Project Development Practicum EDIT 791 Immersion

Class Dates/Time/Location: 08/30/2010 – 12/17/2010

Monday, 09:00 AM – 03:30 PM Tuesday, 09:00 AM – 12:00 PM (Team Meetings) Wednesday, 09:00 AM – 03:30 PM Thursday, 09:00 AM – 03:30 PM Commerce I Room 100 (Lab)

Instructor: Contact Information:	Dr. Shahron Williams van Rooij
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Office location:	Commerce II Room 107B
Office hours:	By appointment only

Required Texts:

- 1. Dyer, W.G. & Dyer, J.H.(2007). *Team building: Proven strategies for improving team performance*. 4th Edition. San Francisco: Jossey-Bass. ISBN 978-0-7879-8893-7
- 2. Jones, B.L.(2008). *Web 2.0 heroes: Interviews with 20 Web 2.0 influencers*. Indianapolis: Wiley Publishing. ISBN 978-0470241998
- 3. Nash, S. (2003). *Teamwork from the inside out fieldbook: Exercises and tools for turning team performance inside out*. Palo Alto: Davies-Black Publishing. ISBN 978-0891061724
- 4. O'Grady, J.V. & O'Grady, K. (2009). A designer's research manual: Succeed in design by knowing your clients and what they really need (Design Field Guide). Beverly: Rockport Publishers. ISBN 978-1592535576
- 5. Parker, G.M. (2008). *Team players and teamwork: New strategies for developing successful collaboration*. 2nd Edition. San Francisco: Jossey-Bass. ISBN 978-0-7879-9811-0
- 6. Wenger, E., McDermott, R., & Snyder, W.M. (2002). *Cultivating communities of practice*. Boston: Harvard Business School Publishing. ISBN 1-57851-330-8

Practicum Description (GMU Catalog):

This practicum is designed for students in the Immersion concentration of the Instructional Technology program. The practicum allows students to join a design team focusing on the analysis and design phases of the instructional design process and development process.

Practicum Methodology:

Students will apply the principles of instructional design, design research, and interdisciplinary design and development techniques to a real world learning technology design project. Students will work intensively in a team-based setting to collaboratively and thoroughly research, analyze, and design a real world technology solution to a specific instructional or performance problem. The practicum will be focused heavily on opportunities for productive face-to-face and virtual team interaction, collaboration, communication, and presentation skills, as well as successful client and stakeholder interaction.

Fall 2010

Student Outcomes:

At the end of this practicum, students will be able to:

- Apply effective instructional design for interactive media, instructional frameworks and applications pertinent to instructional design projects
- Demonstrate effective and efficient collaboration skills through self and peer documentation
- Apply effective project management principles to instructional design projects
- Utilize several research and/or evaluation methodologies (interviews, focus groups, surveys, etc.) in the instructional design process
- Collect and analyze user data related to iterative instructional design and development
- Professionally present a working technology-based instructional product prototype to clients and stakeholders
- Demonstrate proficiency in the skills/competencies of instructional design via an electronic professional portfolio

Professional Standards:

1. Technology Program and Profession Standards (ISTE NETS)

Within the Instructional Design and Development (ID&D) track, this course adheres to the following National Educational Technology Standards (NETS) established by the International Society for Technology in Education (ISTE) under the National Council for the Accreditation of Teacher Education (NCATE). The complete list of NETS standards is available at http://cnets.iste.org/teachers/t_stands.html.

- Technology Operations and Concepts (IA & IB)
- Planning and Designing Learning Environments and Experiences (IIB & IIC)
- Teaching, Learning and the Curriculum (IIIC)
- Productivity and Professional Practice (VB, VC & VD)
- Social, Ethical, Legal and Human Issues (VIA & VID)

2. Curriculum and Candidate Competencies (AECT)

This course adheres to the standards for curriculum and candidate competency in the area of educational communications and instructional technologies (ECIT) of the Association for Educational Communications and Technology (AECT). The standards are intended to accompany NCATE's Standards, Procedures, and Policies for the Accreditation of Professional Education Units, and to address Standard 1 of the NCATE standards. The complete list of ECIT standards is available at

http://www.ncate.org/public/programStandards.asp?ch=4#AECT.

