Modul 9 Test

"Testing a product is a learning experience"

– *Brian Marick*

Introduction

In this module, students will learn the various types of feedback methods and understand how they gain feedback on their own MVPs. They will also be introduced to the fifth stage of the design thinking process, test, by testing their boat designs in the pool. The module will end with a discussion to give students a chance to reflect on their boat project and know how they can apply what they learned to their own SLX projects.

Student Objectives

- Students will be able to recall different feedback methods
- Students will be able to test their boats in the pool to see how far they travel
- Students will be able to discuss what went well and how they can improve

Agenda

1. Explain different feedback methods (15 min)
2. Test the boats (35 mins)
3. Discuss the results (10 mins)

Facilitation Notes

- Make sure there is enough time to test the boats
- Have the students think about their results and connect them back to ideating and prototyping
- Have the students give feedback to each other and give feedback to them as well

- **Remind students to have their presentations ready for next week for their run through**

Facilitator Guide

Feedback Methods

Purpose: To help students understand how different feedback methods can help when prototyping.
Materials: Give students the Feedback Methods Handout, whiteboards, and dry erase markers

Directions: Make tables of the pros and cons of each feedback method on whiteboards

- First, make tables for three of the methods at a time (so three tables)
- Have students write down the pros and cons of each method
- Discuss what was written
- Do the same for the remaining four methods (four tables)

Discussion questions:

1. What are some other feedback methods that businesses can use?
2. Why is feedback necessary?

Aluminum Boat Activity

Purpose: To grasp prototyping and feedback skills by testing their prototypes
Materials: The boats they made during the last module, fans, the pool, measuring tape

Directions: Everyone take their boats and go to the pool(?)

1. Go to the designated lane
2. The first group will place their boat in the water and start the fan
3. After 30 seconds, record how far the boat went
4. Repeat until all groups are done

Discussion

Purpose: Have students reflect on the success and failures of their boat and learn about iteration.

Discussion questions:

1. What do you think went well? What part of your design was successful?
2. Did the boat go as far as you thought it would? Were there factors you didn't account for?
3. What would you change if you did this again? (both with designs and how you worked)?
4. How do you plan to apply what you learned here to your own socent project?

Sources:

https://docs.google.com/document/d/1u7e57xHl4lr4PQ1fm_jFaL1aK9w8p9qOb9Ydjiqmyq Y/ed