

# iCREAT I: Module 8 - Team Final Project Cardboard Prototype and Peer Review



## Objectives

* Build a cardboard prototype of your design
* Present your design at a peer review

## Background / Scenario

You have discussed your project with your teammate and created a dimensioned drawing of a part you are planning to design in SolidWorks and prototype on a 3D Printer. Before creating a final prototype, it helps to see what your project might look like as well as show it to others for additional ideas and suggestions.

It is time to work on a rough prototype of your design to ensure that the team has a clear idea of how your project will function, what it will look like, and how all components will fit on one chassis. You will use your rough prototype in next week's peer review.

## Required Resources:

* Access to the Internet
* Dimensioned sketches of your final project part (created in the previous assignment)
* All other components you are planning to use in your project
* Cardboard, tape, velcro, scissors, and other readily available construction materials to model a rough design

## Part 1: Final Project Cardboard Prototype

### Step 1: Build a cardboard prototype of your design

* 1. Based on your teams Final Project Proposal and individual part sketches created in the previous assignment, build a cardboard prototype of your design.
  2. Assemble a prototype with the existing components including the chassis you are planning to use for the final prototype, yours and your partner's supportive or decorative structure (made using cardboard or other construction material), all other components such as breadboard, Arduino, batteries etc.
  3. You will be presenting your model to the class at our Module 9 class meeting for feedback and suggestions





## Part 2: Peer Review

### Step 1: Present your design

1. Be prepared to discuss your design at the peer review session at our next class meeting. Refer to “4-iCREAT I - Module 8 - What is a Peer Review '' document to learn more about peer reviews and how they are conducted.
2. Be sure to discuss your design and functionality of your project.
3. When discussing your projects, it will be helpful to note
   * Things that you think will work well
   * Things that you thought were challenging
4. Take detailed notes on suggestions from your classmates and instructors. Use them to make modifications to your design if necessary

### Step*2*: Submit your work

1. Submit a picture of your prototype to the appropriate assignment on or before due date.