



CEP

Critical Experience Prototype

WHAT DO WE EXPECT FROM

- # 0 1 Design, build, test and demonstrate a component or subsystem that is "critical" to the success of your öBot
- #02 Present your prototype, your tests and results
- #03 Explain how this new information has influenced your thinking
- #04 NO slides!



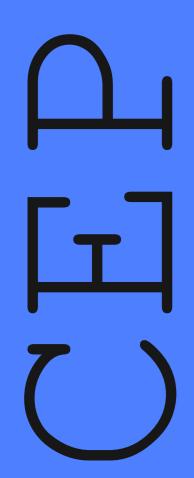


Critical

- Something fundamental and necessary to the success of the design.

 If this component were to fail, another approach would be needed.
- In other words: the piece you are most worried about.

EXPERIENCE



- Ambiguously refers to mentally unprocessed or immediatly preceived events
- -Identify the type of experiences (mental, physical, emotional, virtual, etc...)
- How can you represent / recreate / simulate it Identify the type of experience
- How can you represent / recreate / simulate it?

PROTOTYPE

- Something **physical** that you have made (not a calculation, research or user tests). It allows you to perform **real tests** and obtain useful results.
- It does not necessarily reflect the final design.

Prototype to demonstrate a one particularly important experience.



PORTO DESIGN FACTORY

The importance to **TEST WITH PEOPLE** is to understand the level of **EMPATHY** between your <u>current concept of öBot</u> and the **USER** and how can you increase it.

WHERE TO

```
\#01 What is your CEP? \#02 What experience will you test?
```

- #03 Why is it important?
- #04 How will your prototype demonstrate this experience?
- #05 What do you expect to learn?
- #06 Remember to quantify your results.

DEADLINE 7PM

5minutes presentation

NO slides

Record the presentation and upload In the öBot Bootcamp 2018 facebook group

Be prepared to **comment other teams work**.

CONTENT

Report your selected **experience**, **testing parameters and TEST RESULTS** and your **conclusions**.

