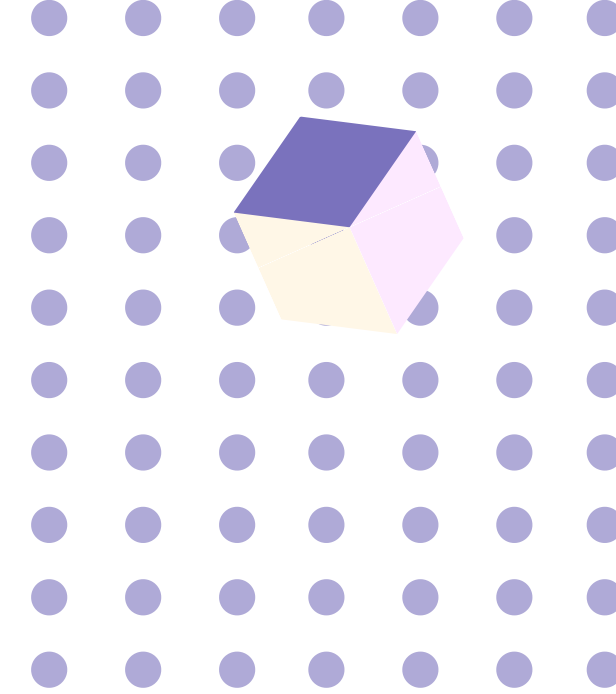
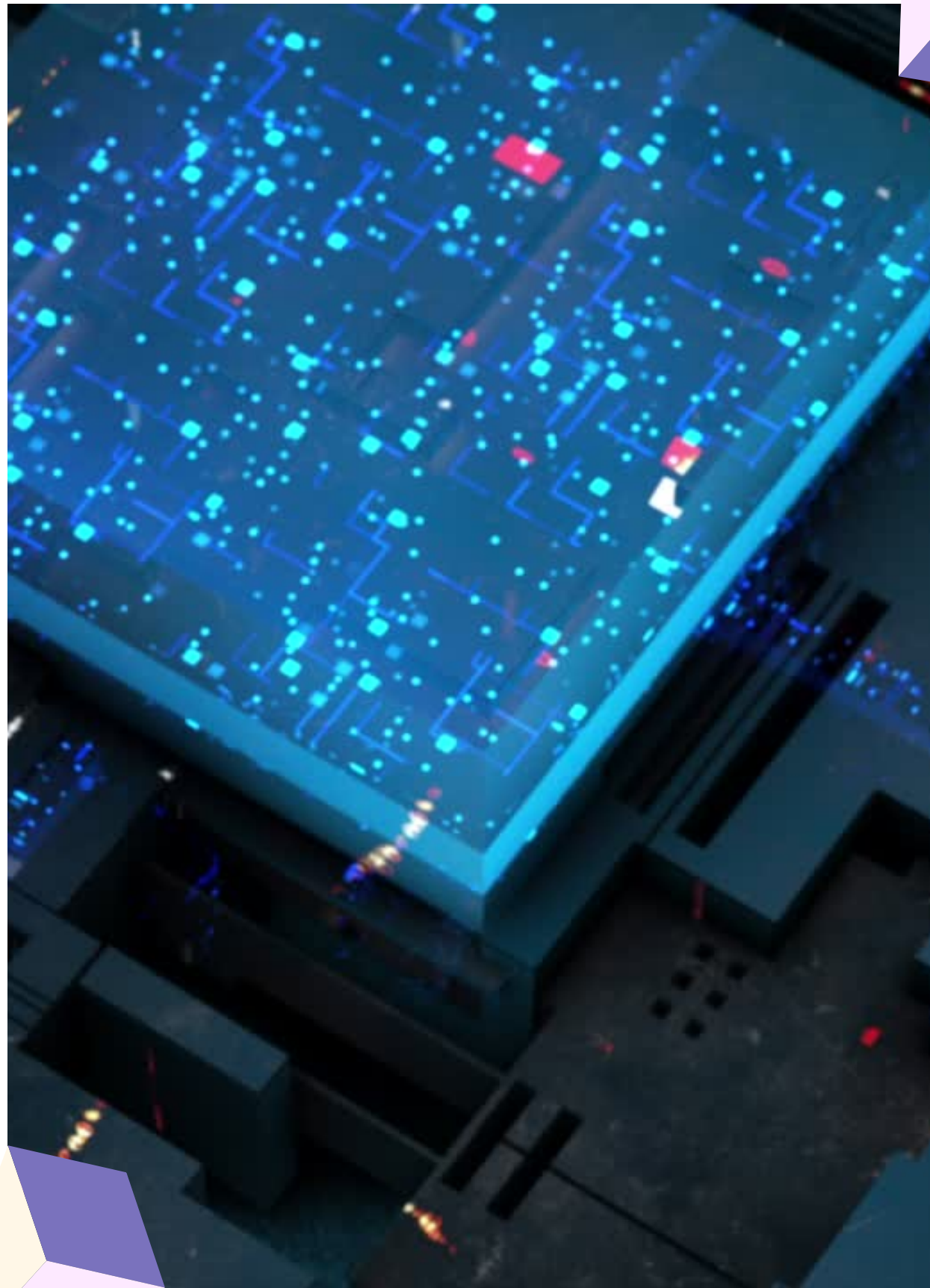


