In Class Assignment:

GOAL: To practice using rapid prototyping techniques to very quickly design a system and get preliminary feedback from users.

Design a system for students who would like to voluntarily participate in a leftover-offset program.

Using this system, people can record the weight of the leftovers that they throw away and periodically donate an equivalent amount of food to a foodbank.

1) Story board 2 scenarios for this system (or 1 story board for 2 possible systems)
     1) Approx. 4 panels each
2) Create a persona for a user of your system.
     1) 1 paragraph description of user
3) Create a paper prototype for your system.
     1) Major views associated with system
     2) Bonus: menus, widgets etc.
4) Run Prof. Patterson and/or Lynn through the system as users

Deliverables:
     At **8:40** put your storyboard on the front whiteboard and present it to Prof. Patterson/Lynn.

     At **9:05** Prepare your paper prototype for walk-through.

Groups:
     * Marcel, Julie, Maria
     * Steven, Michael, Warren
     * Grace, Thanh, Karen
     * Patrick, Matthew, Cameron
     * Andrew, Garrett, Hiroe
     * Sarah, Fiel, Viet
     * Marianne, Sabel, Chris

LEARN TO BE Creative FAST!