- 1. Design (1.1 1.4)
- 2. Development (2.3 & 2.4)
- 3. Utilization (3.1)
- 4. Evaluation (5.1)

3. International Board of Standards for Training, Performance and Instruction (IBSTPI) IBSTPI has developed a list of 23 competencies and 127 associated performance statements

that are grounded in the major theories that underpin the field of instructional design. The full list of competencies and statements is available at http://www.ibstpi.org/Competencies/instruct design competencies.htm.

4. Other Professional Standards and Guidelines

The ASTD Certification Institute has published standards that focus on evaluating the instructional design and usability factors of asynchronous Web-based and multimedia courseware for corporate and government training at http://www.astd.org/content/research/competency/competencyStudy.htm

Assignments/Deliverables:

1. Individual Technology Deep-Dive Blog Postings

Each student will select **two (2)** instructional design tools in which he/she is particularly interested. Eligible categories – along with examples of instructional events created with those tools – include (but are not limited to):

- Content creation (e.g., course authoring tools such as Adobe Presenter; interactivity tools such as VoiceThread; quizzing and testing tools such as Questionmark Perception; screen capture tools such as Adobe Captivate; polling/survey tools such as SurveyMonkey; media creation tools such as Audacity; simulation tools such as Adventure Maker; web site design tools such as Dreamweaver)
- Content presentation (e.g., RSS feeds such as Google Reader; mindmapping/brainstorming tools such as CMap; interactivity tools such as Flash)
- Content distribution (e.g., collaboration/communication such as Google Groups; web conferencing such as Elluminate; video hosting/sharing such as YouTube)

Using free trial versions (for commercial software packages) or downloads of freeware/open source software packages, students will explore a selection of tools in their chosen category and understand the tools' capabilities to create relevant learning experiences.

Each week, each student will upload one posting about a tool in his/her selected category to our course blog site at <u>http://edit791.wordpress.com/2010/08/12/welcome/</u>. All students are required to contribute at least one comment each week to the blog posting of their peers.

2. Collaborative, Team-based Interaction

Each student will provide evidence of his/her positive contribution to the team's mission, goals, and ability to execute. Students will document their own contributions to the team in their individual electronic portfolios. Evidence of reflection, positive interaction for the good of the team goals, links to others postings, and shared work by the team contribute to the performance outcomes of the Immersion experience.

3. Knowledge Transfer Discussion Sessions

Each student will sign up to lead two (2) class discussions (face-to-face and electronic) about applying the readings to the current project. He/she will include in his/her online portfolio evidence of how he/she contributed or shared skills or knowledge with their teammates. Evidence may include introducing the team to new resources, teaching teammates new software, or other observable manifestations of building collaborative and collective expertise.

4. Project Management

Students will contribute on a rotating basis to the management of the project. This may include establishing schedules, writing weekly status reports, creating meeting agendas, setting up client meetings, gathering and analyzing data, design documents, or any other contribution to the successful execution of the project. These documents will be posted on the EDIT 791 project wiki at <u>https://edit7915t2fall10.pbworks.com/</u>.

5. Project Products

Each student will contribute to producing quality instructional design deliverables for the established project, including interim deliverables such as:

- Performance analysis report with needs assessment
- User personas/models
- Usability test planning and execution
- Use case analyses/concept models
- Competitive analysis/benchmarking
- Content inventories
- Site mapping
- Flowcharts/wireframes/storyboards

6. <u>Electronic Portfolio</u>

Each student will create an electronic, Web-based portfolio which will house/link all of the aforementioned elements. Students may develop their portfolios using the tools of their choice (e.g., HTML coding, web editors, blogs, wikis, web development suites). The purpose of the portfolio is to create an environment that represents your development and growth as a professional instructional designer. The portfolio should include the following components:

- Home page with student name and program concentration, brief bio sketch, and links to the other portfolio components
- Personal goals statement
- Resume/CV
- List of courses taken to date, including course numbers, descriptions and dates taken
- List of artifacts that represent what the student perceives as his/her best work from courses taken to date
- Linkage/relationship of artifacts to course assignments and to IDD skills/competencies established by the International Board of Standards for Training, Performance, and Instruction (IBSTPI) at http://www.ibstpi.org/competencies.htm
- Personal reflections demonstrating growth and development as an instructional designer
- Insights on the use of communication, leadership, and teamwork skills based on course readings, activities, and projects
- Realizations related to multimedia design and development skills

