

Kanban board | designing for discovery

<i>Team members</i>	<i>Project name</i>
---------------------	---------------------

empathize

We are interviewing:

Questions

Answers

We learned...

We still want to know...

define

After brainstorming and interviewing our community member, we have decided to make an app that changes the way people interact with (circle one):

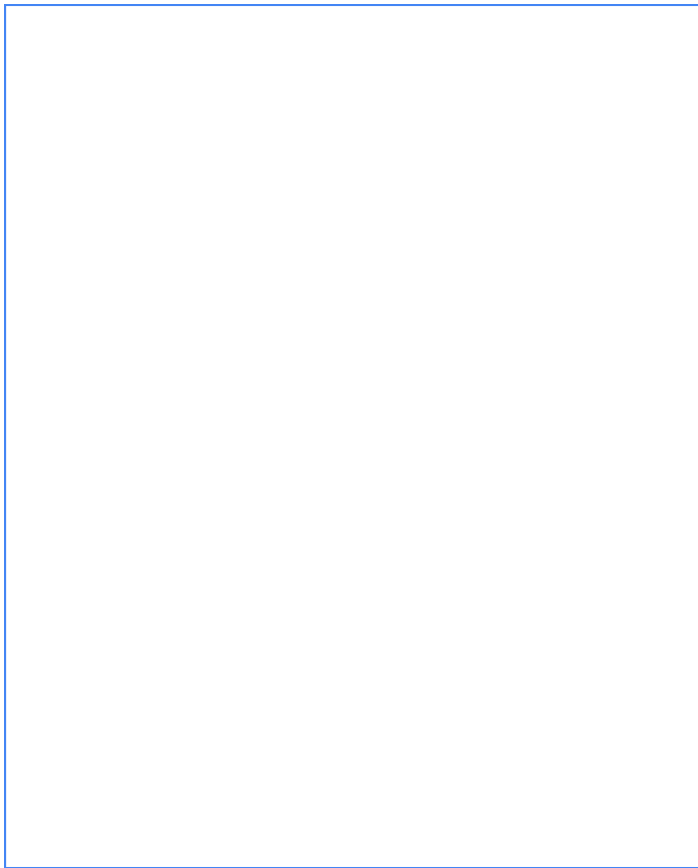
PEOPLE / PLACES / IDEAS

Problem statement. Our app will change the way people interact with the school by:

We will call our project a success if it:

ideate

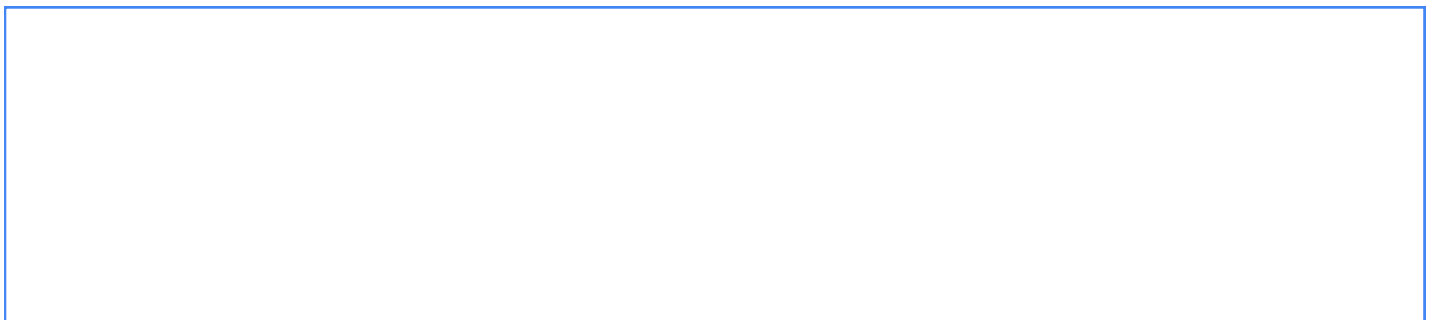
App ideas brainstormed by classmates:



