

# Brainstorming :

"The Accountability Partner"  
"The Project Partner"

## Goals:

- Work together on group projects remotely
- Build off of each other's work
- No slacking

## Premise:

- Easy to slack off during group projects & need to find ways to hold each other accountable
- Find ways to build beauti l projects together in IOD

## User flow

- ① 2 people agree to work together on an IOD project, & decide on who should start first. Project is divided into parts w/ even amounts of work  
↳ Project builds off of each other (ie two people can't work at the same time)
- ② Student 1 begins the first part of the project. After they are done, they press a button to record a message for Student 2 speaking into the microphone & telling them what they did. There is also a timer that starts & stops recording how long Student 1 spent on this first task (timer stops when they press the button to record message)
- ③ Student 2 presses another button to listen to the message sent by Student 1. Student 2 then starts their part & when they finish will press another button to record what they have done so Student 1 can listen to the message & begin the next part of the project & so on. There is also a timer recording how long Student 2 spent on the task.
- ④ Meanwhile, if either Student 1 or 2 feels like the other student is taking too long on a task, the student waiting can press a third button (or double click a current button) that will automatically send a message to the working player that says: "Hurry up! You are taking too long!"

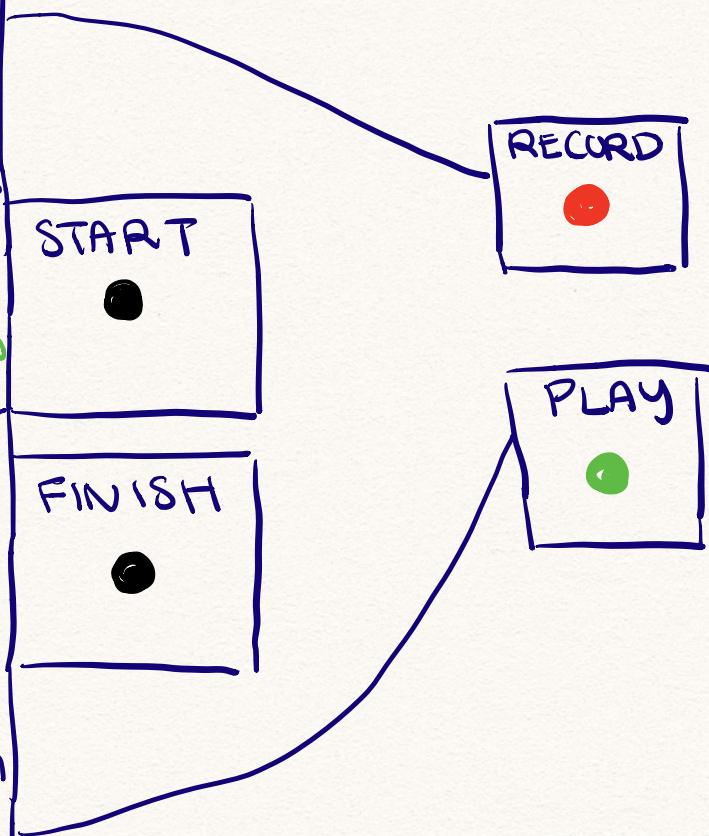
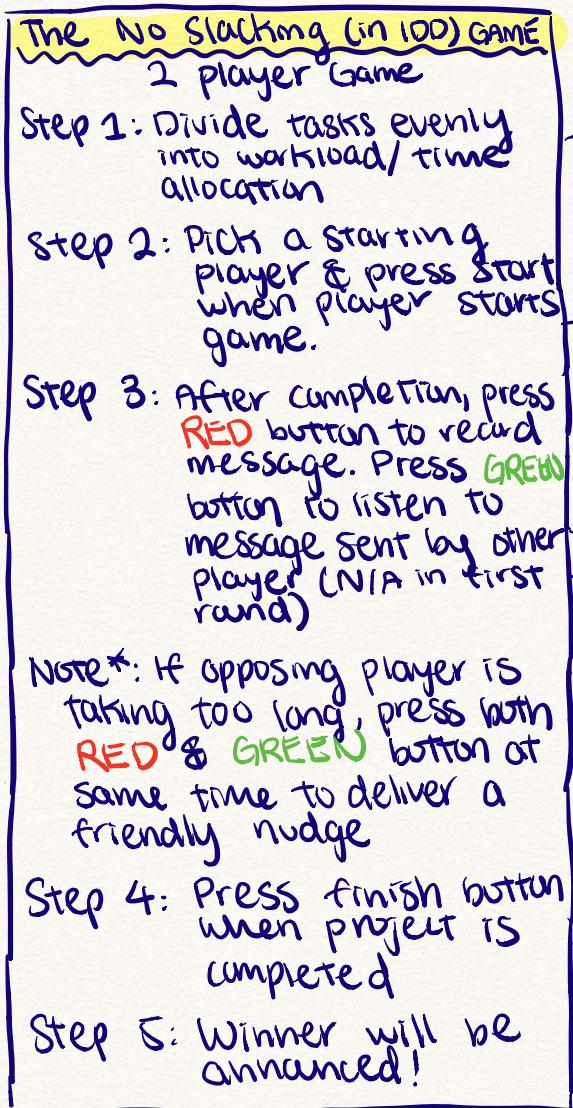
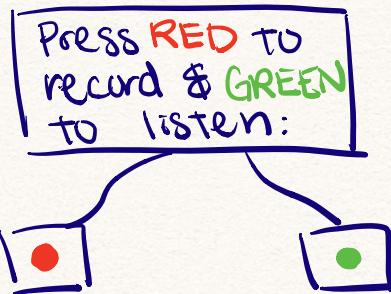
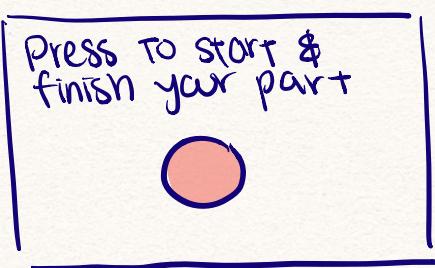
- ⑤ After all the tasks are completed / project is finished, the device will read out who won the No Slacking.