ONLINE BOOT CAMP

PROTOTYPING SKILLS



OUR AGENDA

Criteria for good prototypes

Intro to Prototyping Tools

No-code Machine Learning

No-code VR

Applying to our projects



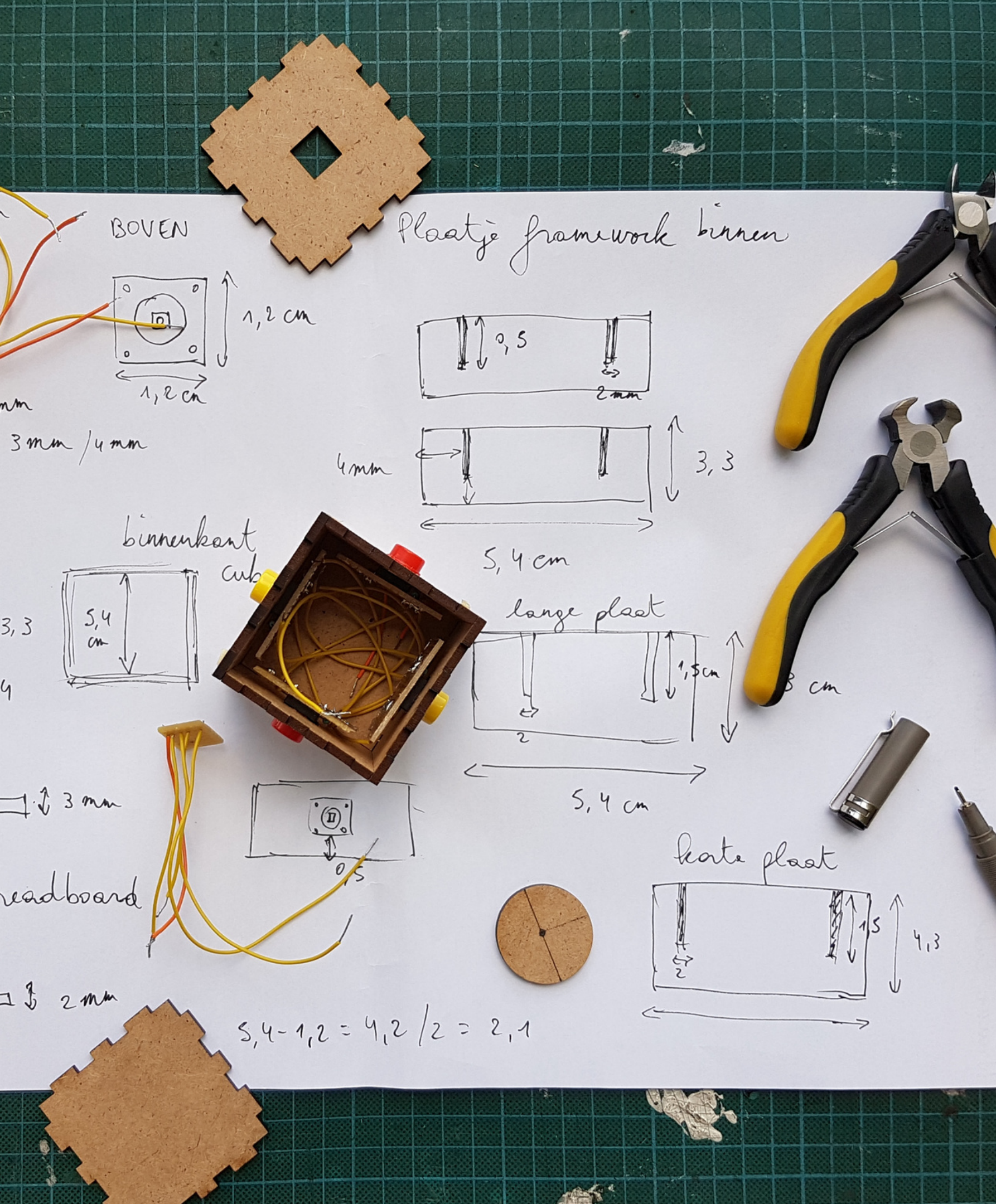
Energizer

Draw your partner



Prototype

An early sample or model built to test a concept, solution or process. The prototype can have "loose wires and rough edges", but it has to "work".



Case Studies & Examples of Prototypes

Review these examples and case studies of prototypes:

<https://tinyurl.com/protoexamples>

For each, discuss why it's a good prototype.



After reviewing the examples...