Assessment

Because this is a practicum based on a real-world project, the assessment process is based upon the Group Process Model in evaluating individual performance. For each deliverable/assignment, groups will provide details about the roles/responsibilities that the individual has assumed on each of the assignments. Students should indicate which assignment upon which they were the lead and detail the contributions they made to those assignments in their respective portfolios. In addition, students will evaluate their own and team members' overall contributions to the design and development of the project product at the mid-point and the end of the semester. This evaluation will be completed using the assessment rubric located at

<u>http://immersion.gmu.edu/immsite/program/evalf.htm</u>. The Portfolio Assessment rubric, along with additional information about assessment in the Immersion program, is located at <u>http://immersion.gmu.edu/immsite/program/assess.htm</u>.

COLLEGE OF EDUCATION AND HUMAN DEVELOPMENT STATEMENT OF EXPECTATIONS:

All students must abide by the following:

Students are expected to exhibit professional behavior and dispositions. See gse.gmu.edu for a listing of these dispositions.

Students must follow the guidelines of the University Honor Code. See <u>http://www.gmu.edu/catalog/apolicies/#TOC_H12</u> for the full honor code.

Students must agree to abide by the university policy for Responsible Use of Computing. See <u>http://mail.gmu.edu</u> and click on Responsible Use of Computing at the bottom of the screen.

Students with disabilities who seek accommodations in a course must be registered with the GMU Disability Resource Center (DRC) and inform the instructor, in writing, at the beginning of the semester. See <u>www.gmu.edu/student/drc</u> or call 703-993-2474 to access the DRC.

HONOR CODE

To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of George Mason University and with the desire for greater academic and personal achievement, we, the members of George Mason University, have set for the following code of honor. Any individual who is caught in the act of cheating, attempting to cheat, plagiarizing, or stealing will be brought forth before a council of their peers. In the event that the individual is found guilty, he or she will be punished accordingly. For further information, please refer to the University Catalog or web site at <u>www.gmu.edu</u>.

This syllabus is subject to change based on the needs of the class. The Americans with Disabilities Act (ADA) prohibits discrimination against individuals with disabilities in the series, programs, or activities of all State and local Governments. Under ADA a disability is defined as a physical or mental impairment that substantially limits a major life activity such as: learning, working, walking, speaking, hearing, breathing, and/or taking care of oneself. If a student has a disability and needs course adaptations or accommodations because of that disability, it must be established with the faculty, in writing, at the beginning of the semester, so arrangements can be made. Please call the Disability Resource Center for required documentation (703-993-2474).

Date	Topic/Activities	Assignments/Resources for Next Session
Week 1 Mon., 08/30	 Introductions, Immersion Experience, Requi Welcome and Introductions Overview of Immersion Experience Review Immersion Website Discuss technology options Resources (STAR Labs, DoIT Learning Support, Library) Review Syllabus, Requirements Portfolios Classroom Procedures Blog sign-up at https://edit7915t2fall10.pbworks.com/ Knowledge Transfer Discussion sign-up 	 irements Subscribe to IT listserv and project wiki Review Previous T/TAC Immersion Projects on Immersion Site Review Project Charter Review <u>T/TAC Website</u> Read <u>Action Learning</u> Paper Read Nash & Brolin, Introduction Read Parker, Chapter 1
Tues, 08/31	 at <u>https://edit7915t2fall10.pbworks.com/</u> 09:00 AM – 12:00 PM: First Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 09/01	 Review procedures for uploading to project wiki site Discuss Project Charter Discuss Action Learning Paper Discuss Nash & Brolin, Introduction Discuss Parker, Chapter 1 Discuss technology options for Portfolio & Project Website 	 Continue Examining Technology Options & Previous Immersion Project Websites Read Dyer et al, Chapter 1 Read <u>Towards a Fusion of</u> Formal and informal Learning Environments Paper
Thurs., 09/02	 Discuss concerns/questions <i>Guest Speaker</i>: The Immersion Experience: Sue Dass, 2010 Immersion Graduate Discuss Dyer et al. Chapter 1 Discuss Fusion paper Clean up "housekeeping"/logistical issues Finalize choices for portfolio & project web sites 	 Read Parker, Chapters 2-4, 7 Blog posting #1 on 09/07 Read <u>Team Development-Tuckman's Model</u> Read <u>Tuckman Tweaked</u> Draft team Vision, Goals, Roles, Norms

