

1 Schedule

Phase	Week	Studio Activities	Team Deliverables	Individual Deliverables	Client Interactions	Workshop Topic (ComPAIR each week)
Empathize & Reframe	#12, Jan 10	Getting started! Team expectations & operations, knowns & unknowns, research plans, client meeting prep	Minutes (incl. team expectations & operations agreement, list of knowns & unknowns, research plans, client Q's, spokesperson)		Fri Jan 14 @ 16:30; GOAL: Get to know the client & their issues	Team Formation and Research
	#13, Jan 17	Needs statement part 1 (problem definition and testing its bounds)	Needs statement worksheet (1st half), minutes	Pulse survey		Design Thinking - Empathy and Reframe
	#14, Jan 24	Project planning, high-level ideation, and client meeting prep	Project plan, minutes (incl. client Q's)	Portfolio (empathy artifact)	Fri Jan 28 @ 16:30; GOAL: Have a strong understanding & more certainty of what the problem is	Project Planning
Reframe & Ideate	#15 Jan 31	Revised needs statement, resulting design criteria, ideation to ensure 20+ unique ideas, concept selection, low fidelity prototyping (e.g. storyboarding)	Needs statement worksheet (complete), minutes (incl. ranked design criteria and selection results)			Concept Selection
	#16 Feb 7	Low/medium fidelity prototyping (e.g. storyboarding, rough CAD, mock-ups), peer feedback, client meeting prep	Problem definition report submission (incl. its evolution), minutes (incl. client Q's)	Portfolio (reframe artifact), full survey	Fri Feb 11 @ 16:30; GOAL: Are you on the right track? Will your proposed solution satisfy the client's need and be achievable?	MS Word Skills (incl. exercise)
Prototype & Feedback	#17 Feb 14	Medium fidelity prototyping & testing (e.g. CAD-level, mock-ups), instructor preliminary review	PowerPoint submission for instructor formal review (similar to fall term), updated project plan, minutes	Feedback reflection		Career & Life Design
Reading Week	Feb 21					
Prototype & Feedback	#18 Feb 28	High fidelity prototyping & testing (e.g. CAD-level/building something real), instructor formal review	Minutes			Conflict Management
	#19 Mar 7	High fidelity prototyping & testing (building something real)	Updated project plan submission (incl. reflection), minutes	Pulse survey		Presentations & Pitches
	#20 Mar 14	High fidelity prototyping & testing (building something real)	Iteration report submission (will be treated very seriously), minutes	Portfolio (prototype & testing artifact)		Advanced Excel Skills (incl. exercise)
	#21 Mar 21	Final touch-ups	Minutes, optional early submission of final report			In-Class Design Competition
Hand-over / Close	#22 Mar 28	Final presentation/pitch	Presentation/pitch, final report submission (based in part on prototypes and testing), minutes	Full survey	Mini (themed) showcases (time/date TBD)	No class (free work time)
Debrief	#23 April 4	Work on individual deliverables (with instructor/TAs available for support)	None	Assembled portfolio and design reflection, feedback reflection		No class (free work time)
Term end	Friday April 8th					

2 Project Grading

Winter Project: 85/200 Marks

Remember ES1050 is worth TWICE a single-semester course.

This means 1 mark out of 200 in ES1050 = 1 mark out of 100 in a single-semester course.

Winter Project Mark Breakdown

50%	Project Deliverables (Team)	20%	Problem Definition Report, incl.:
			Needs Statement Worksheet
			Problem Definition
			Reflection on needs & prob. def'n evolution
		15%	Project Plan, incl:
			Early version of plan
			Iterated version(s) of plan
			Reflection on plan evolution, execution and role in project success
		15%	Iteration Report, incl:
			One GOOD iteration of the solution
			Reflection on how the Needs Statement or Problem Definition directed the course of the Iteration
		40%	Final Presentation and Report, incl.:
			Comparison to alternative options (discussion on concept selection)
			Justification of project success or lack thereof
			Limitations to achieving greater success
			Heavy dependence on prototypes created and feedback/testing conducted
		10%	Minutes (TBD week)
25%	Design Process (Individual)	100%	Design Portfolio Critique, incl.:
			Empathy Artifact
			Reframe Artifact
			Prototype & Feedback/Testing Artifact
			Reflection
25%	Teamwork (Individual)	5%	Wk 13 Pulse Survey Participation
		5%	Wk 13 Survey Results
		10%	Wk 16 Full Survey Participation
		5%	Wk 16 Survey Results
		25%	Wk 17 Personal Reflection
		5%	Wk 19 Pulse Survey Participation
		5%	Wk 19 Survey Results
		10%	Wk 22 Full Survey Participation
		5%	Wk 22 Survey Results
		25%	Wk 23 Personal Reflection