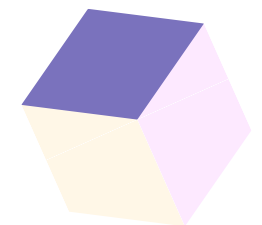
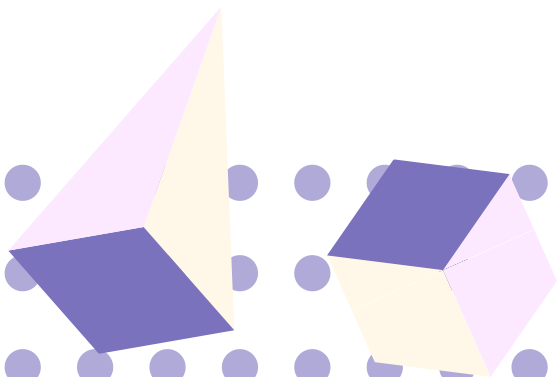
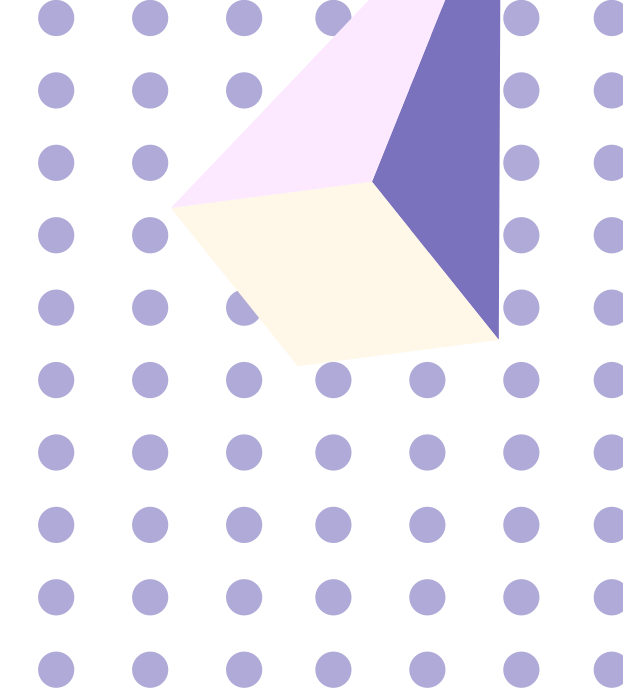
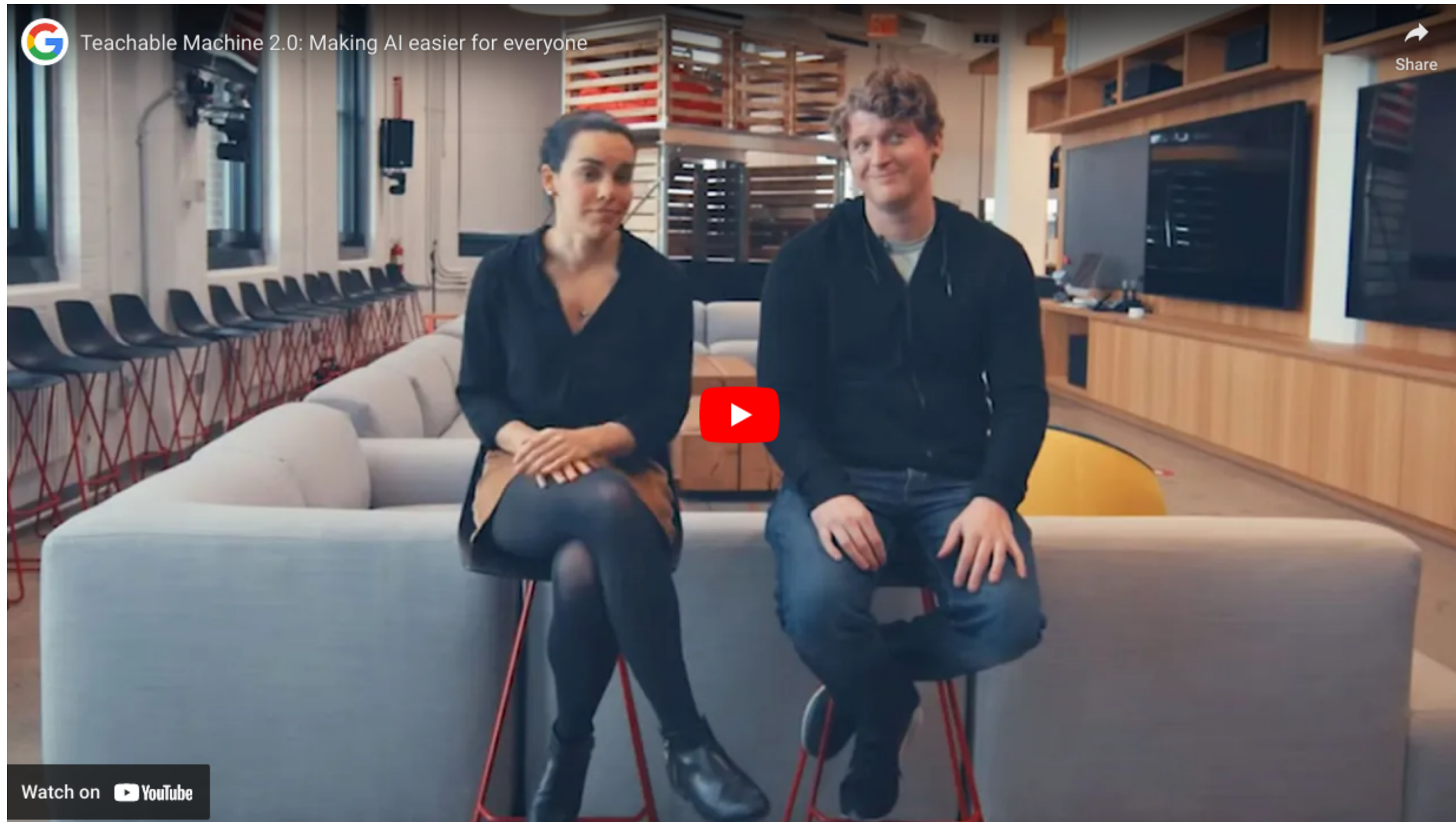
Create a list of 3-5 criteria of what makes a good prototype

