Week 1 - Introductions, Theory, and Practice

- Class structure
- Introductions and project descriptions

Assignment:
- Write a one page description of your project - list your influences, your goals, scenarios of use
- Write project specs - this should be a high level description of how the system you plan to build will work and what it needs to do. How the system will be used will affect material and design choices and these should be reflected in the specs (i.e system needs to have minimum battery life of 5 hours and be waterproof)
- Technical concerns - make a list of any specific concerns you might have about system implementation

Week 2 - Technology session

- Discuss progress and developments
- Technical considerations, themes, preliminary advice – direction
- Wireless technology lecture

Assignment:
- Paper prototype Start thinking about and developing the physical form for your project. Using materials like cardboard, paper, muslin, and foamcore, experiment with size, shape, and placement of the different component parts of your design. The results shouldn't be functional, but they should represent as closely as possible the elements you plan to use. Think through how the finished garment or piece will look and how it will be used - for example, if you know that your project will be battery-powered, experiment with a cardboard stand-in the size of a battery pack to find a discreet place to mount it that still leaves it accessible for changing the batteries. Use this time to develop your ideas about why and how the user will interact with the system without the pressure of making it work - that comes soon enough. Come to class next week with your paper prototype, prepared to talk about your design decisions.
- Project plan for staged development Write a rough plan for developing your project over the course of the semester. Make a list of your goals for the project as a whole and specify which goals you plan to achieve by the midterm as well as the major tasks involved. You will be asked to revisit and revise this plan over the next several weeks, but think about how long each development task will take and assign dates to them.

Week 3 – Concept workshop

- Concept lecture and discussion
- Break-out sessions

Assignment:
- Refine project description (concept, implementation)
- Research, inspiration, other projects, etc.
- List of materials, part numbers
- Technology assessment

Week 4 – First presentations

- Mini presentation and in-class critiques

Week 5 – Technique lecture

- Lecture(s) on topic(s) of interest
Week 6 - Progress review, break out groups

Week 7 - Second presentation / project review (outside critics)

Week 8 - Review feedback and responses
  · Lecture(s) on topic(s) of interest

Week 9 - Directed topics, class discussion, break-out session
  · Design lecture
  · Design discussion in groups

Assignment:
  · Use case exercise

Week 10 - Directed topics, class discussion, break-out session
  · Presentation of use-case skits in class

Assignment:
  · Elevator pitch (present in-class next week)
  · Project plan (do, but no need to present) - Now that you have a list of the things that are central and important to your project, think about how you will reach your goals in the two weeks left before presentations start. Think about what you want to and can accomplish in that time and plan accordingly.

Week 11 - Directed topics, class discussion, break-out session

Week 12 - Directed topics, class discussion, break-out session

Week 13 - Final presentation

Week 14 - Final presentation