

# NEPPI Week III

7.11.2022

Project  
Salu Ylirisku

# Learning Goals

1. Learn to conduct **open-ended concept design** in the IoT technology context
2. Learn to use **interactive prototyping** as a business-relevant learning tool in a hands-on manner
3. Learn to **persuade stakeholders** about the value of your design with justified arguments

# Project Outcomes

- Concept Presentation @ NEXPO22
- IoT Product Concept Document

# NEXPO22

- Product Concept / clarity/perceived value/attractiveness
  - IoT Service / illustration of system architecture
  - Physical Product / illustration/physical mock-up
  - Product UX / demo/video
  - Stand Experience / presentation/attractiveness/feel
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- Evaluated collaboratively with NEXPO visitors + You & Me

# IoT Product Concept Document

- Concept description
- Key design requirements /w concrete suggestions
- Key types of partners /w concrete suggestions
- Key sources of revenue /w concrete suggestions
- Estimated main costs
  - monthly running costs
  - production costs (per thing)

# Deliverables

- Weekly deliverables
  - W1: IoT Machine – Challenge 1
  - W2: IoT Machine – Challenge 2
  - W3: Three initial design concepts
  - W4: Design concept
  - W5: Key design requirements
  - W6: Final IoT Concept & NEXPO
  - W7: Final deliverable (Concept document) & exam

# Evaluation criteria

1. HexMachine, 20% (presence/compensations)
  2. NEXPO22, 20% (collaborative evaluation)
  3. IoT Product Concept Document, 20% (coverage/argumentation)
  4. Team Process Contribution, 20% (peer evaluation)
  5. Exam, 20% (5 open text questions)
- If you are absent, reading assignments will be assigned to you – and you need to catch up with your team

# Teams for the Project



1	Chi Pham	Alischa Thomas	Evie Kivi	Nhu Nguyen	Sabanur Mete
2	Ruth Kupiainen	Apeksha Ravikumar	Vilma Juusonen	Nelia Peurala	
3	Tomi Rantanen	Otto Helakorpi	Milla Tervola	Gladys Suryana	
4	Rosa-Maria Majuri	Santeri Tenhunen	Matias Salmimies	Thao Nguyen	Mia Nygren
5	Reti Kilvet	Laura Lonka	Matias Nissinen	Paula Juntura	Nicha Tantitavewat
6	Moritz Kremer	Kalle Dalgamoni	Laura Putkinen	Merika Mattila	Anna Afanasyeva
7	Monica Romagnoli	Joonas Alanenpää	Karolina Salin	Emilia Lilja	Ahn Bui
8	Mirte van der Nat	Anthony Lau	Julius Thimm	Matti Kuusela	Kia Vuoksenmaa
9	Linnea Seeskari	Tommy Vanhanen	Juan Arce Camino	Jaana Talja	
10	Helena Mäeorg	Jusa Annevirta	Thanh Duong	Emilia Sundqvist	

# Team Agreement

Project Topic

**Serious Gaming**

with IoT

# Reading & Reflective Writing

- If you miss a full day
  - Inform Your Team and Salu
  - Read one chapter of the course book and return a 400-600 word reflection essay on the chapter (or other relevant academic text)