-
-
-
-
-

Criteria for a good prototype

- Can be made in a relatively short period of time
- Is functional (at least a few features)
- Allows you to test the solution
- Is focussed, rather than broad
- Is linked to the problem you are solving

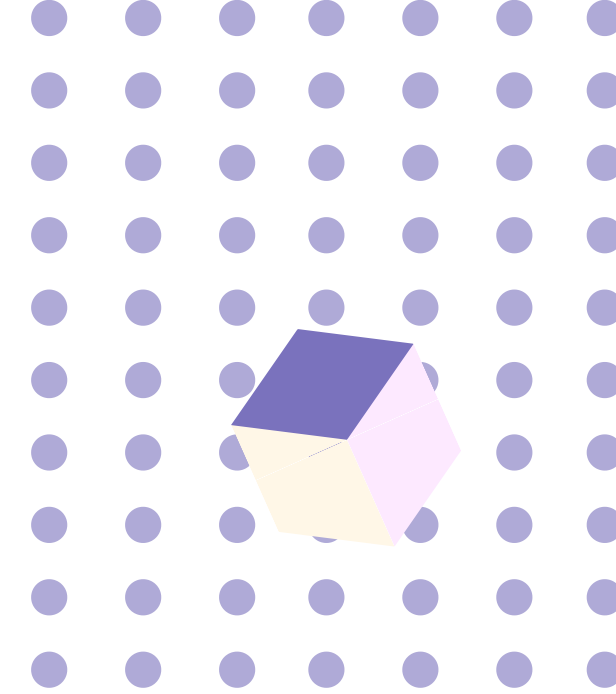
Machine Learning with No Code





SCENARIO 1

Fraud Decection in ATMs

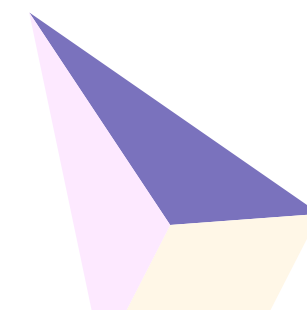
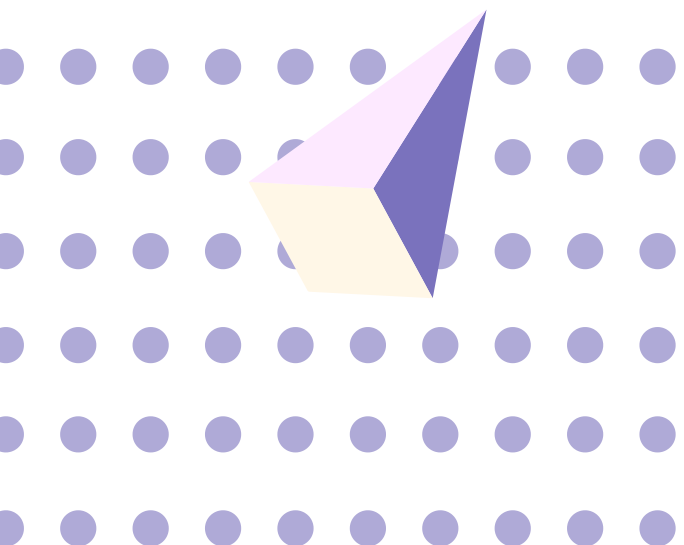


