Deliverable I

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GNG 2101

Presented to:

Professor Emmanuel Bouendeu

By:

Group Z11

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Product summary:

This product is a website that has all the information needed to learn how to solder at a beginner level. The website also contains activities that can be played to practice soldering.

Introduction:

This deliverable focuses on the 2-minute speech and potential question which may be asked during our design day presentation on the 17th of July. For the 2 minute script, the many points that will be focused on are: what is the problem, who are the users of our product and what stands out about our product compared to others on the market. We will demonstrate the product in action. Deliverable I also has a section addressing potential questions the client may ask after our pitch.

2-Minute Pitch Script:

<u>What is the problem being solved:</u>

During the COVID-19 pandemic, university amenities as well as all classes have been set to a halt due to health concerns. Since all classes have been moved online, the university cannot provide any workshops, tutorials or lab sessions to students. This poses the issue of students lacking practice and resources for valuable and important skills within their fields of study, especially for those in STEM. Through our online platform, we are offering a solution to a major gap for many different fields of study, by providing a totally virtual soldering experience. This gives students the chance to learn and practice an important and vital skill, in a completely safe and comfortable environment, without any health and safety concerns.
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<u>Why should you care, user requirements, current solutions/alternates:</u>

Our product aims to provide uOttawa students who are required to learn how to solder as a course requirement, and even students who wish to learn soldering as a personal learning experience, with the necessary basic knowledge, as well as the proper certification, provided by CEED. Because soldering is a skill that requires so much practice, a substitute for in-person workshops is vital to the learning of so many program areas, something that is rarely provided elsewhere and essentially unique to us.

<u>Why pick our project:</u>

Our product provides the complete soldering experience. Through our online modules and videos, students learn all of the hazards and gain a basic understanding of the process. Then, our activities provide a risk-free way to practice and complete beginner level soldering tasks. Finally, the user can opt to buy their own personal soldering kit to practice physical soldering with the help of our online course once again. Our product provides everything a user might need to learn to solder, and lets anyone learn and ask about all things related.

<u>Prototype showcase:</u>

Our website follows a linear progression of learning soldering through text and videos. There are comment sections in each module to allow for commonly asked questions to be answered by administrators. After the user has learned the necessary information, they are able to interact with a soldering activity based in unity. Finally they can participate in a quiz to test their knowledge on soldering.

Potential Questions to be answered:

- **How much does it cost?**
  Our product is totally free for all users. The only cost to the user would be the physical soldering kit, which is 20-25$, however, buying the kit is optional, and choosing not to won't take away anything from the experience; it only provides additional and more realistic practice to those who want to even better grasp the concepts.

- **How does it compare to other existing products?**
  As previously mentioned, the experience that we provide is fairly unique, providing users with tons of resources and learning opportunities. Other solutions to this issue exist, however, none are as thorough, as cheap and as simple to use as ours, and most others only provide a theoretical experience (so without any practice, often without videos), which is obviously far from an adequate solution.

- **Why us and not someone else?**
  Well, for one, as STEM students at uOttawa ourselves, we are able to properly understand the issue at hand, and we're able to identify all of the important details necessary to have a complete solution because we're a part of the target demographic. We also have a wide range of backgrounds (societal, cultural, educational, etc) and experiences that ensure a competent solution in diverse situations. We have also proven ourselves capable, hardworking and dedicated to this project, and we've done whatever necessary to solve the issue at hand.

- **What are the risks associated with our project?**
  As our solution is entirely virtual, free to use, the only real risk associated are students leaving our course with inadequate knowledge on the topic and risking their safety and the safety of others or materials by misusing soldering tools in the future. To mitigate this, the students must complete a test/quiz, offered by CEED, to ensure that they're ready and knowledgeable. By not completing this quiz, students aren't considered to have completed the course and receive certification.

Link to Product (Website): https://solderingcourse.weebly.com/

Conclusion:

To summarize deliverable I, we have created a two-minute pitch for our final product, the pitch goes over why an online soldering workshop is necessary during the COVID-19 pandemic, who the users are for the workshop and why our product is effective at delivering knowledge. Additionally, we have brainstormed some potential questions that our peers and the judges can ask during the presentation to help us prepare for the 3-minute questioning phase.