would call all of the widget windows to be in front of all the current windows open, so the user could check the weather widget by simply hitting the hotkey instead of minimizing their tabs to find the desktop wallpaper.

Review process reflection

How did the review go? Did you get answers to your key questions? Did you provide too much/too little context for your audience? Did you stick closely to your planned agenda, or did you discover new things during the discussion that made you change your plans? What could you do next time to have an even more effective technical review?

Ben gave us some good feedback about how we asked some our questions. The biggest one was the uselessness of asking the "would you use this product?" question, since people don't want to hate on our product after we present it too much! Moreover, we learned that asking a poll or an open-ended question, such as 'what other types of widgets would you like to see?' isn't the most effective way of getting feedback. In the future, a better and even more interactive way to go about this

would be to tell the audience to turn to the people sitting near them and go to a board. Then, each team could try to write five ideas they would use, then discuss with the other teams later in the period.

On a more technical side, we should have practiced with setting up the monitor and extending displays stuff, because that was a hassle and detracted from our presentation a little bit, since it was difficult to drag windows over to the projector screen and such. We should have practiced that or just duplicated the displays so our presentation would run smoother.