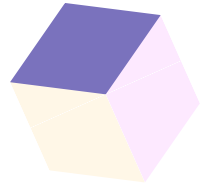
SCENARIO 2

Facial image for wellbeing

SCENARIO 3

Interactive art

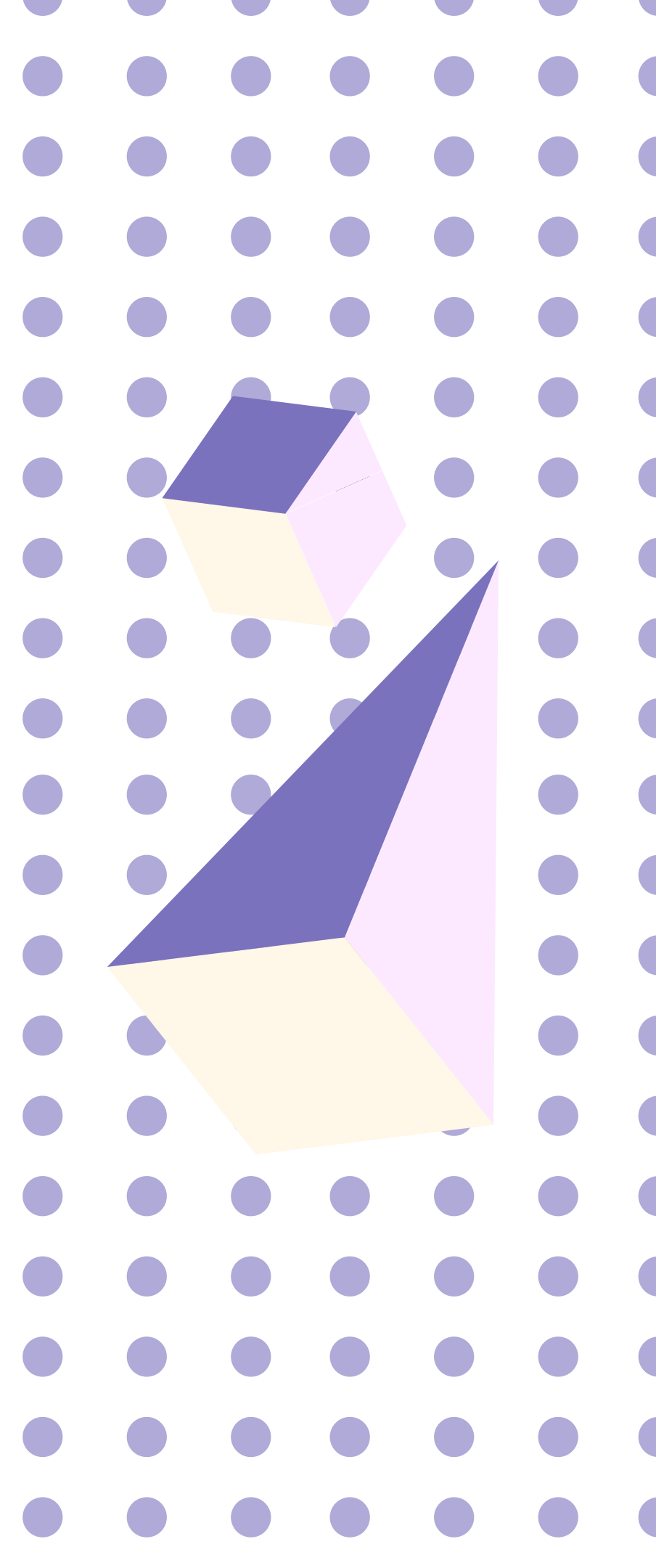
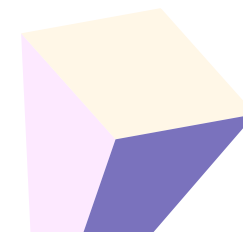




Discussion and Recap

Pair up with someone that worked on a different scenario and discuss:

- What task did they do?
- How they solved the problem?
- How this could maybe be used to apply to their project?

