



	Monday (9.15-12)	Tuesday (09.15-12)	Thursday (09.15-12)	Thursday (13.15-15)	
Week 6 Monday 10.10 Tuesday 11.10 Thursday 13.10	Group tutorials (Otakaari 1, U229a / U401b) Check team slots on MyCourses page	In-class pilot tests for prototypes (Väre, M202)	Optional: Interactive prototype clinic Book a group slot (Väre, M202)	Optional: Interactive prototype clinic Book a group slot (Väre, M202)	
Week 7 Monday 17.10 Thursday 20.10	Group tutorials (Otakaari 1, U229a / U401b) Check team slots on MyCourses page	(No session)	Final Presentations (Väre, M202)	Final Presentations continue until 13h (Väre, M202)	

Project activities

User evaluations (DL Week 6 - 7)

- Arrange 2-3 user evaluations (1h approx.)
- Each team member participates in 1

Interactive prototype Figma (DL Fri 14.10)

- Version 1 for pilot test on Tuesday
- Iterate user evaluation and Figma based on Pilot
- Iterate Figma based on user evaluations

Interactive prototype programming (DL Fri 14.10)

- Choose what to program (today)
- Program interactive prototype
- Interactive prototype Clinic (Thursday)

Final report (DL 21.10)

- Max. 5 Page long document (including text and images) + 1 Page cover
- https://mycourses.aalto.fi/mod/assign/view.php?id=924316

Final presentation (DL 20.10) NOT GRADED

- 15 min. max. Presentation + 10 min. Feedback
- Summary of user research, service map, storyboard
- Focus on user evaluations and interactive prototype

W5-7 Planning

	This week		Week 6					Week 7	
	Today	Friday	Mon 10.10	Tue 11.10 Pilot test	Wed 12.10	Thu 13.10	Fri 14.10 Interactive prototype	Mon 17-10	Tue 18.10 (no class)
Sub- Team1	Arrange user evaluations	Interactive prototype Figma for pilot test	Interactive prototype Figma for pilot test	Iterate user evaluation, Figma based on pilot	User evaluations	User evaluations	Iterate Figma based on user evaluations	Prepare final presentation	Prepare final report
Sub- Team2	Arrange user evaluations		Interactive prototype programming	Interactive prototype programming	User evaluations	User evaluations Clinic!	Interactive prototype programming	Prepare final report	Prepare final presentation
Essay II	Collect ideas	Collect ideas	Collect ideas	Collect ideas	Collect ideas	Select what to focus on	Select what to focus on	Start writing a draft	Start writing a draft