Deliverable H - Design Day Pitch and Final Prototype Evaluation

Submitted by:
Team A02.2
Etienne Borm 300304140
Alyssa Carter 300234698
Noah Cummings 300287948
Abdullah Ramadan 300218707
Rémi Thomas-Richard 300300437

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Introduction

In this deliverable, our focus shifts to the creation of a 3-minute pitch that will serve as the cornerstone of our Design Day presentation. This pitch is our opportunity to capture the attention of judges, professors, fellow students, and potential users to the problem we are trying to solve.

H.1 Pitch Preparation and Visuals

For this section, we will provide the talking points that we will go over in our 3-minute pitch.

H.1.1 Opening Statement
-Objective: Grab the audience's attention and set the stage for what follows.

Talking points: Greet the listener, introduce our team and "company name"

H.1.2 Problem Importance (So What?)
-Objective: Clearly convey why the problem we addressed demands attention.
-Content: Briefly summarize the key findings from our research, and show the real-world impact of the problem.

Talking points: To address accessibility issues in a fitness environment

[Make a visual for this]

H.1.3 User Requirements and Solution Importance ("Who Cares?"/Current Solutions and Alternatives)
-Objective: Define the user requirements that steered our design decisions and explain why our solution matters.
-Content: Provide insights into the user perspective (Like the handle holder we made)

Talking points: Portability, Safety, and Stability of our device. Our handle holder will enhance the user experience as well as the endcaps and felt for a professional product

[Make a visual for this]

H.1.4 Design Differentiation ("Why You?")
-Objective: Showcase what sets our final prototype apart from existing solutions.
-Content: Highlight unique features and improvements that we made.

Talking points: Easy to manufacture, Light, considers every type of user

[Make a visual for this]

H.1.5 Prototype Demonstration
-Objective: Demonstrate our prototypes.
-Content: Live interaction with the prototype

<mark>Talking points: Showcase the product's evolution</mark>

[Make a visual for prototype 1 vs final]

H.1.6 Closing Statement
-Objective: What comes next?
-Content: Summarize key points, and express gratitude for the audience's time

<mark>Talking points: Thank listeners</mark>

H.2 Common Q&A

Questions	Answers
Can the device work for different kinds of wheelchairs?	Yes, the device features adjustable bumpers to accommodate a diverse range of wheelchair sizes and styles.
Does the device have a weight or force limit?	No, the device is capable of supporting enough force to accommodate anyone of any size or intensity of workout.
Can the device work with other rowing machines?	Yes, this device can be used in any Concept2 rowing machine due to its custom-fit locking mechanism that matches perfectly with the machines
Is the device portable?	Yes, the device is made of lightweight aluminum and the adjustable bumpers can be locked into a flattened position for easy transportation and storage.

Conclusion

As we conclude the preparation of our Design Day Pitch Blueprint, we are preparing for the opportunity to showcase our efforts so far. By creating a clear and concise 3-minute pitch, we gain confidence that the listener will understand the message and the importance of what the solution advocates for.

In this deliverable, we have outlined key elements of our presentation, talking points, and visuals of our prototype to demonstrate the functionality of our prototype. Additionally, we prepared the handling of questions during the Q&A session.

As we rehearse our pitch, we will remember the importance of clarity and conciseness. Every word spoken should be sensible and with meaning, and each visual aid should enhance the audience's understanding of our project's significance.