

Teams: Morning Section

- Running with Friends
 - Heidi So, Erica Putsche, Jin-Li Chang, Linsen Wu
- Tracking Mood
 - Mallika Mathur, John Allen, Viktor Farkas, Lauren Rakusin
- Distraction Tracking
 - Angel Suhardi, Graeme Britz, Max-Ferdinand Suffel, Jackie Chui, Bryan Djunaedi
- Subscription Management
 - Si Liu, Jennifer Kang, Vivian Lu, Lewis Lee
- Household Grocery Coordination
 - Antonio Diaz, Hieu Le, Peter Hu, Grant Azure

Teams: Afternoon Section

- Joint Pain and Activity Tracking
 - Daniel Luna, Mackenzie Miller, Saloni Parikh, Benjamin Tebbs
- Noise Exposure
 - Grant Neubauer, Luyi Lu, Garrick Li, Christopher Jung
- Discretionary Spending
 - Andrea Martin, Elise Neroutsos, Wanlin Li, Acacio Domar
- Water and Dehydration
 - Xinyan Fan, Tsunch-Chi Huang, Zhe Zhang, Ye Liu
- Tracking an Individual Education Plan
 - Jessica Wong, Sam Felker, Kristen Olson, Monique Franklin

Proposal Grading Criteria (out of 10)

- Problem and Motivation:
 - 1 point for identifying a problem in the status quo
 - 2 points for providing reasons why that problem is a problem
 - 3 points for providing additional analysis on that problem (statistics, making the problem concrete)
- Analysis of Problem:
 - 1 point for any analysis
 - 2 points for providing analysis on two aspects of how it is handled in the status quo
 - 3 points for analyzing three ways on how it is handled in the status quo or two ways plus an idea of how status quo could b improved
- Novelty and Creativity:
 - 1 point for having an idea
 - 2 points for having an idea which was novel or was a unique twist
- Report Clarity and Presentation:
 - 1 point for having a readable report
 - 2 points for turning in a report with something beyond text which added to (and did not detract from) the presentation

