

Name: Alejandra Amaeja Date: 4/25/19

Human Rights Innovative Prototype

Learning Targets:

- HOS: I can produce work that is neat, accurate, and thorough.
- HOS: I can take responsibility for what I say and do by focusing on my learning and staying on task individually or in a group.
- I understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and am able to transfer my knowledge to explore emerging technologies.
- I know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

Category	4	3	2	1
<p><u>Timeliness:</u> My prototype is complete and submitted by the due date</p>	<p>My prototype is turned in on time, and is complete.</p> <p>4.0</p>	<p>My prototype is turned in but is missing a required element.</p>	<p>My prototype is several days late and/or is missing more than 1 required element.</p>	<p>I chose not to submit a prototype.</p>
<p><u>HQW Standards:</u> I can produce a prototype that demonstrates high quality work.</p>	<p>Prototype is neat, well presented, and the purpose is clear. It looks as though I put quite a bit of time and effort into it.</p> <p>4.0</p>	<p>Prototype has some errors, but is relatively neat and has a clear purpose. It looks as though I put some time and effort into it.</p>	<p>Prototype is messy, does not have a clear purpose, and looks as though I did not put forth much effort.</p>	<p>Prototype does not meet High Quality Work standards.</p>
<p><u>Technology Concepts:</u> I can demonstrate the use of technology to address a problem.</p>	<p>Prototype is complex, consisting multiple functioning inputs and outputs and demonstrates a clear idea of what a final product could look like and do.</p> <p>3.5</p>	<p>Prototype has at least one input and output that functions and provides an idea of what a final product could look like and do.</p>	<p>Prototype is basic. It may not be functional and doesn't provide an idea of what a final product could look like and do.</p>	<p>Prototype isn't complete or wasn't turned in.</p>
<p><u>Design Process:</u> I know and use a deliberate design process to solve a problem.</p>	<p>The problem is well-defined, including a target audience, details of the problem, and how to tell it has been solved.</p> <p>3.5</p>	<p>Prototype addresses a general problem and provides a general solution.</p>	<p>Prototype begins to address a problem but it isn't clear what or how it works.</p>	<p>Prototype doesn't address</p>

Stars:

Your concept and ideas are excellent for addressing human trafficking. The earrings may be big but clearly demonstrate how they could be made using different technologies

Steps:

How can these be made smaller so they can be worn. How do they attach to the ears? You could add those pieces using a jewelry kit

Name(s) Alyandra Amaya

Period AM

Date 3/11/19

Project Guide - Innovation Prototype



Overview

Designing a computing device that combines hardware and software requires a good deal of preparation. Starting with a clear plan can help you stay organized and identify issues ahead of time. A lot of the work you do here will make it much easier to keep track of what you need to do once you begin creating your device, both the physical and software components.

