

# HILT MVP

This tightens the backlog into a **Minimum Viable Product (MVP) scope** that gets the **HILT Practice App** launched lean but valuable.

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## Sample MVP Scope – HILT Practice App



### MVP Objective

Deliver a **self-paced, practice-based app** where experienced learning designers can independently complete Human-in-the-Loop challenges, receive immediate feedback, and track progress — all within a **light, gamified experience**.

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### Included in MVP

#### 1. Onboarding & Navigation

- Narrative framing:

"As a learning designer, your role is to balance AI efficiency with human insight — to be the Human in the Loop. This app is your practice ground."

- Simple Challenge Map: 4 paths visible (*Prompting & Refinement, Bias & Ethics, Scaffolding & Sequencing, Assessment Quality*).
  - Skip option after first use.
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#### 2. Challenge Paths (Core Learning Flow)

- **4 challenges** total (1 per path, not full sets yet).
- Each challenge includes:
  - Scenario setup (AI draft with flaws).
  - Mini-lab simulation (drag-drop, multiple choice, or text edit).
  - Instant feedback (explain why correct/incorrect).

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### 3. Rewards & Progression

- **Concept Card** earned at the end of each challenge:
    - Title (e.g., "Bias Buster").
    - Key principle takeaway (1–2 sentences).
  - **Progress Meter** showing % complete across 4 challenges.
  - Local storage to remember progress between sessions.
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### 4. Technical & Experience

- Mobile-first responsive design (works on desktop browsers too).
  - Local save (no account creation needed for MVP).
  - Time per challenge: ~5–7 minutes.
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### Excluded from MVP (Future Phases)

- Multiple challenges per path (MVP = just 1 per path).
  - Optional reflective note entry.
  - Exportable Concept Deck as PDF.
  - Badge collection / avatar customization.
  - Adaptive difficulty.
  - Analytics/dashboard.
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### MVP Success Metrics

- Completion Rate: % of users finishing all 4 core challenges.
  - Engagement: Avg. time per session (target: 20–30 min).
  - Perceived Value: ≥70% of users report increased confidence in applying Human-in-the-Loop thinking (via post-use survey).
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## MVP Build Order

1. **Skeleton:** Onboarding → Challenge Map → Progress Meter.
  2. **Challenges:** Build 1 scenario + simulation type first, then replicate for 3 more.
  3. **Concept Cards:** Simple static display at challenge completion.
  4. **Polish:** Feedback clarity + responsive testing.
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 This MVP gives you a **complete, closed learning loop:**

Scenario → Decision → Feedback → Concept Capture → Progress.

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### SAMPLE CHALLENGES

#### Challenge Content Template