ALX AICE: Milestone #4 Worksheet

SECTION Zero

Step 0: Completed Survey

Complete the placement survey by clicking here. After completion, take a screenshot of the thank you page and paste it below. Once done, go back to Savanna to continue your learning journey.

To take a screenshot on Windows, use Alt + PrtScn
To take a screenshot on Mac, use Shift + Command + 5
You can use Ctrl + V or Command + V to paste the screenshot in be box below.

Kindly complete the survey by clicking here.

Step 0: Completed Survey

SECTION A: Visualized Data

Step 1: Visualized Data

To complete this activity, you need to access the "UN Data on Refugees (AiCE <> Dataset)" dataset and make sure you have visualized the data given to you.

To do this:

First, find the total number of refugees in each country using Tab 1 (Data) Tab.

Country or territory of asylum or residence**	Refugees**
Afghanistan	72226
Albania	
Algeria	
Angola	

Once you have done that, make sure you have visualized the data using a Bar Chart, Pie Chart (Activity: Visualize Your Dataset (Part A)), and your visualized data from Julius AI (Activity: Visualize Your Dataset (Part B)).

After that, you need to paste the link to the copy of your worksheet. Please ensure that the link you are pasting can be viewed by anyone, and the setting should be set to "anyone with the link can view."
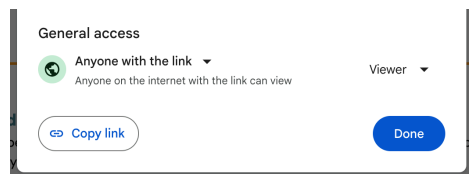
Step 1: My Visualized Data
https://docs.google.com/spreadsheets/d/1UmFNvGVaZD1--a_GCxTCT7jimka9q3Ne48MJ5R_iyzs/edit?usp=sharing

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION B: User persona

Step 2: User persona

Paste the links to both user personas from this activity in the box provided below, and ensure your user persona has the correct file name.

The user persona was created manually with Canva, in Part A of this activity: [Create Your User Persona](#)

Step 2a: Manually Created Userpersona
https://drive.google.com/file/d/1bgwhGvRbOKWLPerjU1j4petZGqkZxCY7/view?usp=sharing

The user persona was created with user persona dev in Part B of this activity: [Create Your User Persona](#)

Step 2b: AI Created Userpersona
https://drive.google.com/file/d/1roRol0VuWpWloNUuOtQXt44Z–M8YLBjl/view?usp=sharing

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION C: Before Your Peer Meeting

Step 3: Restate your problem statement

Please write your problem statement from week 2 here *(This is the problem statement you wrote based on your simulation activity at Waga).*

Step 3: My Problem Statement
The African tech industry faces a significant challenge with limited access to affordable internet connectivity across rural populations. This lack of connectivity hinders economic growth, exacerbates social inequalities, and limits educational opportunities. There is a clear gap between the current state of limited internet access and the desired state of widespread, affordable connectivity that fosters innovation and development across all sectors.

Step 4: Bad Idea Brainstorm

BEFORE your peer meeting, conduct a Bad Idea Brainstorm with yourself. List at least 10 bad ideas for how you might solve the failed launch of VacAI. You can get completely ridiculous. For example: Asking users to upload a blood test before they can download the app, etc. The dumber the idea, the better! The purpose of this is to get your mind open to generating ideas without fear of them being wrong, dumb, or bad. (Stay in divergent thinking.)

Need help? Click **"Give Me a Bad Idea**" on this website http://labs.jackpine.co/projects/FirstBadIdea/ to get some inspiration.

Step 4: Bad Ideas
1. Implement a mandatory daily quiz on quantum physics before accessing vacation planning features.   2. Require users to submit handwritten childhood dream letters for account creation.   3. Introduce hourly Sudoku puzzles for premium vacation deal access.   4. Send personalized insults via email for 24-hour app inactivity.

5. Create a VR maze with angry geese to unlock vacation itineraries.

6. Mandate a dance routine to book accommodations.

7. Utilize voice recognition responding only to pirate slang.

8. Solve ancient mythology riddles for flight discounts.

9. Send surprise glitter/confetti packages for successful bookings.

10. Collect virtual "vacation coins" through household chores for travel deals.

Step 5: Possible ideas

Next, list at least 5 "possible ideas" to address the problem with VacAI. These do NOT have to be good ideas. The only constraint is that they should just be at least theoretically possible. It could be adding a simple user onboarding process or introducing an entirely new dashboard. You're still in Divergent thinking here, so don't judge your ideas as good or bad.

Step 5: Possible Ideas

1. Develop a feature for users to create personalized travel itineraries within VacAI.
2. Implement a rating system for accommodations and experiences based on user feedback.
3. Introduce a chatbot feature for instant customer support and travel advice.
4. Partner with eco-friendly tour operators to promote sustainable travel options.
5. Create curated travel playlists or podcasts to enhance the journey experience.
6. Offer discounts or exclusive deals for users booking through the VacAI platform.
7. Integrate a currency converter tool to facilitate budget planning for international trips.

Once you finish this section, follow the steps mentioned below to find a peer for your next activity. A peer refers to a fellow student/learner enrolled in this AiCE program, and you are allowed to choose up to three peers for the peer activity. However, while filling out Section D

in your Milestone #4 worksheet, you only need to report on one chosen peer. This peer meeting should be online on any platform of your choice.