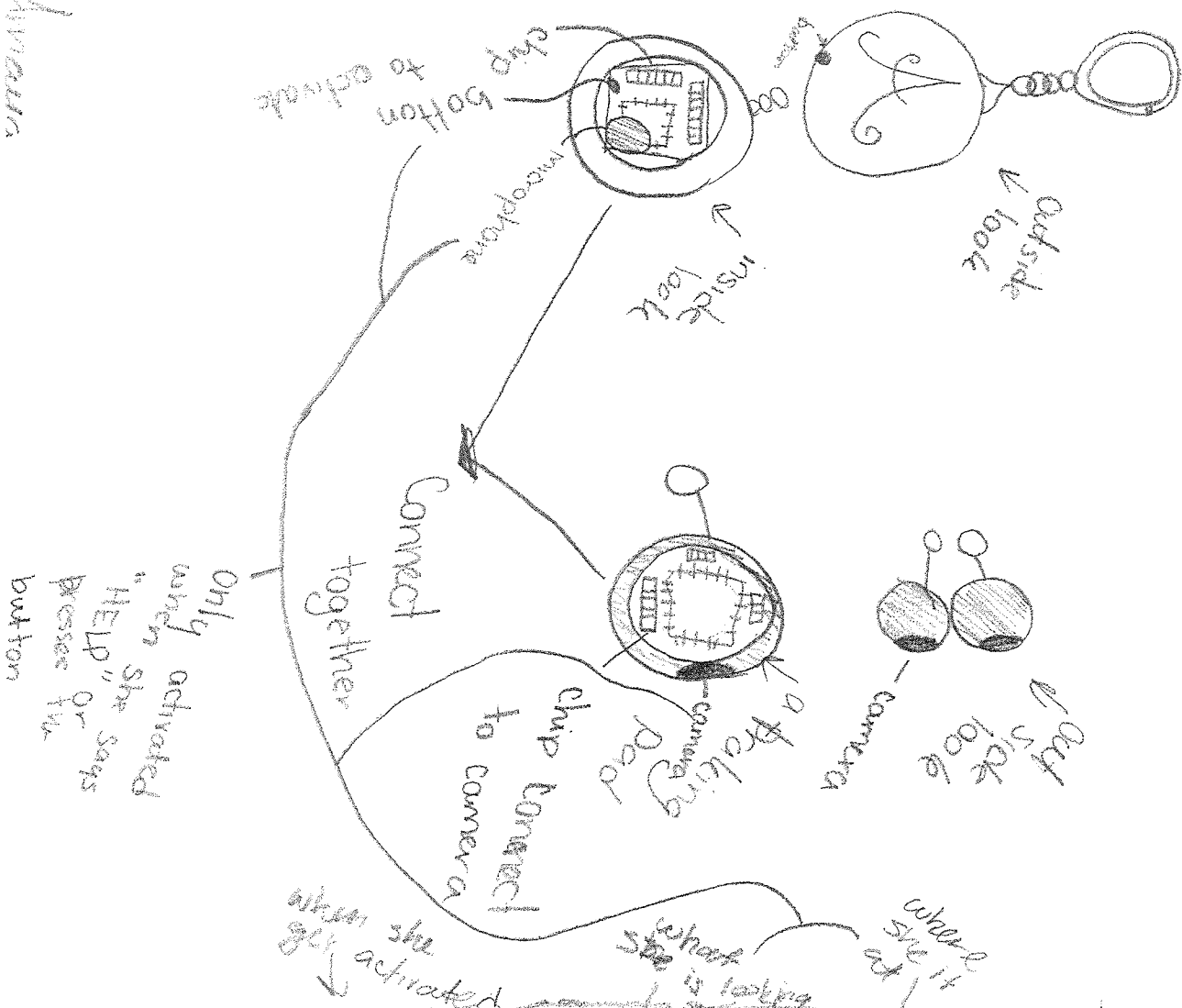
Device Goal and Design

Start by thinking about what problem your device is going to solve. How will the user interact with it? How does it communicate information back to the user? What shape will it take?

Sketch and Describe Your Device

Describe your device and roughly sketch out the main elements. Label each element.

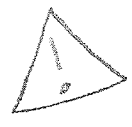
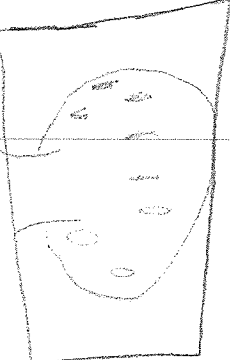
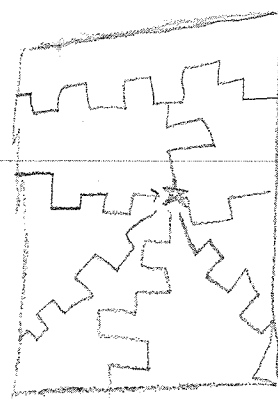
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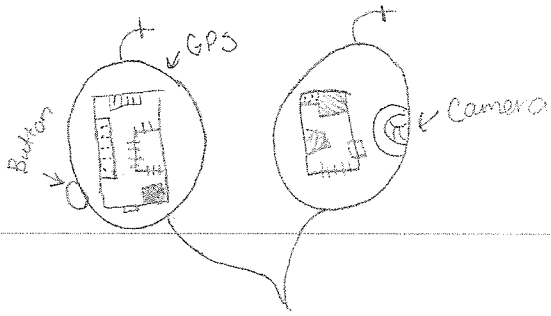
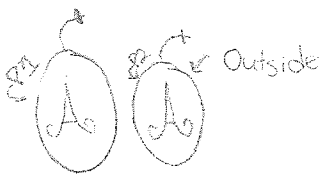