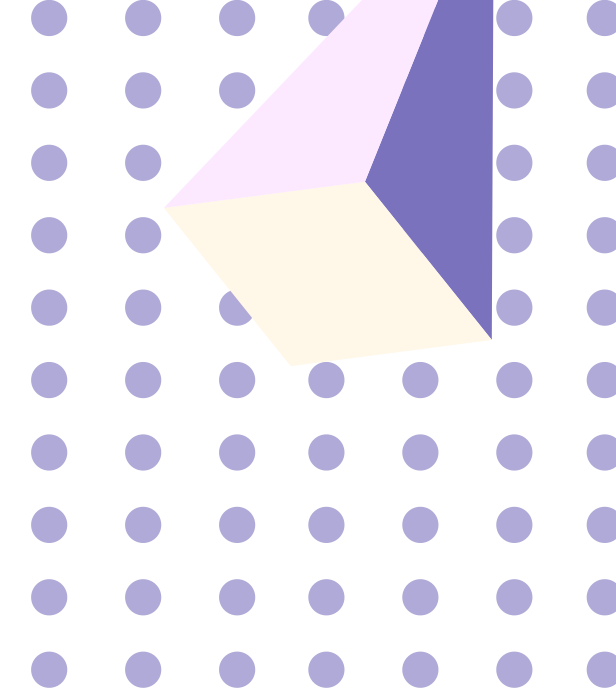




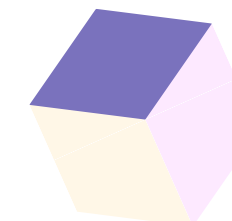
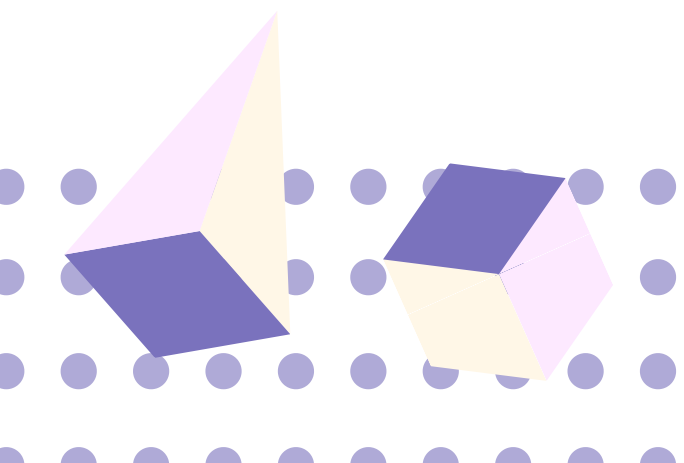
Stretching Break

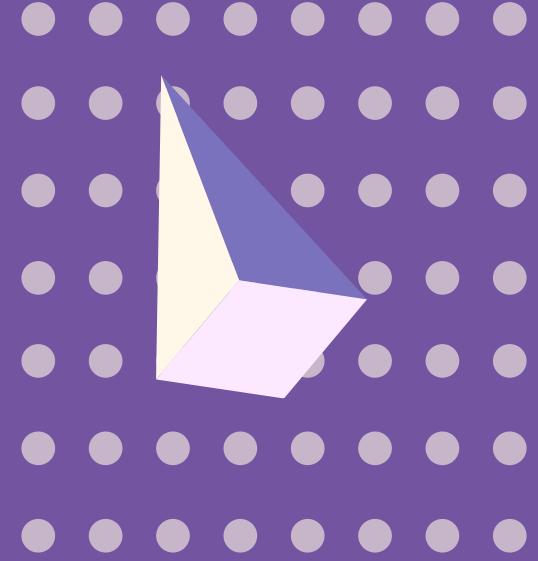
Only 5 minutes





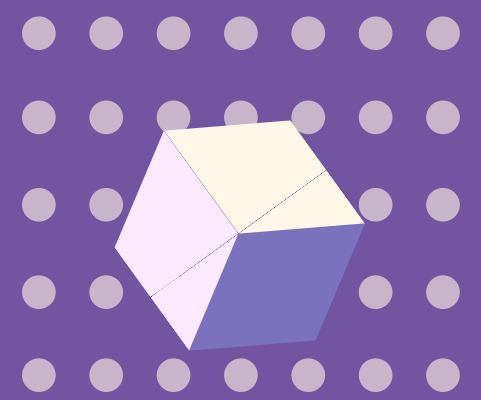
VR & AR with No Code

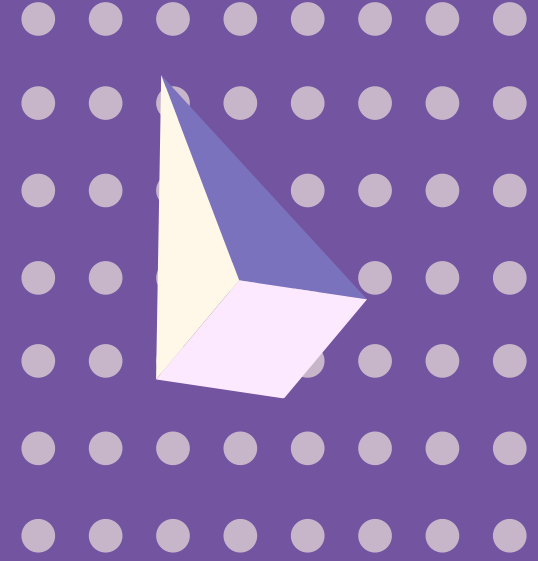




OVERVIEW

- Task 1: Create a 2D exhibition space on Gather
- Task 2: Create an AR tool that teaches about the solar system with AR Makr



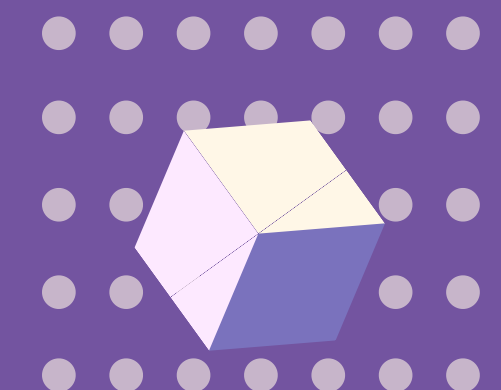


TOOL FAMILIARIZATION

Set up your account and play around
(10 mins)