Date	Topic/Activities	Assignments/Resources for Next Session
Week 2		0
Mon., 09/06 Tues, 09/07	 LABOR DAY – NO C 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 09/08	 Knowledge Sharing Session #1: Parker, Chapters 2-4, 7; Tuckman Discuss draft of team vision, goals, roles & norms Finalize procedures/roles for maintenance of class wiki 	 Finalize team vision, goals, norms Read Nash & Brolin, Chapters 4-7 Read Parker, Chapter 7 Read Dyer et al., Chapters 7-9 Determine individual learning goals & begin developing individual Webbased portfolio
Thurs., 09/09	 Knowledge Sharing Session #2: Nash & Brolin, Chapters 4-7; Parker, Chapter 7; Dyer et al., Chapters 7-9 Intro to Instructional Design Project Management & templates on class wiki 	 Post first Project Status Report on class wiki Read <u>Project Management</u> in Instructional Design Review Project Charter & T/TAC Web site Prepare a bulleted list that identifies the project client, goals, drivers, barriers, information needs & sources to tap, then post the list to the project wiki on 09/17 Blog posting #2 on 09/13 Continue working on individual portfolio, reflecting on initial project impressions

Date	Topic/Activities	Assignments/Resources for Next Session
Week 3 Mon., 09/13	 Project Plann Discuss Project Management article Review bulleted list of client goals, drivers, barriers, info needs & sources Discuss utilization of project SME to gather info & support Discuss project planning approach Wedman's <u>Performance Pyramid</u> 	 Prepare a draft list of questions/info needs for project SME Review info sources available on current T/TAC site Draft preliminary project plan
Tues, 09/14	 09:00 AM - 12:00 PM: Team Meeting 12:30 PM - 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM - 07:10 PM: EDIT 730 with Dr. Dabbagh 	piun
Wed., 09/15	 Meeting: 10:00 AM – 12:00 PM Collaborative Learning Hub (CLUB) lab/Meet at 9:45 AM at the Information Desk in the Johnson Center 1:00 PM – 3:00 PM, Commerce I 100 Discuss info needs list Discuss session with project sponsor 	 E-mail list of info needs to SME by 09/17 Prepare list of project sponsor questions/info needs View <u>Draft Performance</u> <u>Analysis Plan</u> Example Draft preliminary Performance Analysis plan
Thurs., 09/16	 Discuss list of project sponsor questions/info needs Discuss preliminary PA plan Data Collection for Performance Analysis Review examples of previous Immersion PA reports 	 Post list of project sponsor questions/info needs to class wiki Read Jenn & O'Grady, Chapter 1 Read <u>Analysis Tools</u> Post Project Status Report on class wiki Blog posting #3 on 09/20 Continue working on project site, individual portfolio

Date	Topic/Activities	Assignments/Resources for Next Session
Week 4 Mon., 09/20	 Performance Analysis & Project Sponsor Session: 10:00 AM – 12:00 PM Knowledge Sharing Session #3: Jenn & O'Grady, Chapter 1; Analysis Tools article Value of user research & relationship to ID 	 Review SME & sponsor feedback Update PA plan with SME/sponsor feedback Draft bulleted list of research strategies, methods, participants, timetable
Tues, 09/21	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 09/22	 Discuss draft research plan & schedule Q&A/Instructor Consulting Time 	 Read Wenger, McDermott & Snyder, Chapters 1-3 Continue working on PA/research plan
Thurs., 09/23	 Knowledge Sharing Session #4: Wenger, McDermott & Snyder, Chapters 1-3 Work on PA/research plan 	 Post Project Status Report on class wiki Blog posting #4 on 09/27 Continue working on project portfolio, update reflections