Step 1: Reach Out to a Peer

1: Message one of your peers in your [Squad on The Portal](#). If you don't have a Squad, you can reach out to a peer from the main AiCE Learner Community on **[The Portal.](#)**

- Request to complete this activity with them.
- Schedule a date and time that works for both of you.

2: Complete Section C of your Milestone #4 Worksheet

- Before showing up for the peer activity, make sure you have completed Section C of your Milestone #4 Worksheet. This will help you to be better prepared for the feedback you will receive.

PLEASE BRING THE ABOVE WORK WITH YOU TO YOUR PEER MEETING.

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION D: PEER Meeting Output

Step 6: Meeting Date, Time, & Location

Please list when and where your team meeting took place.

Step 6: Meeting Date, Time, & Location
A. Date: 5/7/2024 B. Time: 9:00pm C. Location: *(Online platform of your choice): Google Meeting* D. Peer Name: Melaku Demeke

Step 7: Selected Solution

Choose and specify the idea you are going with.

Step 7: Selected Solution

VacAI will feature personalized city exploration routes based on users' interests, inspired by Sarah's love for street art and urban discovery.

Step 8: Peer's Feedback

Please state which idea your peer found the most appealing during the conversation and explain the reason for their choice.

Step 8: Peer's Feedback
Melaku and I are excelling in addressing VacAI's issues with a fantastic solution, marking significant progress and achievement.

Step 9: Reflection

In a brief paragraph, describe your experience with peer coaching, including what went well and areas for improvement.

Step 9: Reflection
Engaging in peer coaching was a valuable experience, offering insights and perspectives beyond my own. The constructive feedback provided by my peer, Melaku, was particularly helpful in refining our approach to solving issues within the VacAI app. The collaborative environment fostered innovation and encouraged open communication. However, ensuring consistent communication and scheduling regular check-ins could enhance the effectiveness of the peer coaching process. Overall, it was a positive experience that facilitated growth and learning.

Step 10: Email to Stakeholders

Paste your email from the [Activity on email writing to stakeholders](#) in the box below.

Step 10: Email to Stakeholders

Subject: VacAI Update: Final Solution and Idea Generation Reflection

Dear Stakeholders,

I'm pleased to share that after rigorous idea generation, we've finalized a solution for VacAI. It integrates personalized itineraries, a rating system, a chatbot feature, and curated travel content.

Reflecting on the process, ideation was dynamic yet challenging. We balanced innovation with practicality, leveraging diverse perspectives to refine ideas effectively.

Updates to VacAI include the finalized solution and UI enhancements. We'll present the prototype next week for your feedback.
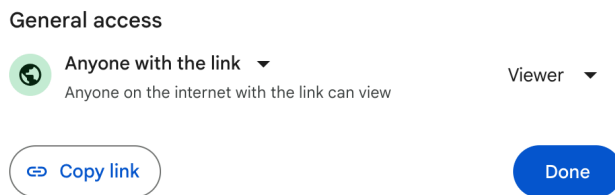
Best,

Step 11: AI Toolkit

To access your AI Toolkit, Go to your personal ALX AICE Google Drive, then locate your updated [AI Toolkit Spreadsheet.](#) Make sure your AI Toolkit is updated and contains prompts and workflow optimization processes from the following activities:

- Visualizing Data Using Julius AI
- User Persona
- Email to Stakeholders

Next, Click **"Share"** (under the 3 dots) and adjust the settings so that it looks like this:

General access

🌐 Anyone with the link ▾
Anyone on the internet with the link can view

Viewer ▾

🔗 Copy link

Done

Then, copy the link and paste it in the box below;

Step 11: Your AI Toolkit
https://docs.google.com/spreadsheets/d/1Sli1ZjlBuGqybjTdC_NtlQ2n8WtzbiZk76vh7OESbxQ/edit?usp=sharing

If you need more help with this, Google for video instructions on sharing files in Google Drive, or ask a peer.

Step 12: Reflection on the use of AI

Take a moment to reflect on how you used AI this week, you are to write a short paragraph answering the following reflection questions:

Reflection on the use of AI
1. How did AI assist you in the writing process? Did it help you generate ideas, proofread, or edit your work? *2. Did you feel that AI helped you save time or improve the quality of your writing?* *3. What potential drawbacks or limitations did you experience while using AI for writing?* *4. How did you use AI for prototyping? Did it help you create and refine designs or models?* *5. In what ways do you think AI can improve the prototyping process, and how might it be limited?*

Step 12: Write Your Reflection Response Here
AI played a pivotal role throughout the writing process, aiding in generating ideas, refining content, and ensuring grammatical accuracy. Its ability to offer suggestions for improvement streamlined the brainstorming phase, facilitating the organization of ideas. Moreover, AI's proofreading and editing capabilities enhanced the quality of the writing by identifying and correcting errors efficiently. While AI significantly saved time and improved the overall quality of the output, its limitations became evident in its inability to grasp context and nuances fully. Human judgment remained essential to evaluate the relevance and appropriateness of AI-generated suggestions, ensuring the authenticity and coherence of the final text. In the realm of prototyping, AI served as a valuable tool for creating and refining designs or models. It provided sophisticated algorithms for data analysis, predictive modeling, and simulating user interactions. AI-driven insights informed decision-making processes during prototyping, facilitating rapid iteration and experimentation. However, challenges persisted in AI's susceptibility to biases, potential over-reliance leading to reduced human involvement, and complexities in accurately interpreting user behaviors. Striking a balance between leveraging AI's

capabilities and preserving human intuition and creativity remained crucial for effective prototyping.