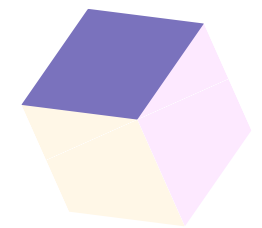
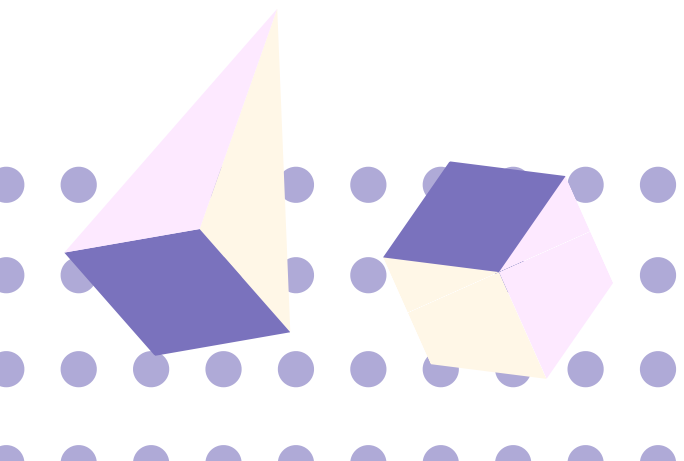
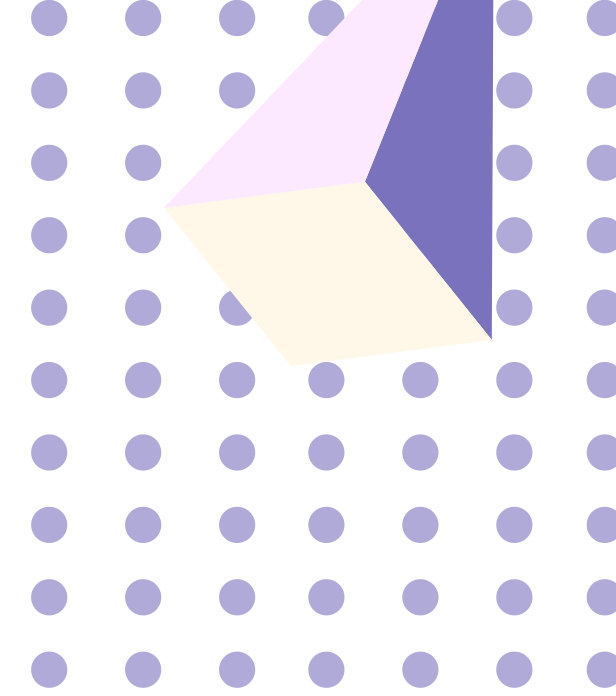
OVERVIEW

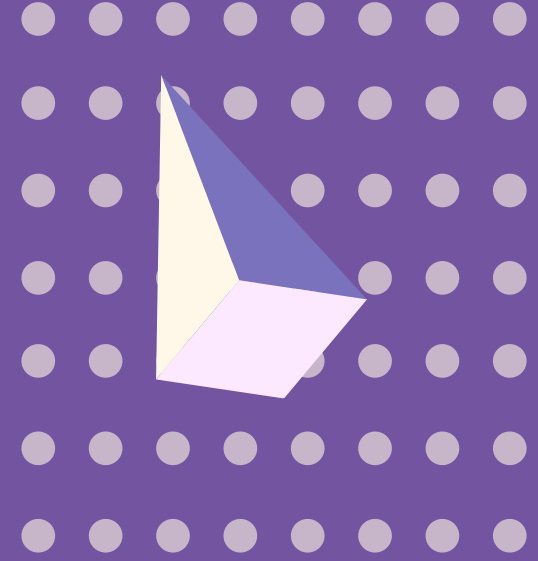
- Task 1: Create a 2D exhibition space on Gather
- Task 2: Create an AR tool that teaches about the solar system with AR Makr



Explore other tools on the program guide

- Pick one
- Create an account
- Play around with the features





TOOL FAMILIARIZATION

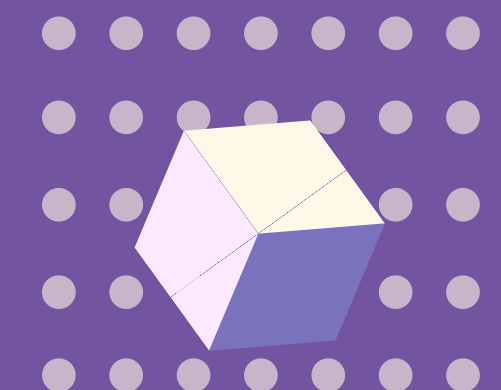
Set up your account and play around
(10 mins)

