09.01.17
Designworkshop II
Review High-Fidelity Prototype
Milestones & Deliverables: Final Presentation

**High-Fidelity Prototyping & Presentation**
- 19.12.16 Review High-Fidelity Prototype
- 09.01.17 Review High-Fidelity Prototype
- 16.01.17 High-Fidelity Prototype
- 23.01.17 Preparation Presentation
- **30.01.17 Deliverable 4**: Final Presentation incl. High-Fidelity Prototype

30/01 Final Presentation
PROCESS VS. PRESENTATION

01 Research
02 Problem Framing & Use Case
03 Concept & Storyboard
04 Low-Fidelity Prototyping
05 User Testing
06 High-Fidelity Prototyping

VS

01 The Challenge
02 Your solution
YOUR FINAL PRESENTATION

01 The Challenge
- Introduction of your problem in a bigger context (interaction design, in-car mobility,...)
- The problem you phrased with its main challenges explained along your use case and target group (persona)

02 Your solution
- Present your concept along your storyboard and flow chart: How does it solve your problem? Why does it fit for your target group?
- Present your physical high-end prototype
- Support your final solution by summing up how you developed it:
  - Research: main insights from desk and in-car research
  - User Testing: main insights during your user testing: set up, users, your top insights, your actions based on these insights
  - Prototyping: main insights during the different iterations of your prototyping phase and how you adapted your prototype
YOUR FINAL DELIVERABLE

01 The Presentation

02 Report
- 5 pages, including pictures
- Abstract, Concept Description, Technical Details of Prototype, Discussion

03 Physical High-End Prototype
A working technical prototype that is self-explanatory, makes the main ideas of your concept experienceable and incorporates the user feedback. Realised in a presentation ready model making quality.