All this studying and designing should be starting to pay off in the form of a well-reasoned, hopefully more effective, real system. The build was undoubtedly a long and hard one, but now you get to show it off! In this assignment, describe what you built (or are finishing up), and why you built it.

The goals for this assignment are to:

- Describe your ‘MVP’ system
- Discuss why you built what you built (in detail)
- Discuss what changed in your system since your initial pitch early in the semester

Part 1: System Description

First, write up a description of your system. This description should be at a level of detail where a 3rd-party developer could re-create your tool with reasonable inference (e.g., mention what database you used if there is a specific reason you chose it, but what tables / names you used are not needed at all). To describe clearly how the implemented system works, you should include a walkthrough of a use case that the current MVP supports.

You should also include some artifact showing your real system working (ideally in the same use case you described above). This can be a video (highly recommended) or a series of screenshots. If anything is ‘faked’ (e.g., pre-loaded profiles, Wizard-of-Oz components, etc.) *please note these and what was done*. It’s fine to use these methods at some points in your MVP, but I need to know exactly which ones.

**Include:** A description of the system and challenges, example walkthrough of use, and an artifact showing the working system.
Part 2: Design Decisions

What design decisions did you have to make when building your system? Why did you choose the solution you did (i.e., justify your design)?

Tradeoffs are a necessary part of the design process, and a critical factor when creating systems that actually work. All too often people create tools that work in their mental model, or were fun to build, but don’t align well with what people actually need. Showing that you can identify where your groups made user-impacting decisions and why is a key skill. We’ve practiced this a lot in class while looking at existing Social Computing systems (e.g., looking at decisions to use one modality over another, or preserve privacy in different ways), so hopefully you’re well-equipped for the job!

Be sure to explain the justification for a decision, and how you supported it (data, prior research, etc.)

Include: A writeup of what design decisions were made, and why you decided to use the solution that you did. Details matter here! If you are not including a discussion of one category of decision or another for some reason, tell me why. I will be grading to see how completely you were able to identify where you made either an explicit or implicit design decision, and the impact it has on the final system.

Part 3: Lessons Learned

What changed over the course of this project? Given user feedback, discussions of new topics/approaches in class, input from your classmates and myself during presentations, etc., what has changed about your system since your initial pitch? Why did each of these aspects change? What did the before and after versions look like?

Include: A writeup of what your learned from different stages in the design process, and how that impacted your final system relative to your initial idea.

>> Next Up (Part F): The Final Presentation

We’re there! It’s been a fun semester, but now we get to show off the final product. The ‘presentation’ of your semester-long system build will have two parts: a group presentation, and a group writeup. This will be a broader summary of the work you did throughout this course, so it will touch heavily upon all of the constituent assignments. However, special attention will be
given to showing that you have learned from the process, and know how you would 'do it better' next time. This means that if you got feedback on something and make the same mistake in the final write-up or presentation, that's not good! For the system itself, I will strongly recommend you live-demo it during your presentation.

Grading

This written report is limited to a maximum of 1800 words (~3.5 pages), but will be graded on your ability to clearly address the goals of the project.

This assignment will be evaluated based on the three core parts:

- System description (45%)
- Design justification (45%)
- Lessons learned (10%)

Clarity and detail are the primary measures of quality for all three of these parts.