

Tutorial Exercises N°04

Exercise N° 1

This exercise should last 45 minutes: 30 minutes for brainstorming and 15 minutes for evaluation and voting.

Roles

Each group (3 to 7 students) needs a moderator to lead the discussions and a scribe to take notes. Everyone must participate in generating ideas.

Moderator

- Leads the discussion & proposes ideas
- Prevents ideas from going unevaluated
- Ensures that the session is finished after 30 minutes

Scribe

- Takes note of ideas & proposes ideas

Participants

- Contribute ideas

Brainstorming Procedure

Everyone sits down so they can see what the scribe is writing.

The moderator starts the session, and for 30 minutes each person must generate as many ideas as possible on the proposed project, whether they are simple basic ideas or entirely new ones. The scribe must note down each idea.

After 30 minutes, the scribe reads the list of ideas. Then, for 10 minutes, everyone thinks about the ideas and chooses the 3 most interesting ones to explore for the project (proposed below). Remember: the goal is to generate ideas, not to evaluate them.

At the end you must submit a report to your teacher.

Project : A driving instructor asks you to design an **interactive interface** to learning a road code.

This interface allows users to **view different traffic signs and their meanings**, and to perform **evaluation tests**. For example, it presents a traffic sign and asks the user to provide or choose its meaning, etc. Finally, an “Evaluate” button allows users to check and rate the answers.

Exercise N°2

You are asked to design a mobile application for **blood donation**. To do this you will follow these steps:

1. Describe the application,
2. Define the users,
3. Determine the technical devices,
4. Determine the list of fonctionnalités,
5. Design process.