

CS181DT Class 23: MVP evaluation



MVP

Class 23 agenda

- Zipcrit x 2
- MVP eval / project work time

Announcements

- Optional assignment on Canvas for you to submit any time before 12/4 (final presentations)
- Code party **Friday 1:15-3:15** lead by Abrar - come especially if you have React questions!
- Code party **Sunday** lead by Ariel - vote on times on Slack!
- I'm very behind on grading, sorry, but you will get all your turned in work back this weekend

^ I had this announcement in Spring 2024, and I'm keeping it for Fall 2024.

Optional: Project
check in

Published

Assign To

Edit

:

OPTIONAL assignment for instructor feedback

If you'd like feedback during your implementation, please capture a screen recording of your tool running and narrate the screen recording to include aspects you would like feedback on. If you have any questions about the code, please also share a Github link (or add my account if your repo is private: radiolarian) and include you talking about/showing the code in the screen recording. Some potential things you might want feedback on:

- Interaction design
- Visual design (though not important for the MVP)
- How would you approach doing X in code

Please also ping me on Slack saying you submitted the assignment and I'll get you feedback within 3 days.

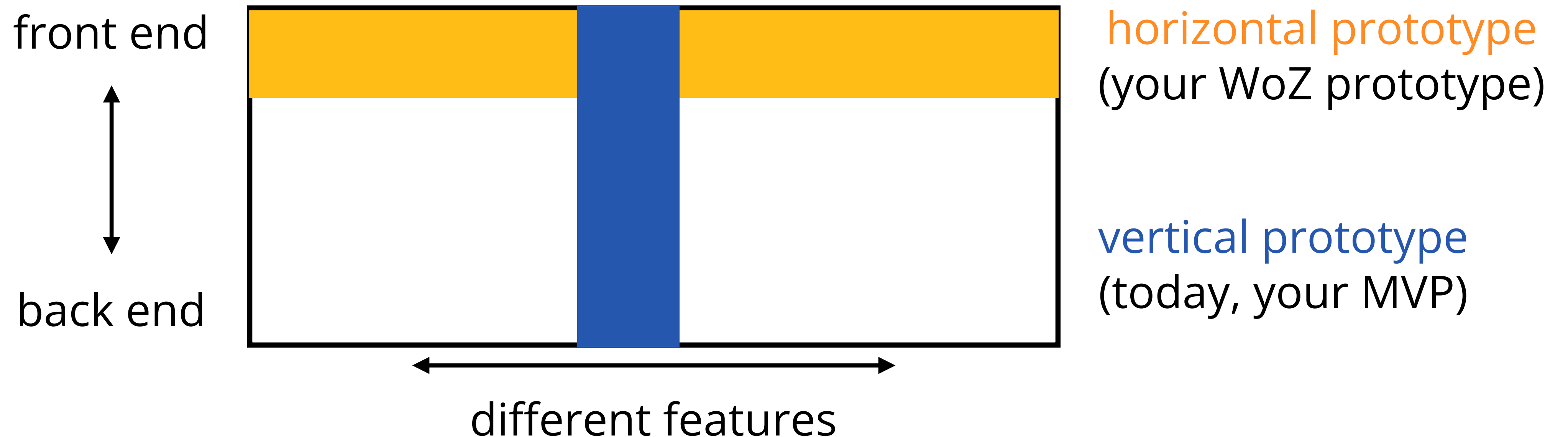
(I am also happy to give feedback on any other additional aspect - the paper, the presentation slides, the final write up - just upload it all here!)

Points 0

Submitting a file upload

Recall: depth prototypes

- Breadth (horizontal) - how many features does your prototype cover?
- Depth (vertical) - degree of functionality (how responsive to user inputs is your prototype? Or does it just have "canned" options)



MVP evaluation prep

- Pairs swapping again, just like WoZ
- Take 5 minutes with your group to
 - Make sure every pair has at least one computer running the tool
 - Figure out what you want to learn from the evaluation
 - Prepare your computer for testing (e.g., if users are uploading an image, can you make a folder of preselected “good” images?)

MVP evaluation

- As users, first try to do the flow as intended. Then try to “break the tool” and try to enter unexpected/diverse inputs
- Give feedback on potential for wide walls/low floor/high ceiling and interaction design. Visual design is less important at this stage
- Also, share development struggles or tips: We can learn from each other!
- Write notes/lessons learned in your design doc