NEPPI Week III

7.11.2022

Reflections on HexMachine Salu Ylirisku







Reflections on the Hex Machine exercise

Break

The IoT Concept Design Project briefing





Hex Machine Reflection

Learning goals

- Hands-on experience with **low-fidelity prototyping** materials and electronic components.
- Hands-on experience of **iteratively** building an IoT device that functions physically in a local setting while interacting with on online service.
- Concrete experience of how IoT devices are build of physical and interactive components of different kinds.
- Know that IoT devices always network through **specific interfaces**.
- Know that IoT services are typically built on specific platforms.
- Know that there are many ways of achieving the same result in order to satisfy requirements.



Round I

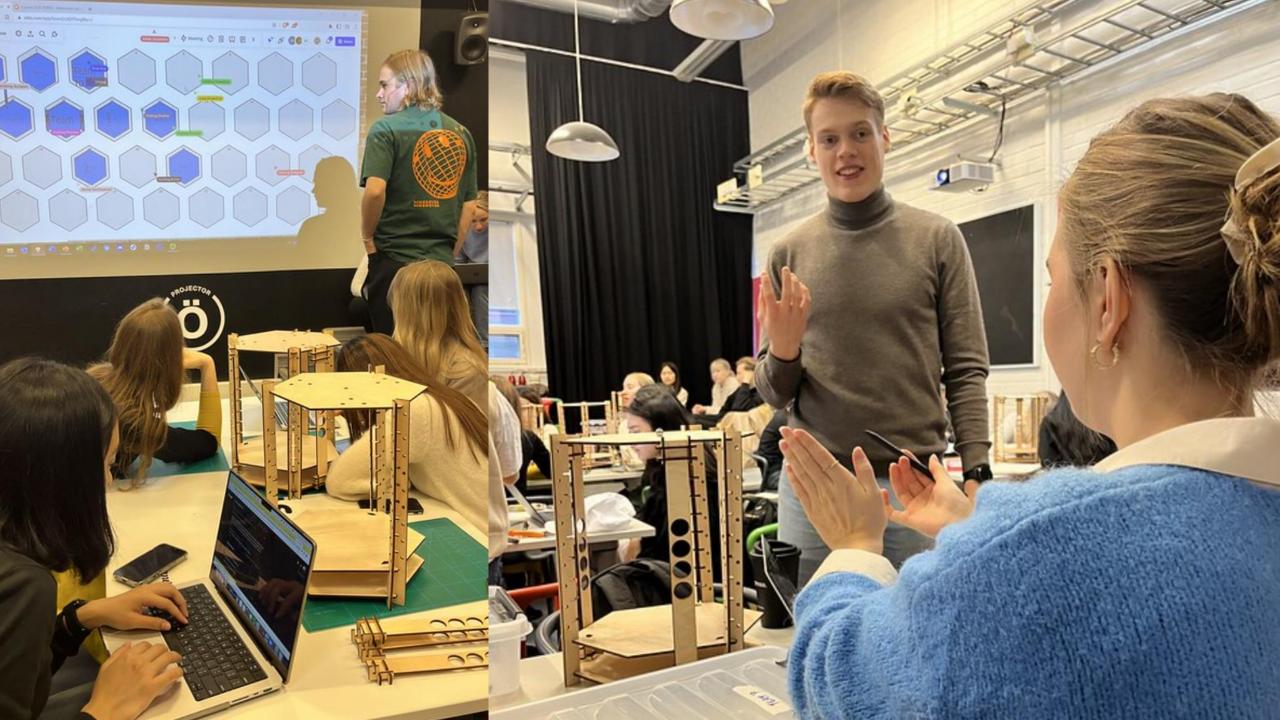


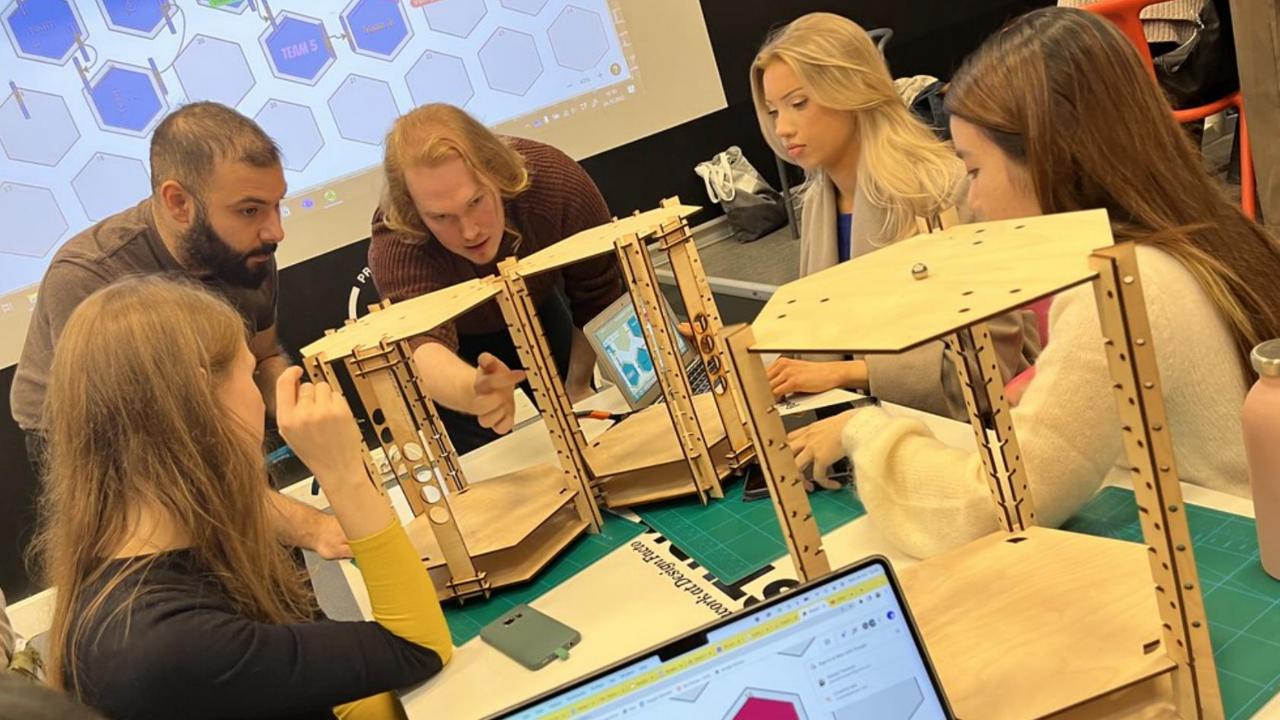


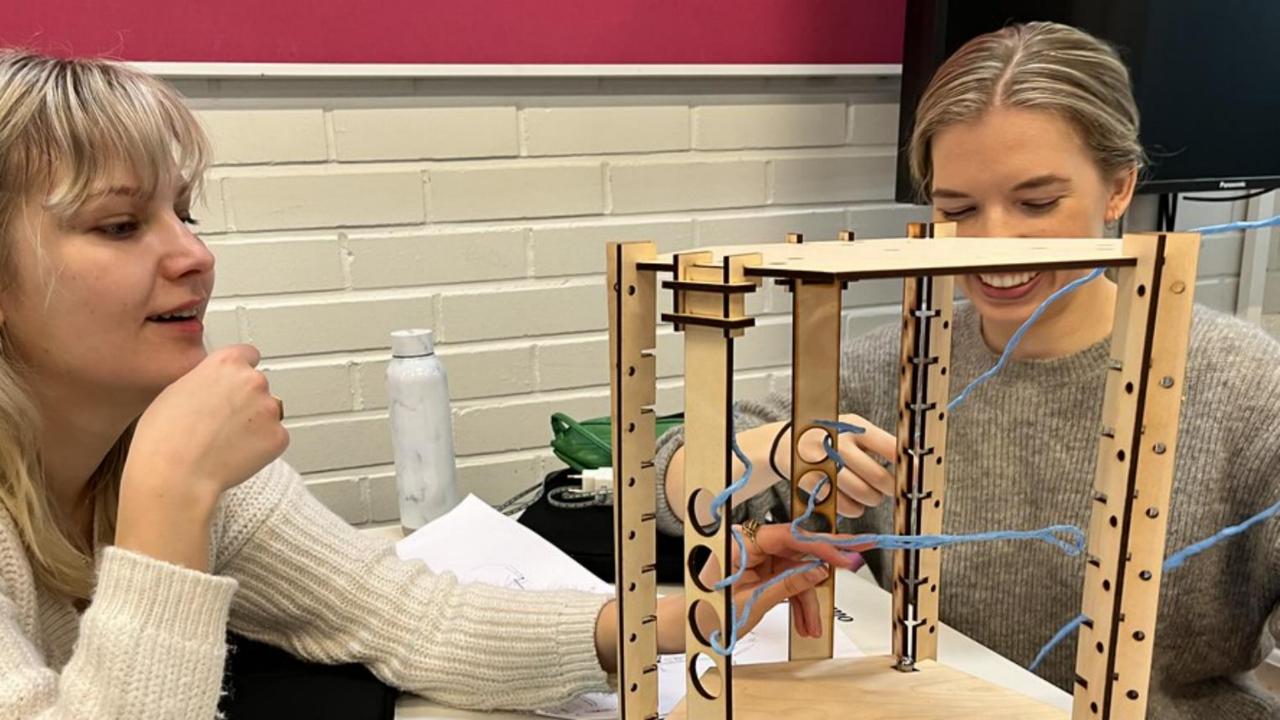




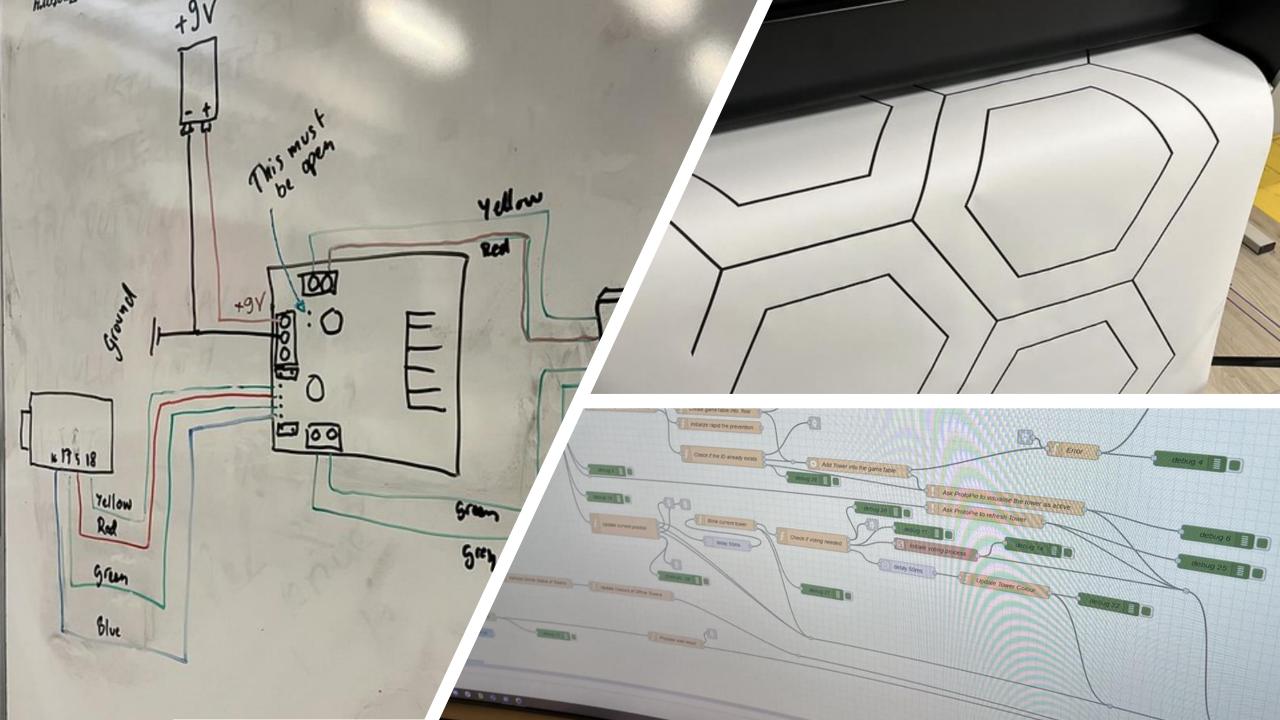
























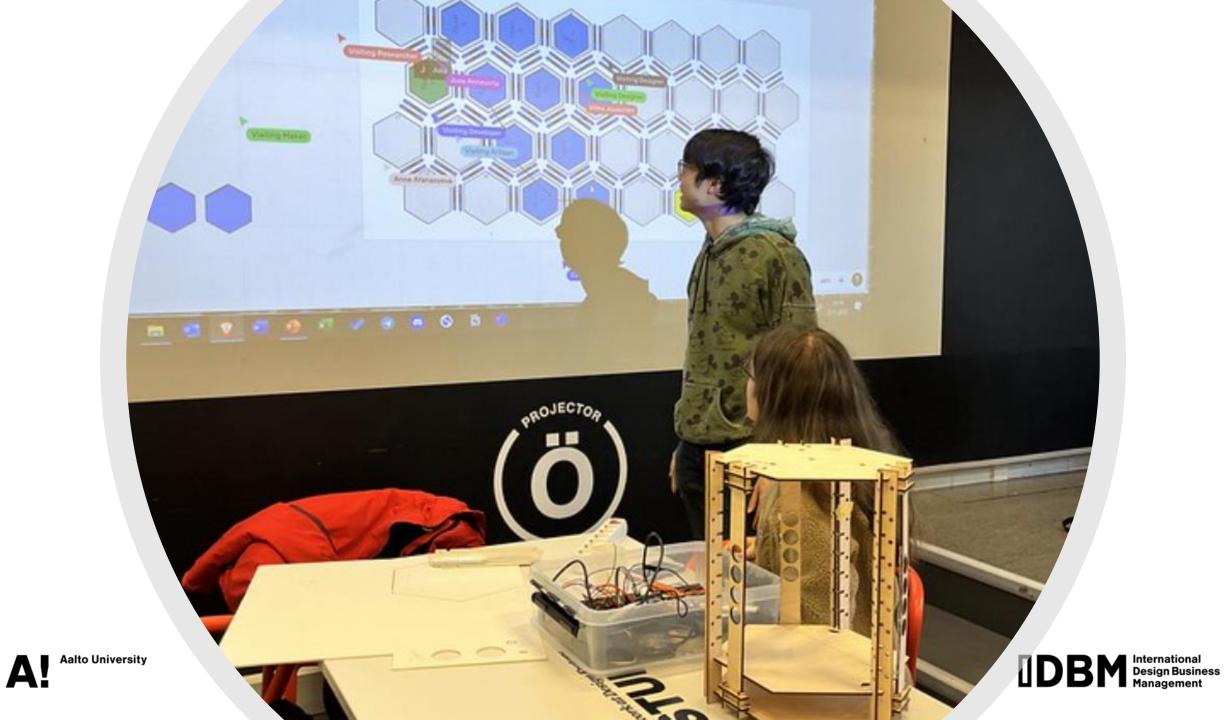