OVERVIEW

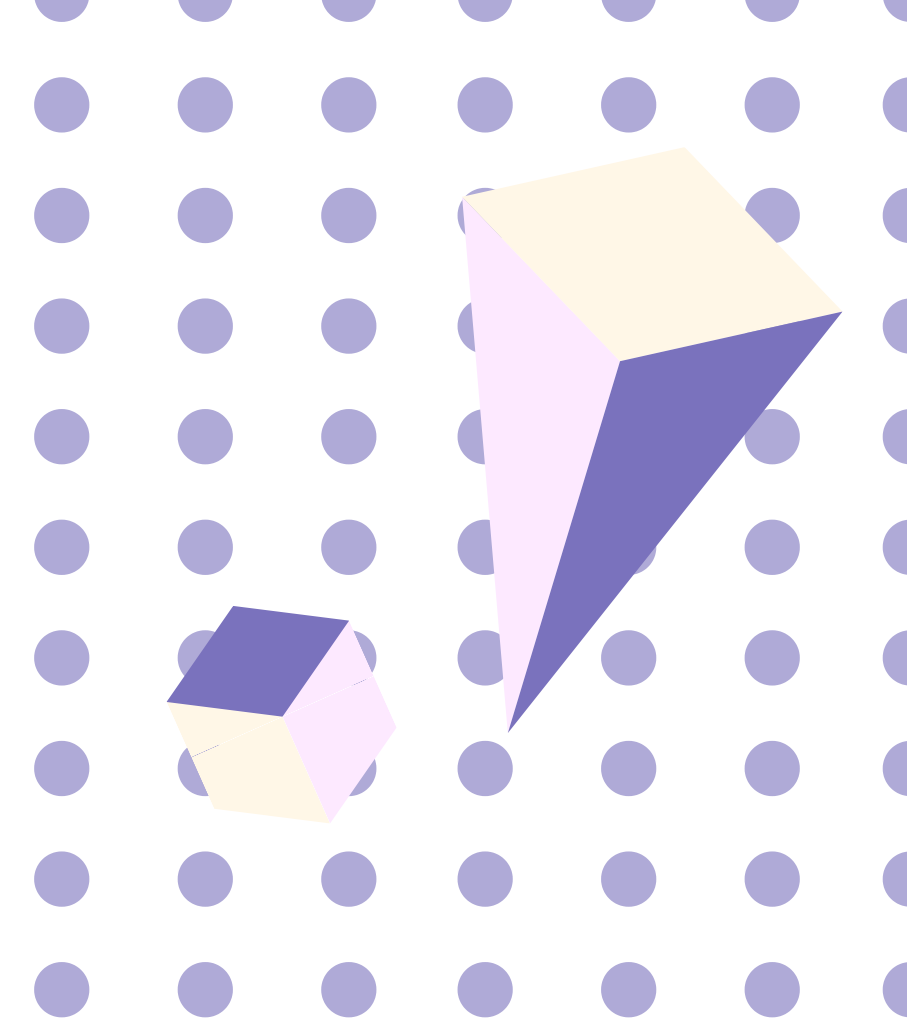
- Task 1: Create a 2D exhibition space on Gather
- Task 2: Create an AR tool that teaches about the solar system with AR Makr

VISUAL PLAN/SKETCHES

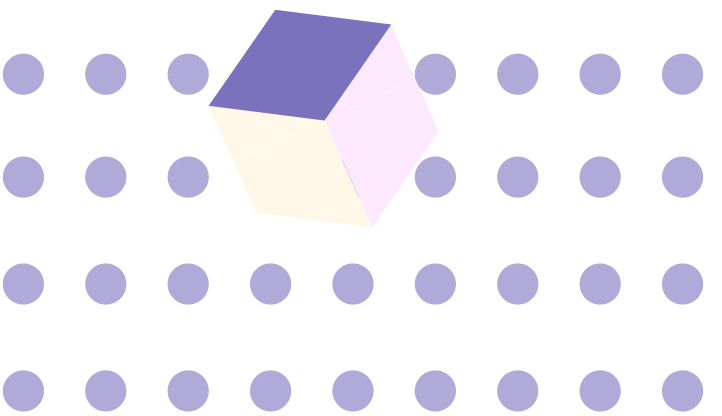
Create a plan for your virtual project
(10 mins)

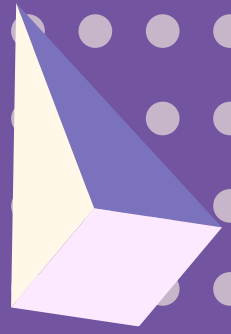


Apply it to your own projects



Brainstorm potential prototyping ideas and tools that you could use to create solutions for your project





TOOL FAMILIARIZATION

Set up your account and play around
(10 mins)

BUILD, BUILD, BUILD

Work together to design your virtual world
(20 mins)

OVERVIEW

- Task 1: Create a 2D exhibition space on Gather
- Task 2: Create an AR tool that teaches about the solar system with AR Makr

VISUAL PLAN/SKETCHES

Create a plan for your virtual project
(10 mins)

