

VR4SG SCHEDULE (Subject to Change):

WEEK 01

03/15)

Work on:

- Meeting with your team—discuss vision, ask questions and give feedback on clarity of storyboard
 - Team Wordmark Development
 - Project Name + Branding
 - Gathering content for leave-behind piece
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03/20)

Have Finished:

- Team wordmark

Work on:

- Further meetings with your team—discuss vision, ask questions and give feedback on clarity of storyboard
- Project name + branding
- Gathering content for leave-behind piece, set up digital file per spec

WEEK 02

03/22)

Work on:

- Further meetings with your team—nail down vision for help with branding
 - Project name + branding
 - Gathering content for leave-behind piece, set up digital file per spec
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03/27)

Work on:

- Further meetings with your team
- Project name + branding
- Gathering content for leave-behind piece, set up digital file per spec
- Brainstorming for UX/UI and digitally fabricated components

WEEK 03

03/29)

Have Finished:

- Project branding board (02 on the deliverable list)

Work on:

- Further meetings with your team
 - Gathering content for leave-behind piece, set up digital file per spec
 - Brainstorming for UX/UI and digitally fabricated components
 - Brainstorming for swag
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WEEK 04

04/03 Infinity Hall Fab Lab visit—meet there at 3 PM)

Have Finished:

- “Working” final version of leave-behind piece

Work on:

- Further meetings with your team
- Brainstorming for UX/UI and digitally fabricated components
- Brainstorming for swag

04/05 possible fab lab visit)

Work on:

- Further meetings with your team
- Brainstorming for UX/UI and digitally fabricated components—develop plan for use of FABLAB
- Designing swag

WEEK 05

04/10 full group meeting at CSE E121, BEGIN at 5 PM—show design progress)

Work on:

- Further meetings with your team
- Designing UX/UI and digitally fabricated components—develop plan for use of FABLAB
- Designing swag
- Planning for demo day experience—begin thinking about signage components and placement/production of hand-out materials—GO SEE DEMO DAY SPACE

04/12)

Have Finished:

- Swag, plan for production (25-50 QTY Minimum)

Work on:

- Further meetings with your team
 - Designing UX/UI and digitally fabricated components—develop plan for use of FABLAB
 - Planning for demo day experience—begin thinking about signage components and placement/production of hand-out materials
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WEEK 06

04/17)

Work on:

- Further meetings with your team
- Finalizing UX/UI and digitally fabricated components
- Planning for demo day experience—design signage & placement/production of hand-out materials
- Finalize leave-behind pieces and produce (minimum of 25-50 QTY per spec)

04/19)

Have Finished:

- Printed Leave-behind pieces ready for demo-day
- Finished Swag pieces, ready for demo-day
- UX/UI and digitally fabricated components

Work on:

- Further meetings with your team
 - Plan for demo day experience—design signage components and placement/production of hand-out materials
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WEEK 07

04/24)

Have Finished:

- Signage components for demo day

Work on:

- Further meetings with your team
 - Planning for demo day install
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DEMO DAY: 05/01, TIME TBD—DO NOT BOOK TRAVEL BEFORE THIS DATE