In Class Assignment:

GOAL: To practice using rapid prototyping techniques to very quickly design a system and get preliminary feedback from users.

Design a system for students who would like to voluntarily participate in a leftover-offset program.

Using this system, people can record the weight of the leftovers that they throw away and periodically donate an equivalent amount of food to a foodbank.

1) Story board 2 scenarios for this system (or 1 story board for 2 possible systems)
   1) Approx. 4 panels each
2) Create a persona for a user of your system.
   1) 1 paragraph description of user
3) Create a paper prototype for your system.
   1) Major views associated with system
   2) Bonus: menus, widgets etc.
4) Run Prof. Patterson and/or Lynn through the system as users

Deliverables:
At 8:40 put your storyboard on the front whiteboard and present it to Prof. Patterson/Lynn.

At 9:05 Prepare your paper prototype for walk-through.

Groups:
* Marcel, Julie, Maria
* Steven, Michael, Warren
* Grace, Thanh, Karen
* Patrick, Matthew, Cameron
* Andrew, Garrett, Hiroe
* Sarah, Fiel, Viet
* Marianne, Sabel, Chris

LEARN TO BE CREATIVE FAST!