

Time: 40 minutes

Overview: Teams confirm their user choice. Then most of the day explains what information is critical to tell the user both during the first interview where teams try to discover the problem. Teams then learn how to interview the user with their prototype.

Objective:

Students will be able to choose one user and know what to inform their user.

Materials/Setup:

- [Student Copy: What to Inform the User](#)
- [Teacher Copy: What to Inform the User](#)
- [Teacher copy: Team and User List](#)

Outline	Detail
<p>15 minutes: Finalize user Questions: When time is up, what one user did your team agree on? Why did you choose that group?</p> <p>5 minutes: What to Inform the user Question: If someone were to interview you right now, what would you want to know?</p> <p>10-20 minutes: Communicate with the user Question: How do you request an interview? What do you say? How do you say it?</p>	<ul style="list-style-type: none">• Teams agree on one user based on their homework and find user's contact information• Option to discuss why each team chose that group• You keep a record of the users on the Teacher Copy: Team and User List. • Handout the Student Copy: What to Inform the User for students to tell their users details and any useful information to share. • Students practice either drafting an email or a phone call prior to talking/emailing the user to schedule an interview.• Suggest displaying a simple draft email to a potential user; drafted emails/phone call practice are shared with you for approval. One call/email per team.• Let teams send the emails and cc you. If calls, have them make calls with your approval.• You keep track of team users information in the Teacher Copy: Team and User List