

Liv Birnstad

Human Rights Prototype Design and Creation 8th Grade MIT

Task: You will develop a prototype that will help address a human rights problem that you have identified. Your final prototype must be created using an innovative technology program (app creation, website creation, 3D printing, laser cutting, etc) that you have learned about during the semester.

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.

Reflection

The Problem: What specific human rights problem were you trying to solve?

I am trying to solve the violation of the human right "no torture"

Prototype Development: What is your prototype and what programs/technology did you use to create it?

My prototype is an app, disguised as a typical quiz app. Once you enter codes it will take you to resources and chats, to learn about abuse and help to decide what to do if you are being abused.

Social Impact

1. How did you think this prototype could have a positive social impact?

It will give people resources they need without people around them seeing.

2. What do you think you did well in developing this prototype?

Putting all my ideas together and making it have a technological aspect.

3. What was difficult in developing this prototype and how did you work around it?

There are a lot of different buttons/screens which made it more difficult to code.

4. What did you learn during this project?

I learned about linking screens/button

5. What would your next step be if you could bring your prototype into full production?

To increase security and to make the app even more customizable to what \

Portfolio Submission:

What section (MKS, HQW, Character) of your portfolio will you include this project in and why?

This is going in to HQW because I have multiple drafts and, I had to learn every step of this before doing this, I had to do research and work hard.

Your submission must include:

Prototype (link and printout for digital submissions or the actual product)

Project Guide - Innovation Prototype and diagram

Researching Computer Innovation

Innovation Prototype Presentation

Prototype Backwards Planning

Prototype Calendar

Innovative Prototype Revision

Name: Liv Birstad

Date: 4/25/19

Human Rights Innovative Prototype

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Category	4	3	2	1
<p>Timeliness: 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>HQW Standards: 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>3.5</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>Technology Concepts: 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>3.2</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>Design Process: 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:

Liv, your design for your app has been clearly defined from the beginning. Your app functions well considering limitations of the program.

Steps:

The quiz app is an interesting idea for a disguise but I wonder if that is necessary.

Name(s) Liv Period 1 Date 3-12-19

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?

The user will interact with it as you would any other chat and article app. It communicates information with articles but, also with live chats. It is an app

Sketch and Describe Your Device

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

My device is an app disguised as a quiz app that secretly has information about abuse and how to get out of abuse.

You can also live chat with experts.

First draft of prototype


⚙️
 This page will have light hearted/innocent quizzes

Sound On Off
 Help
 Contact
 Terms and services

How do I make a quiz?
 How do I report something?


Home

Settings 

More help 
 Help

Are you in a safe space to view this?
 Yes
 No


TALK
 RESOURCES
 where am I?

Hi, how can I help you?




More Help

2nd home

TALK

This screen is articles and such for the user to view 

RESOURCES

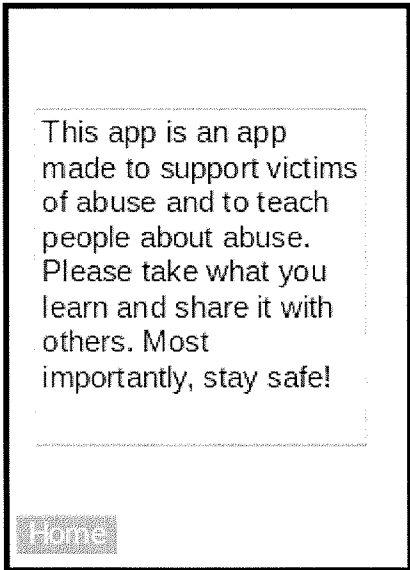
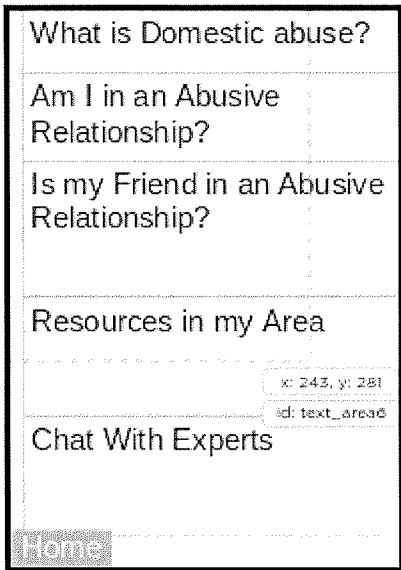
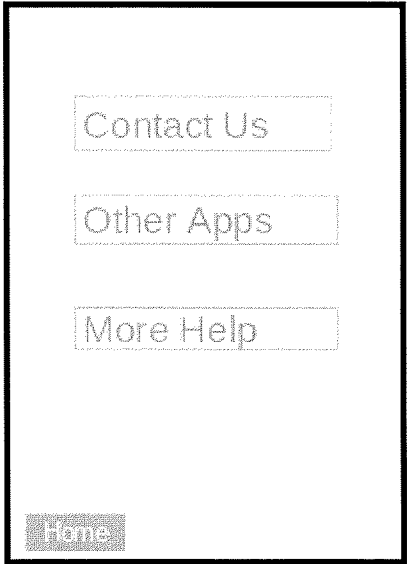
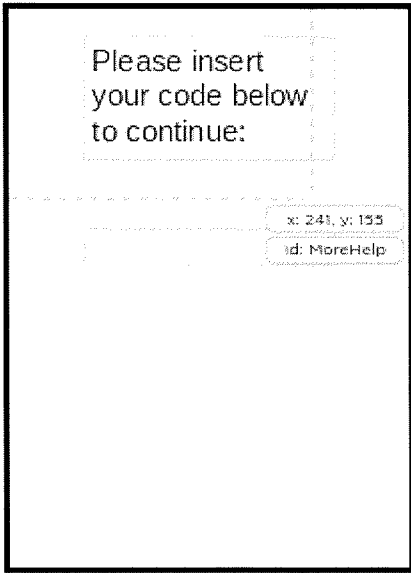
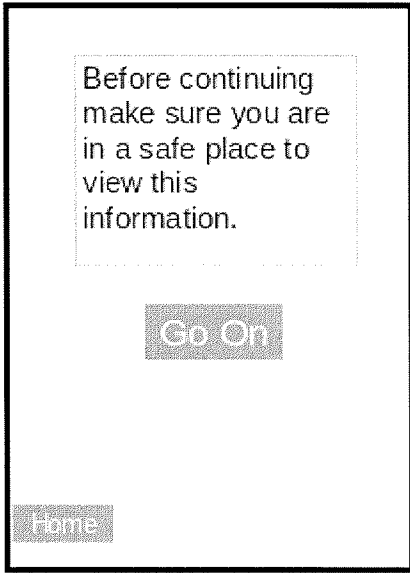
Type in ~~the~~ code to receive help
 