Date	Topic/Activities	Assignments/Resources for Next Session
Week 5	Performance Analysis, User Resea	
Mon., 09/27	 Alignment of PA/research plan with project charter (project description, scope, goals) Update research plan & post to class wiki Send link to research plan to SME & project sponsor with feedback request 	 Update research plan with SME & sponsor feedback Read Jenn & O'Grady, Chapters 2 & 3 View the video <u>Unleash the</u> <u>Users</u>
Tues, 09/28	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 09/29	 Knowledge Sharing Session #5: Jenn & O'Grady, Chapters 2 & 3, Unleash the Users video Finalize research plan & post to class wiki 	• Begin data gathering per research plan
Thurs., 09/30	 Update PA draft Work on documentation of research results 	 Post Project Status Report on class wiki Read Wenger, McDermott & Snyder, Chapters 4 &5 Blog posting #5 on 10/04 Continue working on project portfolio, update reflections & team/project contributions

Date Week 6 Mon., 10/04	Topic/Activities Finalize Performance Analysis, Proje	
Mon., 10/04	 Knowledge Sharing Session #6: Wenger, McDermott & Snyder, Chapters 4 & 5 Data gathering, compiling & analysis 	• Draft summary of data collection results to date
Tues, 10/05	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 10/06	 Discuss data collection results to date What is (not) working in data collection process Plan for addressing data collection issues 	 Continue data gathering & compiling for PA/research document View the video <u>Satisfy the Cat</u>
Thurs., 10/07	 Discuss Satisfy the Cat video Audience analysis, role models/personnas Work on documentation of research results 	 Post Project Status Report on class wiki Blog posting #6 on 10/12 Review WAI Guidelines and Techniques Continue working on project portfolio, update reflections & team/project contributions in preparation for instructors' First Portfolio Review

Date Week 7	Topic/Activities Usage-Centered Design & User Ro	Assignments/Resources for Next Session le Models (Virtual Work Week)
Mon., 10/11	COLUMBUS DAY – NO CLASSES; TUESDAY	MONDAY CLASSES MEET ON
Tues, 10/12	 Assistive Technology Lab Orientation, Thompson Hall Room 211 Instructor Conference Call from EDUCAUSE Conference Data gathering, compiling & analysis Discuss if additional observations/communication needed to produce role models/personas 	 Upload PA/Research document for instructor review. Document should include: Introduction Drivers Barriers Priorities Recommendations Research goals Research schedules Analysis of research results from initial data collection
Wed., 10/13	 Face-to-Face Meeting Optional Individually review instructor feedback on portfolios Pose questions about instructor feedback via Mason e-mail 	
Thurs., 10/14	 Face-to-Face Meeting Optional Review feedback on PA/Research Document Discuss project sponsor session 	 Prepare list of project sponsor questions/issues, including client f2f contact opportunities Read Wenger, McDermott & Snyder, Chapter 6 Read <u>Managing Virtual Teams</u> Post Project Status Report on class wiki Blog posting #7 on 10/18 Continue working on project portfolio

Date	Topic/Activities	Assignments/Resources for Next Session
Week 8	Role Models,	
Mon., 10/18	Project sponsor session	Read <u>Ten Steps to Personas</u>
	• Knowledge Sharing Session #7:	• Draft user role models/personas
	Wenger, McDermott & Snyder, Chapter 6; Managing Virtual Teams	• Read Jones, Introduction,
	article	Chapters 9, 11, 13
	• Discuss PA/research document	
	feedback	
	• Align feedback with mission, goals	
	Revise Performance	
	Analysis/research document	
Tues, 10/19	• 09:00 AM – 12:00 PM: Team	
	Meeting	
	• 12:30 PM – 03:10 PM: EDIT 732	
	with Dr. Clark	
	• 04:30 PM – 07:10 PM: EDIT 730	
Wed., 10/20	with Dr. Dabbagh	- Dead Secondrias of Use (Use
weu., 10/20	• Knowledge Sharing Session #8: Jones, Introduction, Chs. 9,11,13	• Read <u>Scenarios of Use (Use</u> Cases)
	 Discuss draft of user role 	<u>Cases</u>
	models/personas	
	 Revise user role models/personas 	
Thurs., 10/21	Relationship between personas and	Post Project Status Report on
	use cases	class wiki
	• Introduction to Use Cases & Task	• Work on use cases
	Flow diagrams	• Blog posting #8 on 10/25
	• 2:00 PM – 3:00 PM Library Tour:	• Continue working on project
	Fenwick Library Instruction Room,	portfolio
	2 nd floor Fenwick Library	

