Final Project — Prototype Presentation

*Make a slide deck, submit it on Canvas as a PDF, and present it to the class. You have **six minutes**, followed by one to two minutes of questions.*

The prototype presentation isn't a pitch or a demo. What we want to see is a progress report on your design process: the problem you found, what people told you about it, and what you've built to test your ideas. We're not looking for a finished product, or even working code. We want to see evidence of how your interactions with other people have shaped your thinking.

What to cover

1. The problem, and who has it

- Describe your project in one sentence: what is it and who is it for?
- Tell us your current point-of-view statement: "*[user]* needs *[need]* because *[insight]*." Each of these elements should be filled in with a specific phrase. For example, "Busy college students need a tool to help them know what study locations are available since they want to study but are frustrated by the time they need to spend looking for a quiet space." If it has changed from your proposal, show both, and say what changed it.

2. What you learned from people

- Tell us who you talked to (at least three people who have the problem), and how you found them.
- Share what they do now to address the problem and what is not working well about their current solution.
- Highlight one thing that surprised you. A direct quote, or something you watched someone do, beats a summary.

3. Your prototypes so far

Show us your prototypes so far: a photo of the paper sketch, a screenshot of the wireframe or mockup. At least one should be something that isn't code. For each one:

- What question was it built to answer?
- Who tried it, and what did they do with it?
- What did you change because of these user interactions?

4. Where it's headed

- What will the large language model (LLM) do in your product?
- What is the new application programming interface (API) you'll use?
- What is the riskiest question you still have, and what is the next prototype that will answer it?

5. What you want from us

End with one or two specific questions for your pod and the class. Something generic like "Does this make sense?" is hard to answer well and won't help you much. Consider asking for feedback on other user profiles that might be considered, suggested features, or particular aspects of the core need your product is designed to address. The best questions will ask your peers to give a specific take rather than respond to an open-ended prompt.

Tips

- **Show, don't tell.** A photo of a rough sketch is worth more than a polished description of one.
- **A changed idea is a good sign.** If a conversation or a test sent you back to rethink the problem, say so: that's the loop we grade.
- **Your process log is your source.** Everything here should already be in `PROCESS.md`, and the photos in your `process/` folder.
- **Leave the code out.** A working build and a walk-through of your code belong to the design review.
- **Rehearse with a timer.** Spend most of your six minutes on what people told you and on your prototypes.

How it's graded

Two rows, each scored on its own; the first is the project brief's *Prototype presentation* row.

	Exemplary	Proficient	Developing	Beginning
Design process	A sharp problem, what people told you, and prototypes that show how it shaped them	The problem, what you learned from people, and your prototypes	Mostly the idea, with little from people	Not ready
Presentation	Clear and well paced, with slides that show rather than tell, within six minutes	Clear, and finished within six minutes	Hard to follow in places, or over time	Hard to follow, and well over time