

CMS.594/894- EDUCATION

TECHNOLOGY STUDIO



SPRING 2019



IDEATION AND PROTOTYPING

# UNIT 4: NOW WHERE ARE WE GOING?

Unit 4, Final Project: Improving your innovation by...



Learning more about your user's needs



Understanding the education ecosystem in which you are designing in order to maximize your impact

Effectively communicating your innovation and its value to users and stakeholders

# HOW WILL WE GET THERE?



Week 0:

## Reflect

- ★ Review your final reflections from each mini-project
- ★ Complete the final project survey



Week 1:

## Identify a problem

- ★ Identify a problem of practice
- ★ Research existing solutions
- ★ Propose or enhance your solution
- ★ Draft an interview protocol to learn more about your user



Week 2:

## Ideation & prototyping

- ★ Come ready to discuss findings from your user interview
- ★ Come with prototype and playtest protocol
- ★ Conduct playtest



Week 3

## Playtest

- ★ Collect data during class playtest to improve final project
- ★ Practice presentations



Week 4:

## Final Public Presentation\*

- ★ Due: (1) final prototype, (2) presentation slide deck, (3) written product
- ★ Invite 2 guests
- ★ Dress up!



TEACHING SYSTEMS LAB

OVERVIEW OF  
TODAY'S CLASS

# TODAY'S CLASS

- **Part 1:** Share key findings from stakeholder interviews
- **Part 2:** Self-evaluate progress on final project through design journal & share
- **Part 3:** Discuss role of edtech in the U.S. k-12 education ecosystem with
- **Part 4:** Prepare for next week's final project playtest
- **Part 5:** Final project housekeeping

PART 1:  
STAKEHOLDER/USER  
INTERVIEW  
FINDINGS

# SHARE OUT - STAKEHOLDER/USER INTERVIEW FINDINGS

- **Key takeaways:** What are some key takeaways from your empathy stakeholder interview? What surprised you?
- **Design refinements:** How will you integrate feedback from your interview to make refinements to your prototype? Propose 2-3 ideas for changes that you will make based on your interviewee's responses.
- **Potential roadblocks:** What challenges do you anticipate in implementing these refinements and what resources might help you address them?

PART 2:  
SELF-EVALUATE  
PROGRESS ON FINAL  
PROJECT

# DESIGN SPRINT: DRAFT YOUR FINAL PRESENTATION

Make a copy of the final project presentation template and complete as much as you can now. Be ready to share out.

**Format:** 10 minutes  
presentation + 5 minutes  
audience questions/comments

- Customize but include all headers
- Use effective visuals
- Brief demos are helpful
- Practice w/ a critical friend and a timer!

# ADDITIONAL RESOURCES

- EdTech resources from your peers
- Identifying existing solutions
  - **App Review Websites:** [EdTech Index](#) (by EdSurge), [Graphite](#) (Common Sense Media)
  - See how crowded certain spaces are (e.g. Math, ELA)
- Evaluating what works
  - Institute of Education Sciences [What Works Clearinghouse](#)
- ...and what might not work
  - [New York Times article](#) on web-based personalized learning, Summit

# SHARE OUT- FINAL PRESENTATION SPRINT

- What elements feel solid?
- What elements are missing?
- What supports do you need to meet your goals and feel ready for your final presentation?

PART 3:  
ROLE OF EDTECH IN  
U.S. K-12  
ECOSYSTEM

BREAK - PLEASE RETURN IN  
10 MINUTES

PART 4:  
PREPARING TO  
PLAYTEST YOUR  
PROTOTYPE  
(NEXT WEEK!)

# SAMPLE PLAYTEST PROTOCOLS

Please use this template to  
create a flow for how you  
will playtest your  
prototype.

Purpose: to collect data  
on your final project  
prototype to improve your  
project.

PART 5:  
FINAL PROJECT  
HOUSEKEEPING

# FINAL PROJECT RESOURCES

- Review the directions in **the syllabus**- important details!

Have you decided which written product you will complete?

1. Stakeholder/funder pitch
2. Conference proposal
3. Policy brief
4. EdTech news article
5. Infographic

PREPARING FOR THE  
NEXT CLASS

# HOMEWORK- DUE AT START OF CLASS NEXT WEEK,

- If you are completing your interview, complete the design journal **interview report out**
- Add the link to your **prototype**
- Add the link to your **playtest protocol**

**Where to submit:** Design Journal

HW=Homework :-)

WRAP UP

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