Project ideation

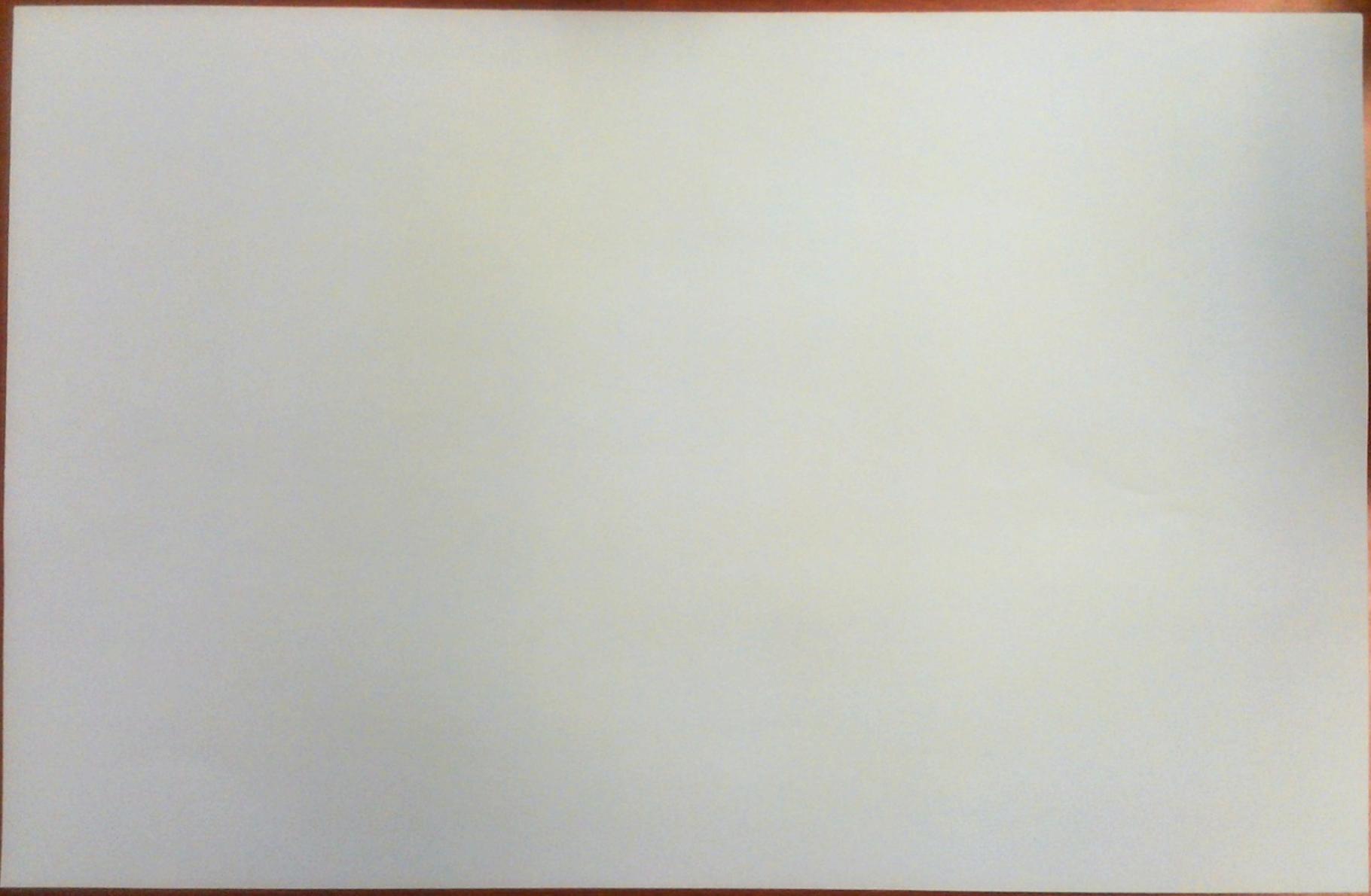
Close your laptops

Next 35 min: In your teams, brainstorm project ideas