Only activated when she says "HELP" or presses the button

connect together

when she gets activated → where she is → what she is looking at → where she is at

Teen Tracker	
	
She is in DANGER	
Contact Police!!	



Wirelessly connect to a phone (parents) & Police Department



Alejandra

Backwards Planning

Answer these questions first and then add deadlines to your project calendar.

1. Determine Goal. What is your prototype exactly? What is it made out of or by?

My prototype is a pair of earrings with a camera and a tracker that can only be activated with a push of a button which would automatically connect to a police dispatcher and loved ones.. It would have a chip and a mini camera built-in.

2. What are the steps you need to ensure your finished product works? Testing? Revision?

Plan the design on the outside then start working on the chip. Test it if it works and connect it to a device. Put the chip in the earrings and test if it would work out and then revise.

3. What process do you need to go through to make your prototype? Design? Building materials.

I would need to use a 3D- Printer and by a camera and a gps chip.

4. How will you learn how to use the materials, equipment, or software?

I would search things up on the computer on how to make things and design them to.

5. What materials, equipment, or software do you need to make the prototype? How will you figure this out? Who will you talk to?

I would need to find someone who has worked with chips or can help me create the process.

Name(s) _Alejandra Amaya Lozano

Project Guide - Innovation Prototype



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Device Goal and Design

Start by thinking about what problem your device is going to solve. How will the user interact with it? How does it communicate information back to the user? What shape will it take?

The user would press the button to alert people of the danger they are in. They would be a pair of earrings to alert.

Sketch and Describe Your Device

Describe your device and roughly sketch out the main elements. Label each element.

My project is a pair of earrings that have a tracker and a camera that would be activated with a push of a button. Once they push that button it would alert loved ones and the closest police dispatcher with their location.

Inputs

Think about how a user will interact with the product. What inputs (commands) will your prototype need to function? What/how will they be used for?

Input type	What it is used For
There will be a button on the keychain	Send an alert to loved ones and a police dispatcher
A voice recognition	If you can't access to click the button you can yell help and it would send the alert
The person with the phone and app	It will let them know that the person is in any danger and it would send what they are seeing and their location
The police	Once they activated the alarm they are going to receive their location and what they are seeing

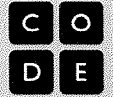
Outputs

What outputs will your prototype need? What will they communicate to the user? What exactly will your product do.

Output Type	What does it communicate?
Yell "HELP" in a certain range to activate the keychain	It will inform that the person/owner is in trouble and will contact another person in a app
Set up the app	The app would tell you the person's location and what they are seeing if they allow it but you would put the code that connects to the objects

Name(s) Alejandra Amaya Period _____ Date _____

Activity Guide - Computing Innovations



Innovation Research

Choose one of the following topics, and research the latest innovations in computing hardware. The goal here is to find the **most recent** innovative computing devices within your chosen topic. Keep an eye out in particular for devices that don't *look* like what you might expect a computer to be.

Topics (check the one you've selected)

- Wearable Technology** (eg. clothing, jewelry, or accessories with built-in computers)
- Health and Safety** (eg. devices that treat disease, track your health, or protect users from danger)
- Agriculture** (eg. technology to improve the effectiveness, sustainability, or efficiency of farming)
- Manufacturing** (eg. advancements in rapid prototyping, industrial robotics, and the production of goods)
- Art and Design** (eg. interactive art or public installations)
- Smart Home** (eg. devices that allow you to interact with your thermostat, locks, or lights using computers)

Researching your Topic

With your chosen topic as guidance, go online to research recent innovative computing devices within that topic. Try to find a product that you think is both innovative (in that it's attempting to solve a new problem, or an old problem in a new way) and personally interesting. Visit Code Studio for some recommended sites to kick off your research, as well as more detailed descriptions of each of the topics. As you do your research, consider checking out some of the crowdfunding sites (such as Kickstarter or Indiegogo) to find products that haven't even been released yet!

