Day 6: REDESIGN/Code

SLOs:
- **Present** their "beta" app with at least one peer and listen to their constructive feedback.
- **Evaluate** one peer's app and offer at least one compliment and one constructive suggestion. (Likes and Gripes)
- **Share** their apps with peers, friends, and/or family.

Today, you'll be showing the "beta" versions of your app to a buddy, talking about any changes you can be making, and continuing to refine/revise your app.

PERSONAS
Last time we talked about your users of your app. Let's spend 5 minutes planning that out. I want you to really think about who your user is and how they would use your app.

Remember, apps are designed for who?? People! Apps are only as strong as their user.

(Put personas sheets on posters)

DEMO PLAY LAB
A few of us are creating games that will work better if they're coded in Play Lab. This is not as advanced as App Lab, but I think if you'd like to use it, that's fine…
    Demo basic features
    Demo how to share it and the tablet/phone interface

COMPUTERS/WORK TIME

Time to code, revise, continue working

Take 10 minutes for Silent Test

Partner up, test in progress app, write notes for coder

Silent test notes go on poster, write a quick plan for things to edit/change

REMEMBER TO HAND OUT INVITATIONS FOR THE SHOWCASE

Next time: We will put final details on our apps and posters, I'll have tablets so that you can access each other's apps, and we'll show your whole process.

***If instructor time/technology allows, it can be fun to create a QR code for each student's app.

Add the QR code to each student's poster as a quick link for parents/guests to access the app at the showcase. *NOTE: Code.org automatically makes the work of under 13-year-olds private, so you will need to manually enable sharing****