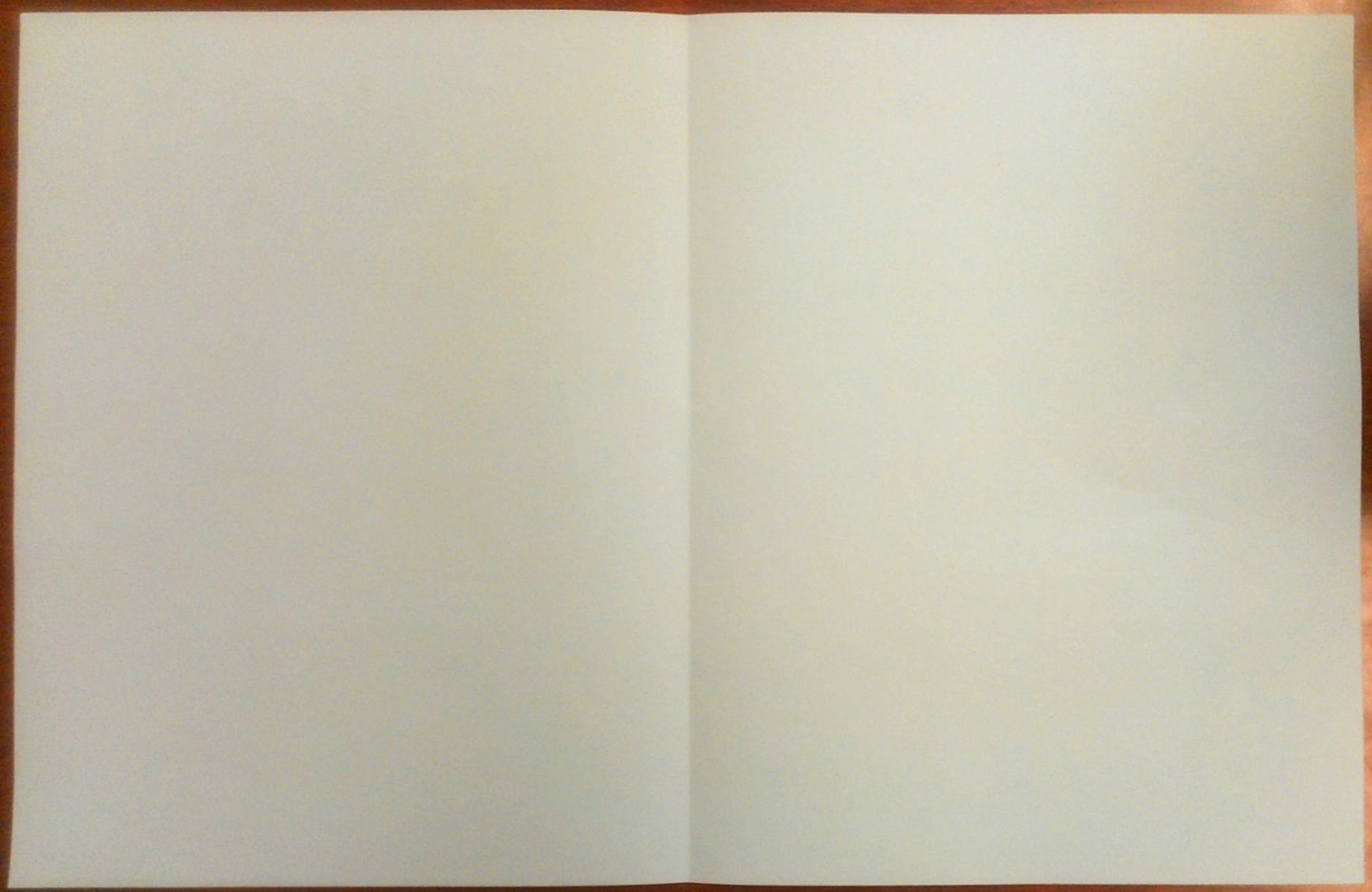
At the end of class: take a step back in your groups to discuss which ideas have the most promise.