HELP

code varies for everyone

This page will explain what the app is.

Where am I?



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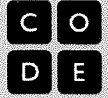
Backwards Planning

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?
It is an app, made through code.org
2. What are the steps you need to ensure your finished product works? Testing? Revision?
Code.org and peer critique.
3. What process do you need to go through to make your prototype? Design? Building materials.
Code.org and assistant from teachers. I will also need resources from quiz websites and other articles.
4. How will you learn how to use the materials, equipment, or software?
I will go through any of the lessons that I need to to learn my skills.
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 need to use code.org and my resources, i.e. Ms.Jackson and Mr.Lineberry

Name _____ Liv _____ Period 1 Date 3-7-19

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

- Learn about new innovations in healthcare
- Talks globally
- Goes into detail
- Uses language most people know/understand
- Website is inconvenient when you scroll

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?

It help sells the problem of the human right “no torture” to be solved. This is because torture can be abusive relationships (platonic or romantic) but, many teenagers are unable to see when a relationship is abusive and, they don't know how to get out of that relationship once they know it is abusive. But, with this app there will be resources for people to help them figure out if a relationship is abusive and help them figure out how to get out of that relationship.

What Is Innovative About It?

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

The app can be disguised as an app for games in case the person who downloads the app could be in danger if someone found out that they had an app similar to this. If someone is in danger they can press a button and type a code in to send their location to a social worker. There will also be an option to talk to a qualified professional to help determine if you or a friend is in danger.

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.

Where a normal app would have a “help” setting to address questions about the apps, they “help” section will take the user to all the resources that were discussed earlier as well as the danger button.

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?

Make sure that the app description in the app store doesn't give away what the app does so if someone sees what the person downloads it's not something regarding abuse.

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
Sound control	The user gets to decide if there is or isn't sound.
contact	If the user wants to they can contact a company member to ask questions or for help regarding the app.
messages	If the user needs help with something related to abusive relationships they can ask an expert but they have to send messages themselves.
Immediate help	If the user is in immediate trouble they can have a police officer sent to their location

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?
Your code has been put in	It will communicate to the police and send them their location
You turn on the sound	Every time you put an answer for the quiz it makes a little ding. When you type it lets out the typically typing sound
You type in a message	A trained professional receives the message and responds.
You want to contact the company	A screen pops up with the contact information (email)

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PROJECT CALENDAR

Project: Human Rights Prototype

Time Frame: MARCH 25 - APRIL 26

PROJECT WEEK FOUR: APRIL 22-26

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Notes				
Do more as needed	Add codes to the pages that need the security codes.	Final touches on app, everything is polished and it wlooks finished.	PROTOTYPE DUE	PROTOTYPE REFLECTION DUE

PROJECT WEEK THREE: APRIL 8-12

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Notes				

Revise based on feedback	Do more as needed	Do more as needed	Do more as needed	INTERSESSION: NO CLASS
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PROJECT WEEK TWO: APRIL 1-5				
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MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
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Notes				
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Attach all the links for the quizzes	Test all the screens	Get peer feedback	SHADOW DAY: NO CLASS	MATH STUDENTS ONLY
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PROJECT WEEK ONE: MARCH 25-29				
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MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
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Notes				
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Find resources for the website.	Make/find a bunch of random quizzes	Create all the necessary screens.	Create buttons that connect to every screen	Attach the resource links for the “abuse” section.

LIV

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?

I am addressing The right to Education and Freedom of Thought.

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

The problem that this will solve is lack of communication and understanding across differing opinions.

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

The things that have been used to attempt to fix it is simply debate programs, but they're different in the way they address things.

4. How will your prototype help solve or improve the problem?

My prototype will help improve the problem because people will be able to speak their true opinion and even learn and strengthen their views on certain topics by having respectful discussions.

5. What specific feedback from your classmates and community members would you like about your prototype (i.e. product design ideas, how to address problem more directly, how to make it)?

How to make it.

Debate programs are structured differently at topic for the whole year.

How is this different than a debate program?
How does this address the right to Education?

↓
People can be ignorant to current topics but this program educates people, unbi's,