INSTRUCTIONAL TECHNOLOGY COLLEGE OF EDUCATION AND HUMAN DEVELOPMENT

Date	Topic/Activities	Assignments/Resources for Next Session
Week 9	Use Cases (Virtual 2	Instructor Week)
Mon., 10/25	Face-to-Face Meeting OptionalWork on use cases	 Post final personas to project site Read <u>Structure and Style</u> article
Tues, 10/26	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 10/27	Face-to-Face Meeting OptionalWork on use cases	 Work on use cases Review <u>Use Case Basics</u> video
Thurs., 10/28	• Finalize use cases & post to project site	 Post Project Status Report on class wiki Read Wenger, McDermott & Snyder, Chapters 7-9 Blog posting #9 on 11/01 Continue working on project portfolio

Date	Topic/Activities	Assignments/Resources for Next Session
Week 10 Mon., 11/01	Intro to User Interface D Knowledge Sharing Session #9: 	Read Usage-centered Interface
	 Wenger, McDermott & Snyder, Chapters 7-9 Intro to UI design UI, user research & usability Site mapping with flowcharts 	 Design for Knowledge Management Software Read Jenn & O'Grady, Chapter 4 Case Studies: Baseman Design Associates; Schwartz Powell Design; Studio Blue; Elephant
Tues, 11/02	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	Strategy+Design
Wed., 11/03	 Knowledge Sharing Session #10: Jenn & O'Grady Case studies Work on UI design 	• Work on UI design
Thurs., 11/04	 Present and review UI design(s) in class, site maps/flowcharts Usability test planning 	 Continue work on site flowcharts/UI designs Post Project Status Report on class wiki Blog posting #10 on 11/08 Continue working on project portfolio

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Date	Topic/Activities	Assignments/Resources for Next Session	
Week 11	Flowcharts/Storyboards/Wireframes		
Mon., 11/08	 Storyboards & wireframes Visuals, text, content placement Work on site map/flowcharts, wireframes, storyboards 	Re-visit team work processes for producing remaining deliverables	
Tues, 11/09	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 		
Wed., 11/10	• Work on content, wireframes, flowcharts, storyboards		
Thurs., 11/11	 Continue work on site flowcharts/UI designs Start compiling preliminary deliverables for project sponsor session Opportunities for usability testing 	 Post Project Status Report on class wiki Draft client presentation and documentation Continue working on project portfolio E-mail preliminary deliverables/usability test plan to SME by 11/15 	
Week 12	Rapid Prototyping,	Usability Testing	
Mon., 11/15	Rapid prototypingWork on preliminary deliverables		
Tues, 11/16	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 		
Wed., 11/17	• Present and discuss preliminary deliverables with project sponsor	• Revise preliminary deliverables based on project sponsor & SME feedback	
Thurs., 11/18	Continue working on preliminary deliverables		

Date	Topic/Activities	Assignments/Resources for Next Session
Week 13	Rapid Prototyping	
Mon., 11/22	 Storyboards & wireframes Visuals, text, content placement Work on site map/flowcharts, wireframes, storyboards 	• Re-visit team work processes for producing remaining deliverables
Tues, 11/23	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 11/24	THANKSGIVING RECESS – NO CLASSES	
Thurs., 11/25	THANKSGIVING REC	ESS – NO CLASSES
Week 14	Rapid Prototyping	
Mon., 11/29	 Present and discuss revised deliverables in project sponsor session Discuss client presentation requirements with project sponsor 	
Tues, 11/30	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 12/01	• Design and production	• Work on client presentation/documentation requirements
Thurs., 12/02	• Design and production	• Work on client presentation/documentation requirements

Date	Topic/Activities	Assignments/Resources for Next Session
Week 15	Rapid Prototyping	
Mon., 12/06	Walk through updated client presentation/documentation materials with project sponsor	
Tues, 12/07	 09:00 AM – 12:00 PM: Team Meeting 12:30 PM – 03:10 PM: EDIT 732 with Dr. Clark 04:30 PM – 07:10 PM: EDIT 730 with Dr. Dabbagh 	
Wed., 12/08	• Finalize client presentation/documentation materials	
Thurs., 12/09	• Firm up roles/responsibilities for client presentation/demonstration of prototype	
Week 16	Client Presentation	
	 Client presentation date/time TBD Rehearsals opportunities prior to presentation day 	