Breakout Group

1

Group Members

Add a sticky note with your name, pronouns, and where you're joining from.

Tip: To add a sticky note, press the ⬜ icon in the left-hand sidebar.

Activity 1:
Define Your Context

Add your group's responses to each question in the sticky note.

Tip: Try to choose a context that at least one of your group members is directly involved in

What goal is the AIA helping to achieve?	How will the AIA help achieve that goal?	Who fills out the AIA?	Who is it being filled out for? Who is the audience?	What kinds of systems are going to be assessed?

Activity 2:
Brainstorm Prototypes

Use sticky notes to write down 5-10 possible features or modifications to the AIA that would support your group's context. Then pick 1 to prototype in the next activity.

Feeling stuck? Here are some potential types of intervention you can consider:
- Add or remove questions
- Add, remove, or re-arrange sections
- Sketch a design idea
- Code a new feature?!

Chosen Idea

Activity 3:
Prototyping

Prototype Toolkits

You can use one or more of these resources to help with the prototyping process. Or don't! How you prototype is up to you and your group.

Tip: Double-click a card or press the ↗ button in the card's upper-right corner.

Questionnaire Toolkit

Scoring Toolkit

Coding Toolkit

Need help?

If at any point your group is stuck, move the sticky note down and help will come.

Tip: You can also use the "Ask for Help" button in Zoom.

Move this sticky the down ⬇ and help will come

Breakout Group Agenda

| Part 1 (30 minutes total)	
Group Intro (5 min)	As a group complete the "activity 1" section of the board. Nominate one group member as note-taker for the next activity.
Activity 1 (10 min)	Define the context for your intervention by completing the "Activity 1" section of the board.
Activity 2: Part 1 (5 min)	Individually brainstorm 2-3 prototype ideas. Add a sticky note to the board for each idea. *Tip: Think about your context from Activity 1. What would make the AIA a useful tool in that context?*
Activity 2: Part 2 (10 min)	As a group, decide on one idea to prototype in the next activity. Once you've decided, move the sticky note for your chosen idea into the "Chosen Idea" box.
Break (5 minutes)	
Part 2 (30 minutes total)	
Activity 3 (30 min)	As a group, prototype your idea! Use the blank "Activity 3" area however you like. *Tip: You can use the "toolkits" on the right-hand side to start the prototyping process.*
(Optional) Activity 3 again!	If your group finishes your first prototype, you can choose another idea from your brainstorm list and repeat the exercise. *Tip: Consider how the two prototypes would compliment each other. Do they work towards the same goal?*