Use the space below to record notes about interesting products you find, patterns that you're seeing, or problems within your chosen topic that people are trying to address.

Research Notes

- The topic is No Slavery: Sex Trafficking and Human Trafficking
- A fur ball keychain that has a tracker with voice recognition
- Earrings that connect to the fur ball and it has cameras to track down the faces and where they are
- INVISAWEAR is a necklace that with a push of a button it connects to a police dispatcher and connects to loved ones saying that you have an emergency and you contacted the police
- Light weight earrings with a camera in a wireless

An Innovative Solution

Based on the research your group did on the last page, select **one** of the devices you found to focus on. Answer the following questions for your chosen device.

You may need to head back online to gather more details about your chosen device.

What Problem Does it Solve?

This is probably the main sales pitch of the product - why do the creators think this is useful?

The prototype can help with people from getting kidnapped.

What Is Innovative About It?

What makes this device different or better than other solutions out there?

This has a multi use that can be used in different way for emergency too.

How Do You Interact With It?

Focusing on the Input and Output elements of our model for a computer, how does this device take input from the user, and how does it display output? Try to be as specific as possible.

For every movement they use would it in a different purpose.

How Could You Improve It?

What are some changes that could make this device better? Are there common complaints, or clear issues that you might be able to address?

Nothing

Alejandra

PROJECT CALENDAR

Project: Human Rights Prototype

Time Frame: MARCH 25 - APRIL 26

PROJECT WEEK FOUR: APRIL 22-26

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Notes				
Practice/ testing and finish up the finishing touches and finish building the chips. (Connect to a device)	Practice/ testing and finish up the finishing touches.	* Work on it during free time*	PROTOTYPE DUE	PROTOTYPE REFLECTION DUE

PROJECT WEEK THREE: APRIL 8-12

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Notes				

I need and start the 3D-Printing plans on how it would look. Start plannings on how the chips would be built.	Finish the 3D- Printing plans on how it would look. Start plannings on how the chips would be built.	* Work on it during free time*	The things should be here/ delivered at start building the chips. (Connect to a device)	INTERSESSION: NO CLASS
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PROJECT WEEK TWO: APRIL 1-5

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
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Notes

Watch videos on how to create the chips and what things I would need to create it. Email the man upstairs to start the planning	Go upstairs and start ordering the things I need and start the 3D- Printing plans on how it would look.	* Work on it during free time*	SHADOW DAY: NO CLASS	MATH STUDENTS ONLY
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PROJECT WEEK ONE: MARCH 25-29

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
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Notes

			Find out when I can start the project to get far ahead.	Watch videos on how to create the chips and what things I would need to create it.

Innovative Design Presentation

ALEJANDRA AMAYALOZANO

Assigned

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Comment

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Innovative Prototype Presentation

You will prepare a two minute presentation in which you will describe your prototype, how it addresses your problem, and what kind of feedback you need. Please answer the questions below in preparation.

1. What Human Right are you addressing with your prototype?

No Slavery- Sex Trafficking and Human Trafficking

2. What is the specific problem that your solution (prototype) will solve?

My prototype is solving how to catch the bad person before they could kidnap you and save you.

3. What has been done already to address the problem (what did you research show)?

There are many things like an app to track phones and there is a necklace that can track you and it would go to a police dispatcher. There has been many trackers in many different ways.

- Be more specific on the placement and design
- What if they can't reach on the botton what would you do? Voice Recognition?
- How is yours different from the rest of other designs? Explain more

Next Time:

Explain more and maybe add voice recognition on the devise. Add a pic of what it looks and be specific on placement and design.