game by tallying the total amount of time each student spent on the tasks.

↳ gamifying the accountability partner

## NAME: "NO SLACKING IN IDD!"

DEVICE LOOK:

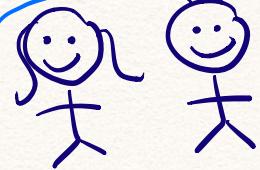


STORYBOARD

1st day of IDD...

Let's work together

OK!

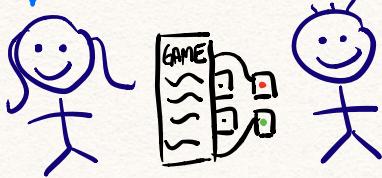


\*interaction on zoom

1

I'll be Player 2

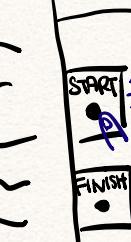
OK!



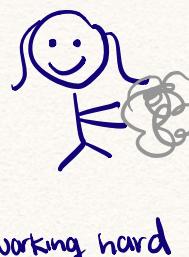
\*interaction still on zoom

2

GAME

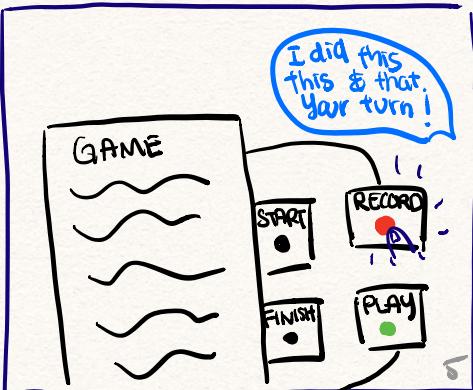


3



4

I wonder what she is doing



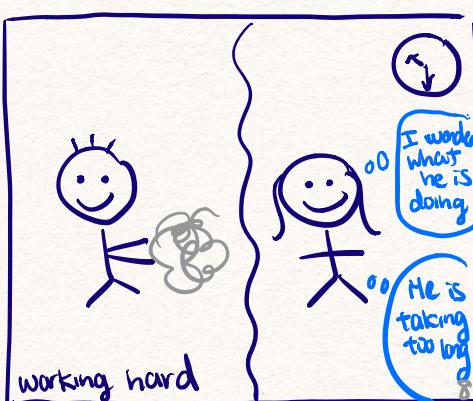
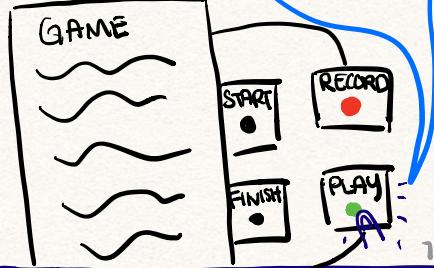
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I did this  
this & that.  
Your turn!

A message  
for me!

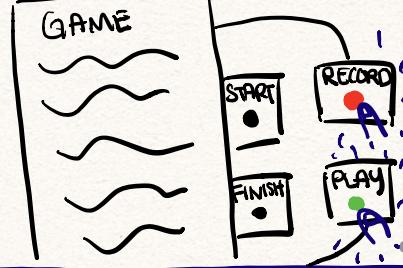


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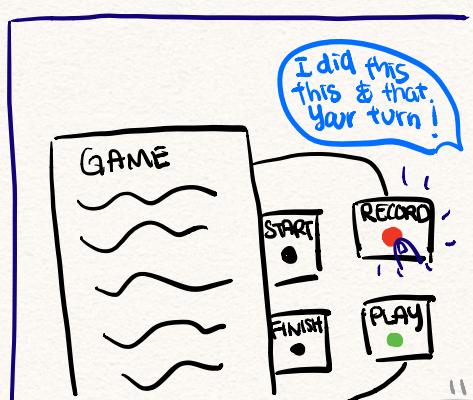


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8



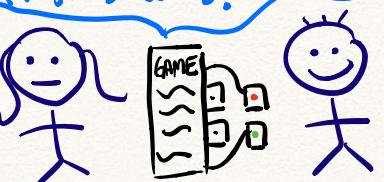
10



11

A few iterations later... 12

Player 1 spent 36.23 hours.  
Player 2 spent 33.11 hours.  
Player 2 wins!



13

Player 1

Player 2

14

Player 1

Player 2

15