Round II











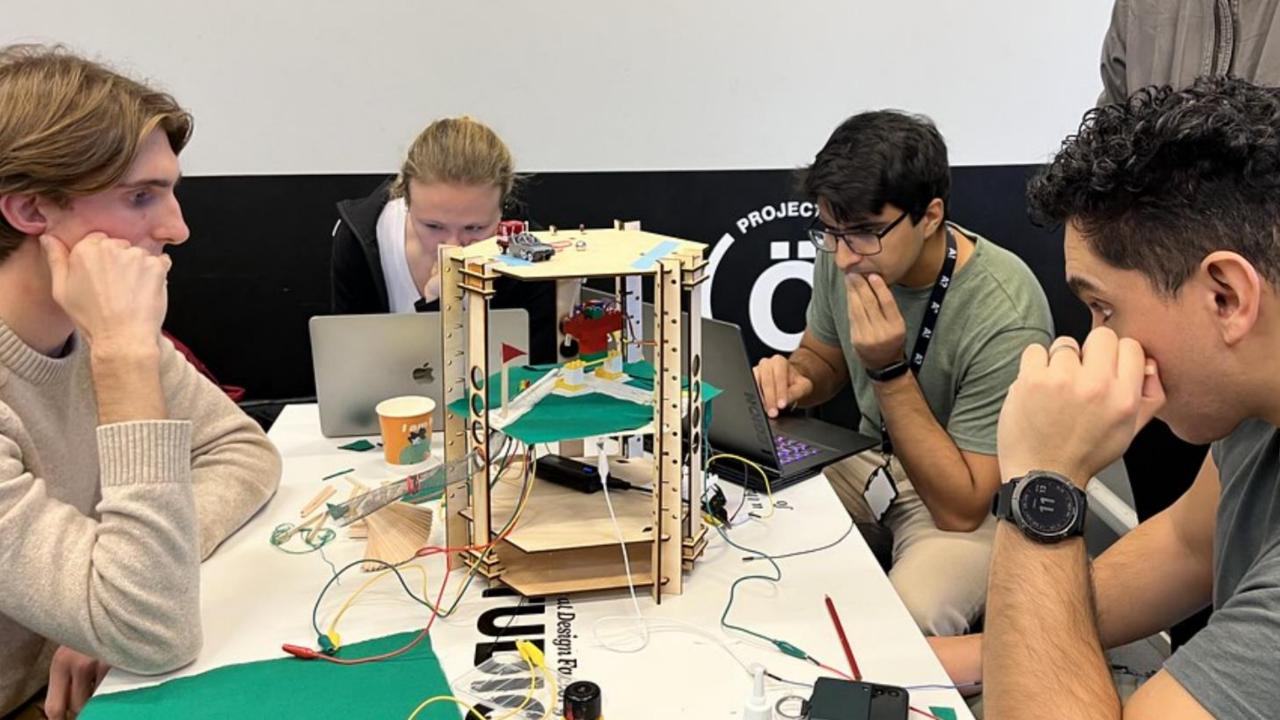










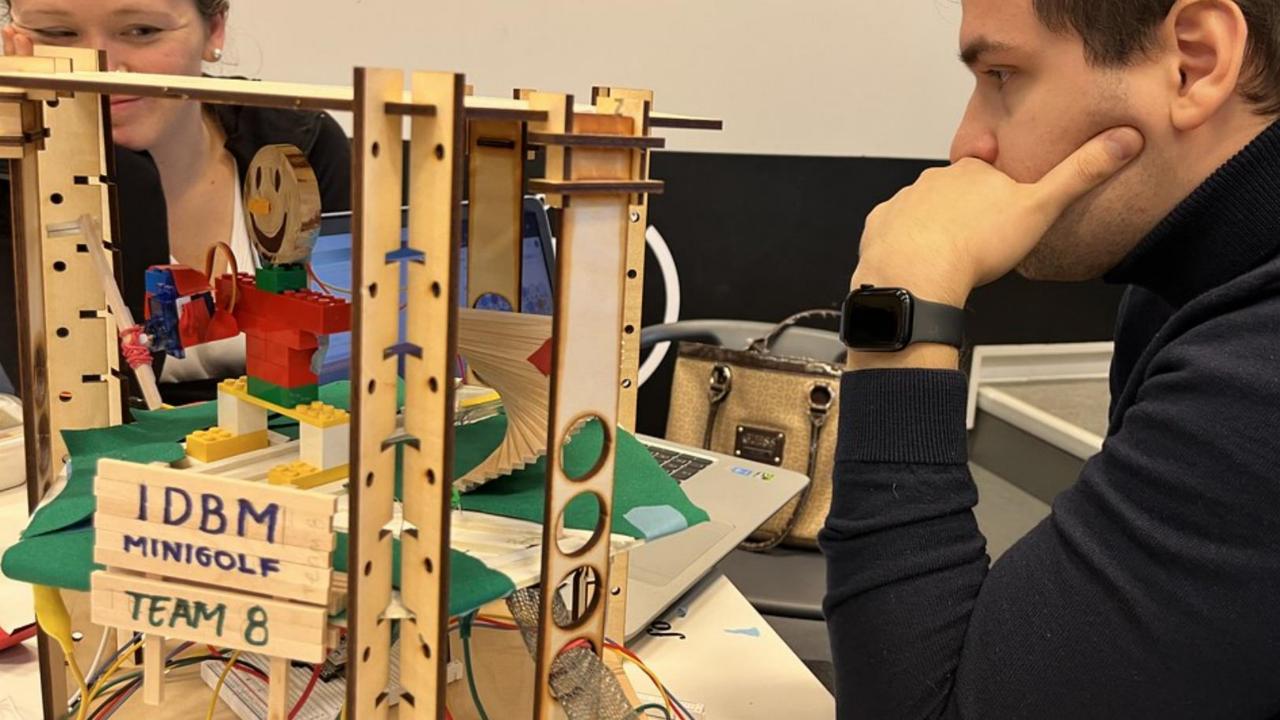










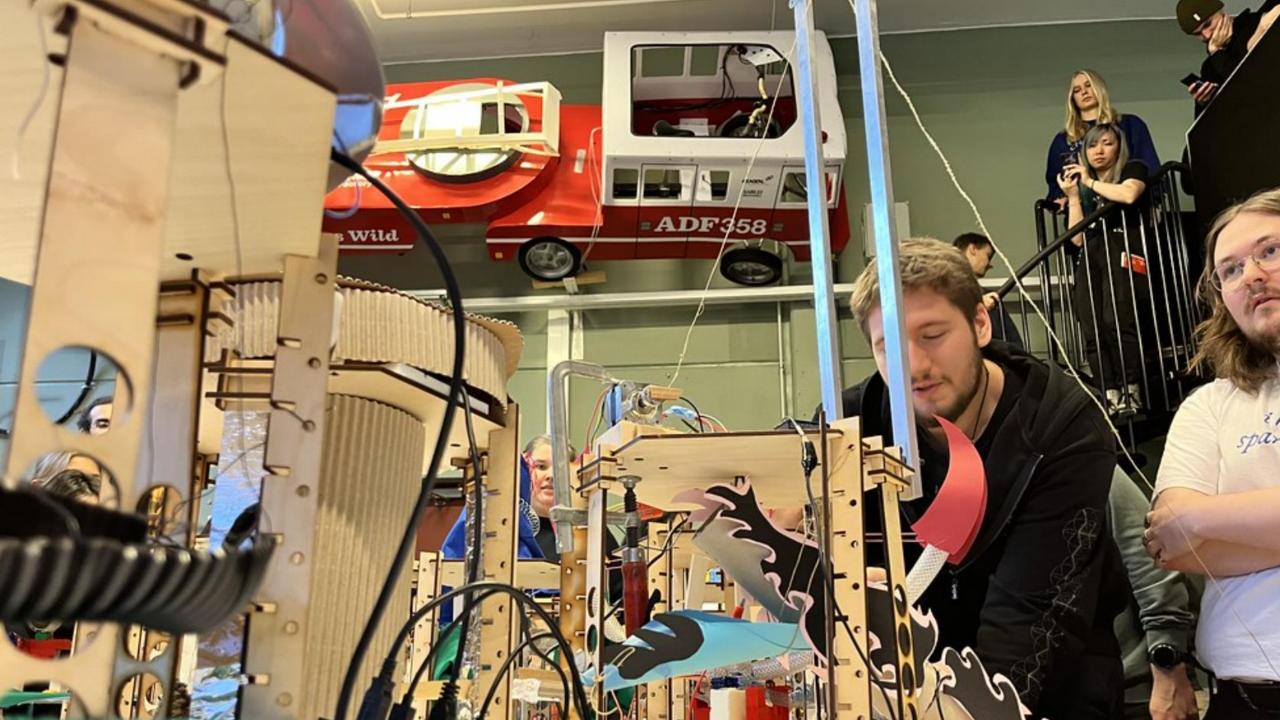
















REFLECTING



Partnering and Agreeing

Agreement template:

• Original vs. new agreement template (Miro)

Agreement practice:

• Negotiating, fixing, and validating

Generic insights for making agreements?



Ideation

How did you ideate?

- Sketching? Acting?
- Finding stuff and just pushing in?

How did you choose which idea is good?

Generic insights for ideation?



Implementation

- Planning vs. making?
- Possible changes of plans?
- Causes for the changes?

Generic insights for prototype implementation?





Timekeeping & meeting deadlines

- Any trouble with this?
- What caused the problem(s)?

Generic insights for meeting deadlines?





Resourcing

- What do you consider as your 'resources'?
- How did you decide what will be your 'resource'?
- Any problems finding your resources?

Generic insights for resourcing?







