

Critical Skills and Practice

Tutorial 2 - Project Ideas and Requirements

1 Introduction (5 minutes)

The tutor will ask about how you're settling into your time at the University of Edinburgh.

2 Considering Data (5 minutes)

Take five minutes to talk to a partner about anything you noticed as you explored the data selected for your project.

3 Brainstorm Requirements (15 minutes)

Take ten minutes to brainstorm *requirements* for the project (or projects, if you haven't decided) that most excites you. Requirements are anything that a system requires, from usability to aesthetics to safety. There will be lectures later in the semester on requirements, but for now, you can stay very high level. What requirements are relevant for your app and the setting into which it would be deployed? If you were a user, what would be most important? What about for the users represented in your data?

Some areas to consider as you develop requirements:

- Usability (How easy is the system to use? How steep is the learning curve if encountering it for the first time?)
- Accessibility (Who would struggle to use this technology? What environmental factors would complicate using this technology?)
- Security (How is data stored? Who has access?)
- Aesthetics (What does the end result of this project look like? How does the appearance of the system communicate its function?)

4 Share with a Partner (10 minutes)

Take ten minutes and share the requirements for your project. If your partner chose the same project, talk about why these requirements differ, and what it would mean for the different systems you envision.

5 Back to your Requirements (10 minutes)

Take the last ten minutes to return to your requirements. Take into consideration any feedback that your partner had, or any ideas that may have emerged following your conversation. Think about how your design has changed (if at all) and what that means for the students represented in the data.

6 Closing (5 minutes)

Time to ask questions at the end.