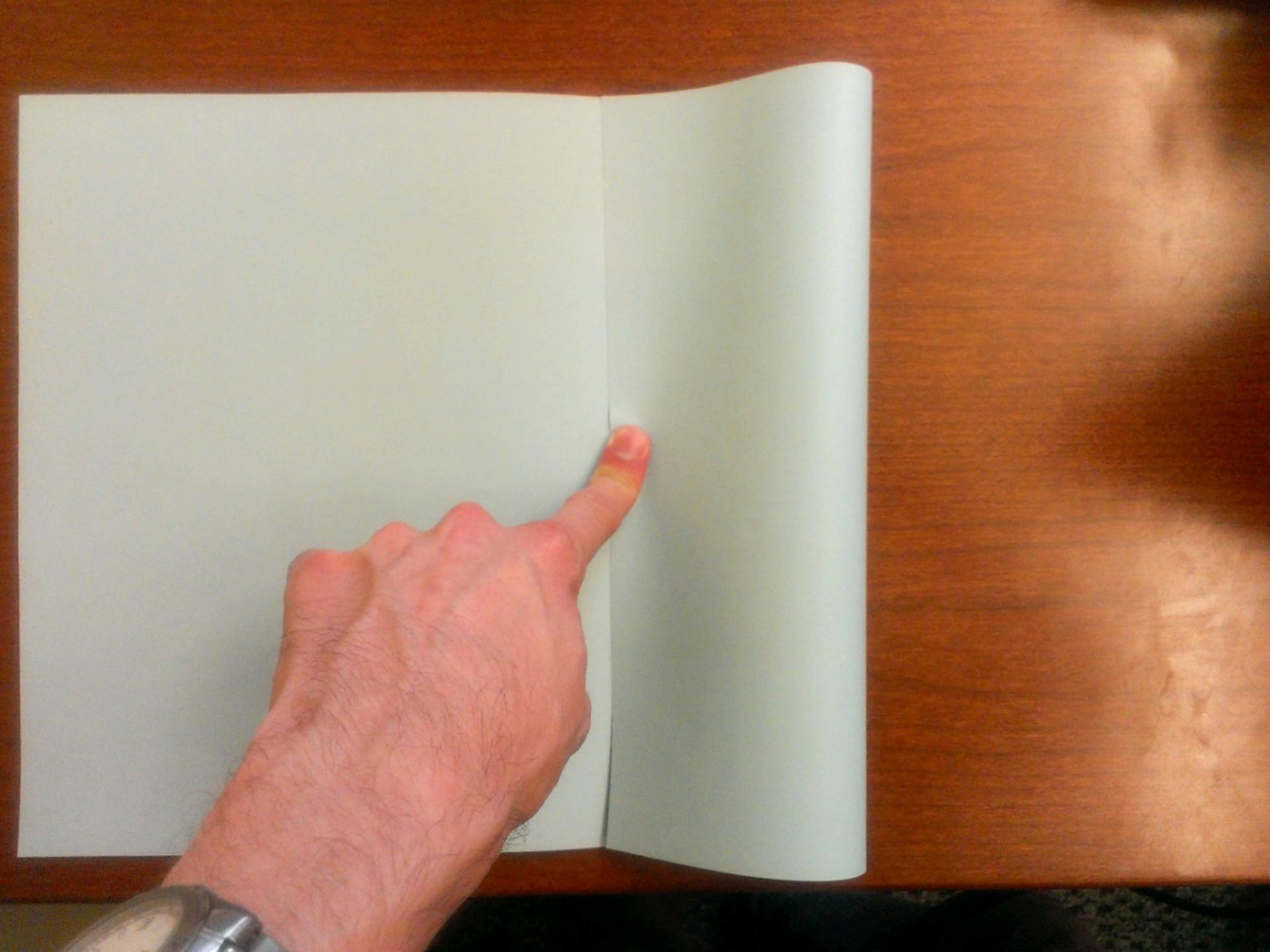
Project ideation

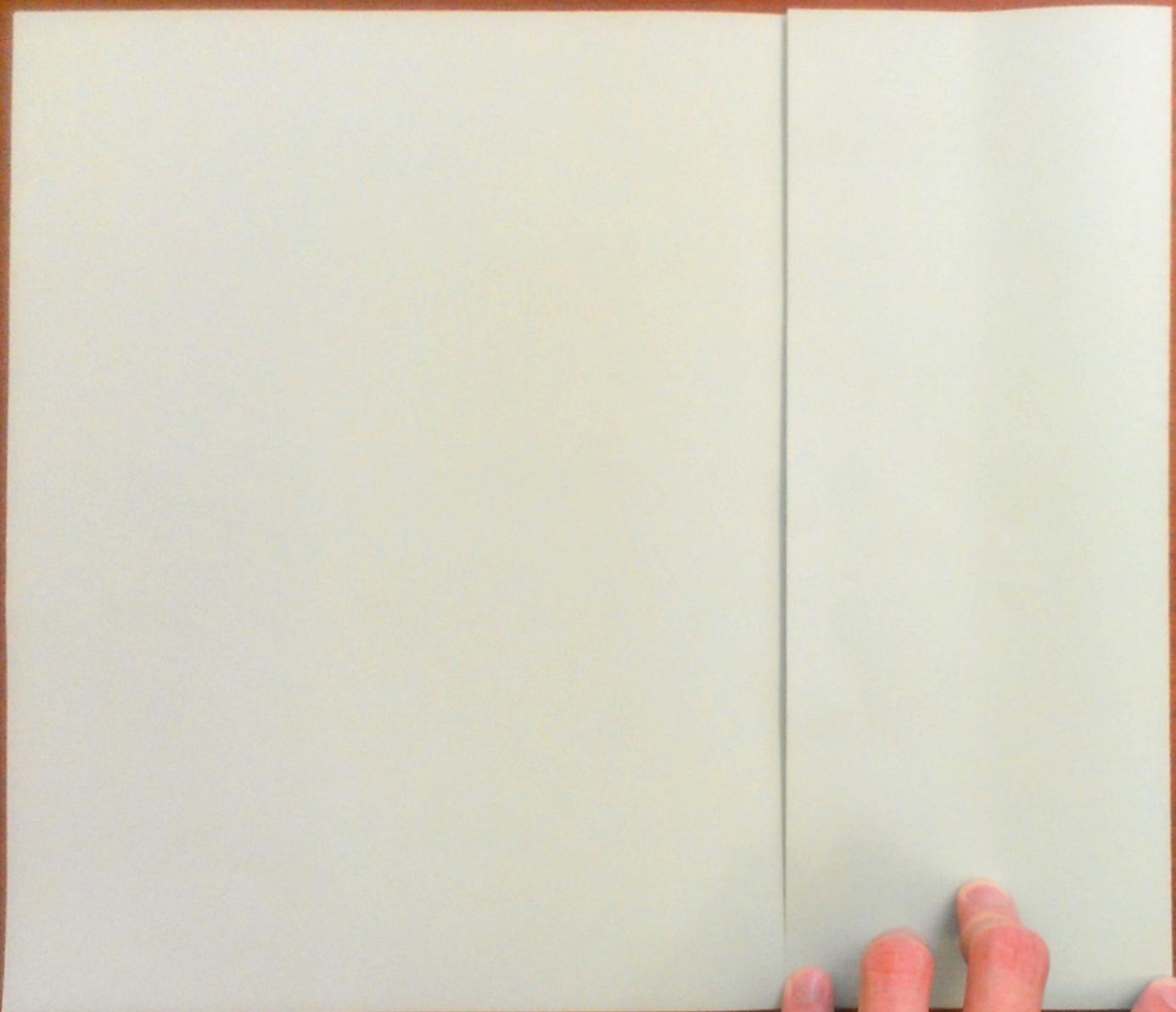
- Divide paper into 32 rectangles (8x4)
- Generate 64 ideas
 - tasks
 - features (“it would be awesome if...”)
 - problems
 - interactions (how a feature works)
- Quick sketch / doodle / one-sentence description



