

CPSC 3720

Lesson 10

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FYI

Friday Sept 11 and Monday, Sept 14 we will have a guest lecturer to discuss Design for our CUSports site.

Please be sure to attend!!

Wake Up in the Morning Game

BREAKOUT ROOM 1:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606682561/e65ec839636cc8d432efb070b9d751fb805a40bb>

BREAKOUT ROOM 2:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606773652/7a78acdb60b7479d81921c878d4580bf4dbd28ff>

BREAKOUT ROOM 3:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606783378/6356f301867adc9f0991a5a211773f865d6701c6>

BREAKOUT ROOM 4:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606823676/7e007c8f7c6f94db5979b84cb2ded63b464ae510>

BREAKOUT ROOM 5:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606837674/7bfd9289ee203c6150d27362726104f501505616>

BREAKOUT ROOM 6:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606856876/160ba106d054cec3e68ff46b8a28e56b297b6ac1>

BREAKOUT ROOM 7:

<https://app.mural.co/t/cufall20203720sec23157/m/cufall20203720sec23157/1599606881794/43022b1e6661fca815e3914d2fe7a83eef3a561e>

Wake Up in the Morning Game

Step 1: 5 MIN

Individually list your morning activities:

Write down in your virtual room sticky notes the activities you do from the moment you wake up until you make it to your first class (assume on campus).

It should be one activity in each sticky note and should be done individually. Be granular

Wake Up in the Morning Game

Step 2: 5 MIN

Collaboratively group the activities:

Take your activities and group them together under a common topic that will be their title. It's a group of activities with a common goal, for example, **washing and refreshing** can include activities such as brushing the teeth, taking a shower, going to the toilet, etc.

Each team should organize them into the groups with the topic as their title. The titles are the “backbone” activities.

Wake Up in the Morning Game

Step 3: 3 MIN

Order the group of activities by time:

Each team order the activities from left to right, sequentially, in a way that the order makes sense as a story with a beginning, a middle and an end (for example: wake-up, washing, breakfast, finish homework, email, listen to music, log into Zoom..).

Wake Up in the Morning Game

Step 4: 5 MIN

Order the activities by criticality:

Each team prioritize the activities in each group by criticality ordered from top to bottom, so that important activities are on top.

Wake Up in the Morning Game

Step 5: 5 MIN

- Imagine you had a very important test in the morning that you just cannot miss or be late to. Unfortunately, your alarm clock didn't do its job and you wake up late and have only 15 minutes to get out of the house!
- What do you do? Which part of the morning routine will you drop to fit in the minimal time you have?
- Draw a horizontal line through the activities so that all the activities they choose to do in such a morning are above the line and all the rest under the line.
- You need to reach class safely and be on-time with the minimum activities as possible.

Wake Up in the Morning Game

Lessons

- With the constraint of time our aim is still to realize the full “value” of getting on time to our class. In the process of minimizing the activities, we removed many of them in each step and left the process very thin and lean but still end-to-end.
- We don’t invest equally in each step – in some steps we left only one activity and in some we left more, depending on the step. Some steps were even entirely removed.
- Choosing the depth of each step is easier when the full picture is available since the alternatives are visible.
- Focusing on a single activity but in the context of end-to-end value helps development teams better understand the scope of the requirement. For example, preparing breakfast in the context of getting out of the house in 15 minutes is totally different from preparing breakfast for the family on a vacation morning. Communicating effectively the context helps to make the scope more precise and to trim the less important parts of the scope.

A dramatic photograph of a SpaceX Falcon Heavy rocket launching at dusk or dawn. The rocket is positioned vertically, with its three boosters clearly visible. A massive plume of fire and smoke erupts from the base, illuminating the scene. Several tall service towers are visible in the background, their silhouettes against the dark, cloudy sky. The overall atmosphere is one of power and technological achievement.

Failure is an option here. If things are not failing, you are not innovating enough.

Elon Musk