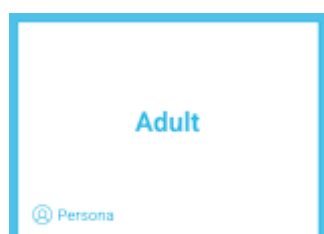


Where



Describe the main **location** where your smart thing is. Take inspiration from the location cards.

Who



Describe the main **users** of your smart thing. Take inspiration from the **persona** cards.

What



Describe the **physical** shape of your smart **thing**, which embeds a **Raspberry Pi**. Take inspiration from the **thing** cards.

What for



What is the smart thing meant **for**? Take inspiration from the **mission** cards.

Place hereby the necessary input and output cards to develop your idea of smart thing.



Sketch your smart-thing idea hereby, with a **pattern** similar to the following one (try referring to **all cards** used so far):

whenever a [persona] is at [location] and wants to [mission], she/e uses [thing]; **if** _____ with [input] [input] then [output] [output] else _____

Whenever a person is in a room in Bolzano with a plant connected to our smart-thing and wants to know temperature outside, he can press a button and the temperature is read out loud via a speaker. Furthermore, the plant will be watered whenever the moisture sesor place in its vase detects the soil is dry. The amout of water given to the plant can also be determined by the user pressing buttons that increase or decrease it.

Time to **reflect** on and **revise** your idea with the help of your **peers**! The more you revise it now with the help of constructive critics and reflectin cards, the better your smart thing will be.

Start: IoTgo

This board helps you **design** your group's smart thing.

Start from the context you were presented with and write down some **relevant inspiration projects**.

Do the cards you selected (place, mission, person, thing, etc.) make sense for the story? And put together?

No

No

No

No, but...

Yes 'cause...

Yes, because they represent correctly what our project wants to accomplish

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