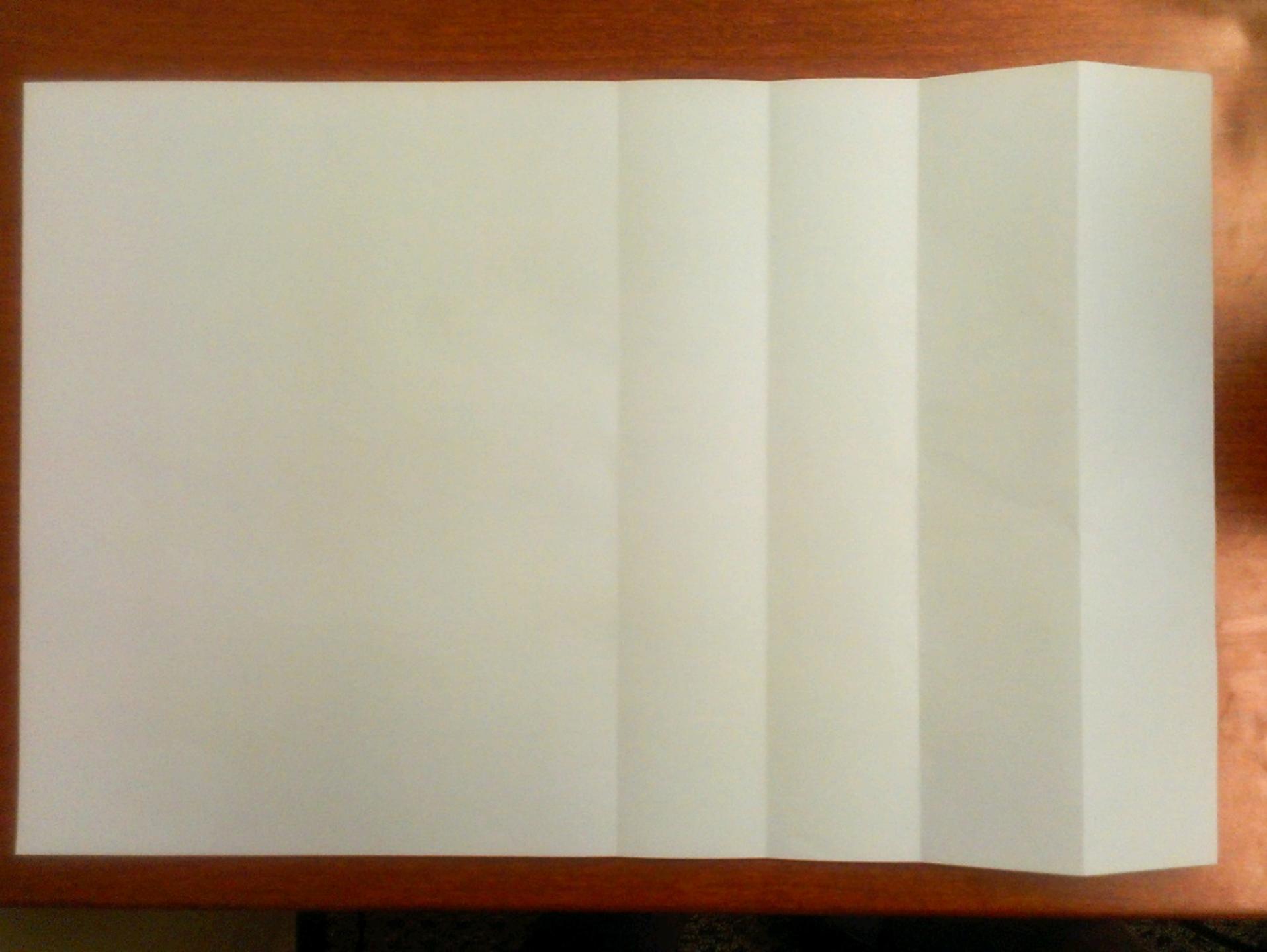


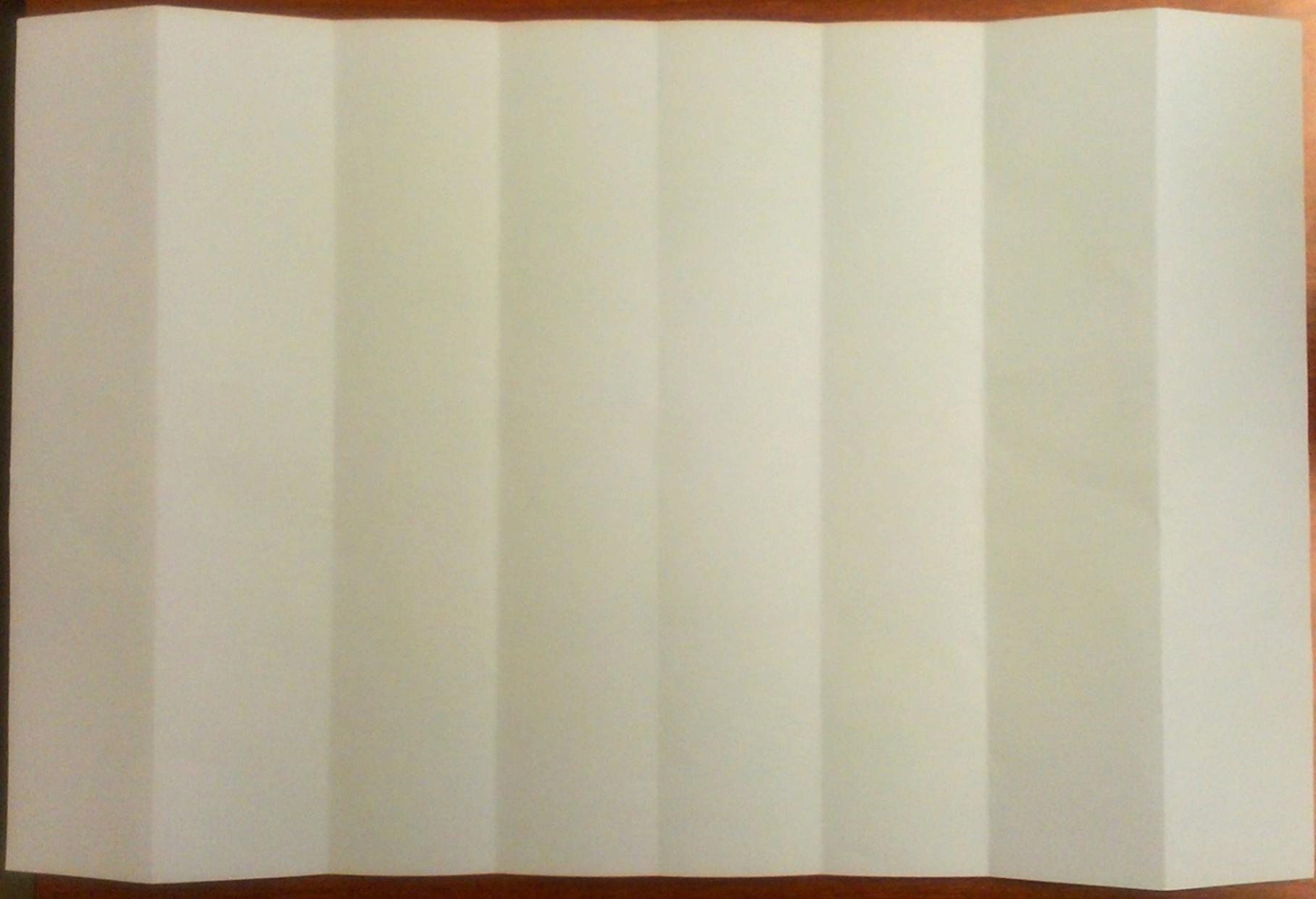




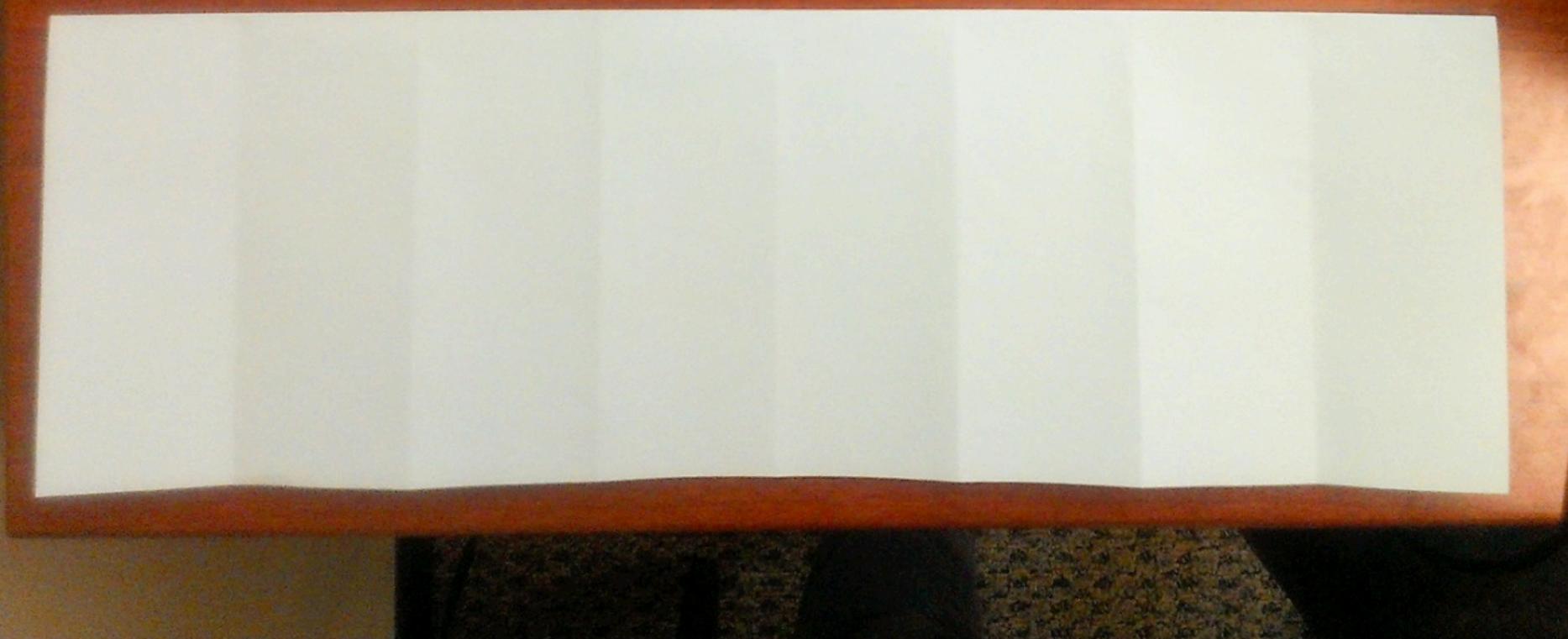




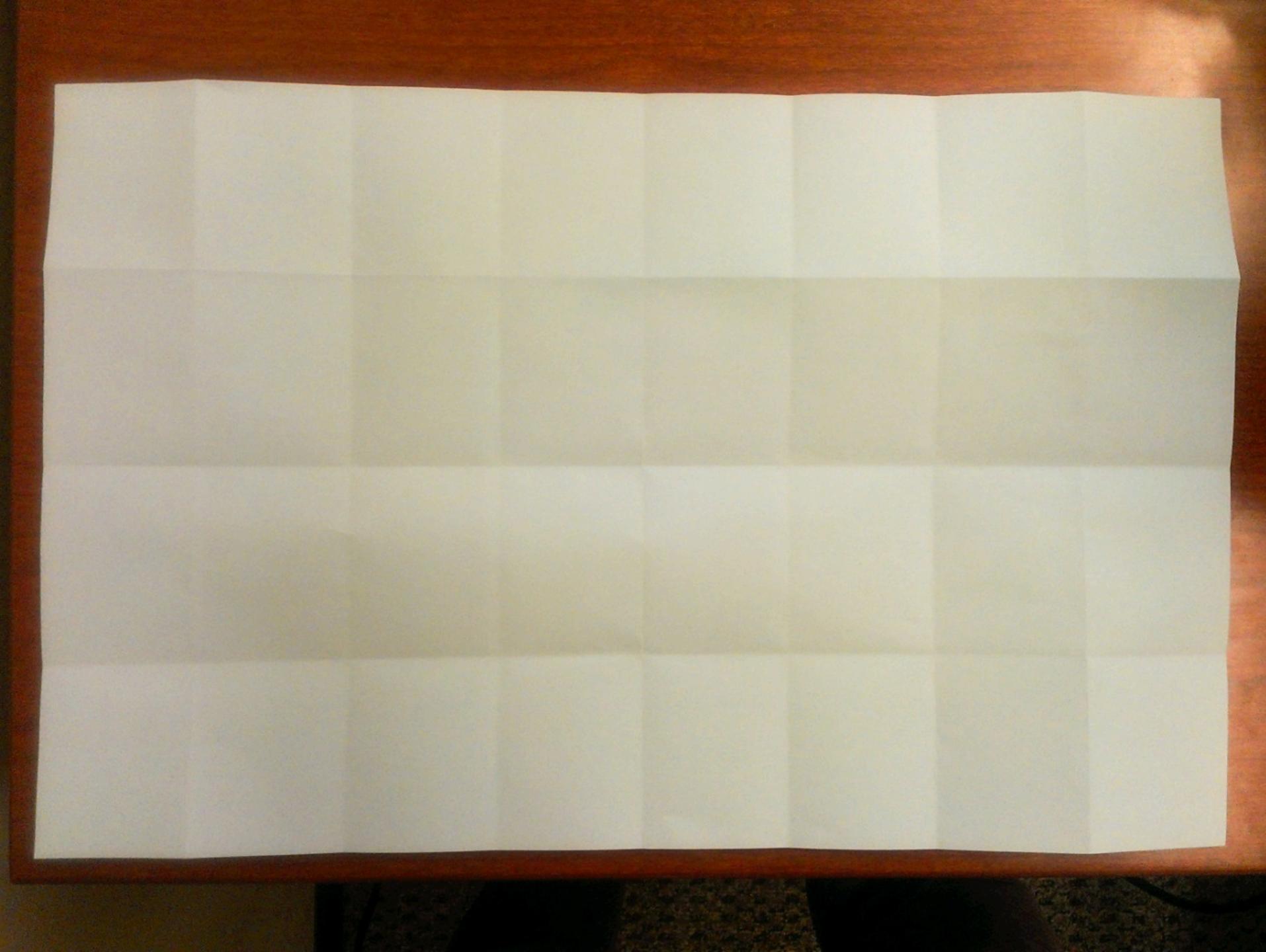












Why brainstorm this way?

Your first idea is **not** your best idea

Don't waste time hill-climbing in local maxima:
explore!

Don't reject ideas out of hand (that weird/crazy/
infeasible idea might spark something great!)

Ideation ground rules

Defer judgment

Encourage wild ideas

Build on the ideas of others

Stay focused on the topic

One conversation at a time

Be visual

Go for quantity

(From IDEO: <https://openideo.com/blog/seven-tips-on-better-brainstorming>)