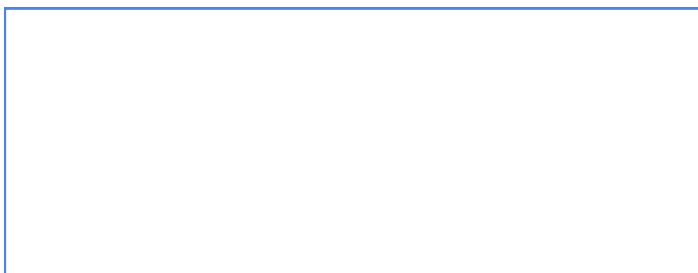
Our app ideas:



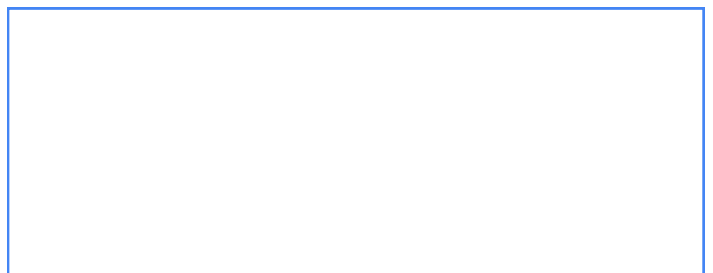
Top ideas:



We will be prototyping:



We like this idea because:



ethical thinking

stakeholders

impact

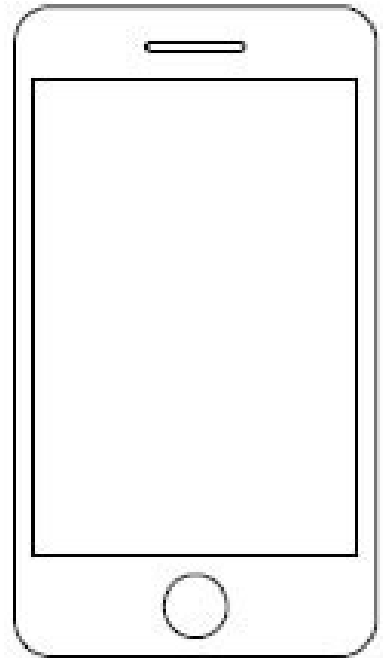
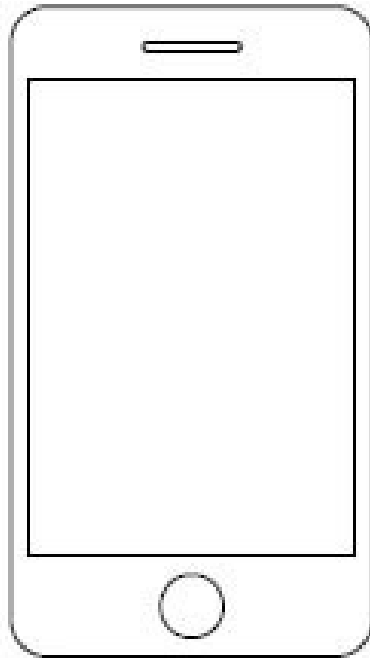
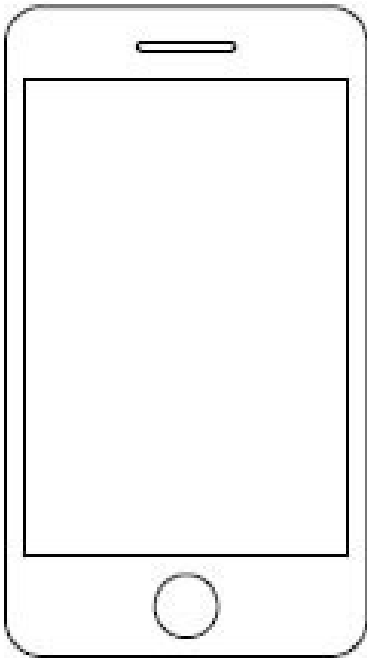


my project

design values

prototype

Idea sketches:



Notes:

Notes:

Notes:

Feedback:

build

Planning the model

If _____ is detected

Do this in App Inventor

When building our model, we faced these challenges:

test & assess

What's working

What's not working

Things to change

Test 1

Test 2

Test 3