Team Name:

/1 pt Overall Problem/1 pt Initial Paper Prototype/2 pts Testing Process/2 pts Testing Findings/2 pts Prototype Refinement	
/1 pt Initial Paper Prototype/2 pts Testing Process/2 pts Testing Findings/2 pts Prototype Refinement	
Initial Paper Prototype / 2 pts Testing Process / 2 pts Testing Findings / 2 pts Prototype Refinement	
/ 2 pts Testing Process / 2 pts Testing Findings / 2 pts Prototype Refinement	
Testing Process / 2 pts Testing Findings / 2 pts Prototype Refinement	
/ 2 pts Testing Findings / 2 pts Prototype Refinement	
Testing Findings / 2 pts Prototype Refinement	
/ 2 pts Prototype Refinement	
Prototype Refinement	
/ 3 pts	
Final Digital Mockup	
/ 2 pts	
Legible and Appropriate Slides, within 7 Minutes	
/ 3 pts	
Team Presentation Total	
/ 16 pts	
Individual Presentation Delivery	
/ 4 pts	
Individual Presentation Delivery	
/ 4 pts	

Your presentation should include:

1. Title Slide:

A short, creative, and marketable title capturing the key idea.

Include team member names. Be clear which team members are presenting.

2. Overall Problem:

Convey that your problem is both important and appropriate for a design investigation.

Motivate your audience to be interested in your problem and your proposed solution. Remember that you are teaching us what you learned in your process, you are not "selling" your solution. Be sure to avoid simply reading slide bullets, as you need to develop a connection to your audience.

3. Initial Paper Prototype:

Present your initial paper prototype. Convey the critical aspects of your design, including the two primary tasks being refined in your paper prototype.

4. Testing Process and Results:

Convey how you iteratively improved on your design. This should include your process:

- o your methods (i.e., what methods did you use to improve your initial design).
- o your participants (i.e., what participants did you engage),

It should also include your findings and iterative improvements:

- specific usability issues that were identified and corrected (e.g., consider before and after comparisons)
- higher-level findings and themes that emerged (e.g., consider explaining a specific issue that was identified and how it led to a larger revision of the design)

5. Final Paper Prototype:

Present your final paper prototype. Convey the critical aspects of your design, including the two primary tasks. This might be shorter than your presentation of the initial paper prototype, because you already presented changes and are about to present the digital mockup. This might also have been part of your testing process and results, if changes were illustrated there.

6. Digital Mockup:

Present your digital mockup. Convey the critical aspects of your design, including the two primary tasks. Discuss any significant changes that were required when transitioning from a paper prototype.