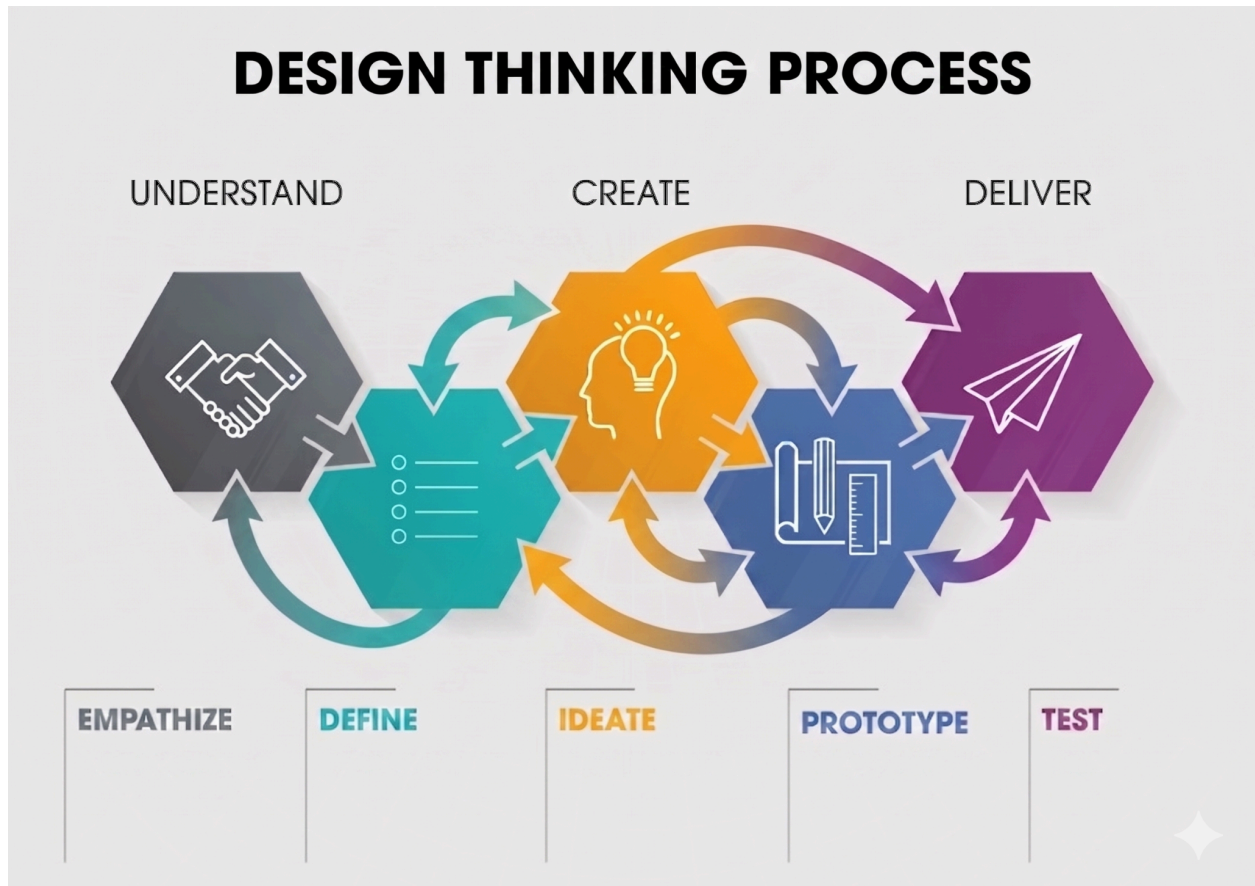


PROJECT: CS IN THE WILD

The Community Impact Challenge

THE MISSION: Computer Science doesn't happen in a vacuum. Your challenge is to identify a problem in a real-world community, ideate a solution using your CS knowledge, and test a prototype in the "wild."



TEAM STRUCTURE:

- **Target Size:** 3 Students (The "Golden Triangle": Hacker, Hipster, Hustler).
- **Permissible:** Pairs (2) or Quads (4).
- **Prohibited:** Solos or groups >4.

THE COMMUNITY SCALES (Choose One Unit): You must define who you are helping.

- **Unit A (Micro):** 2–10 People. (e.g., A specific family, the front office staff, a D&D group).
- **Unit B (Midi):** 10–100 People. (e.g., A varsity team, a bus route, a specific classroom).
- **Unit C (Macro):** 100–1000 People. (e.g., The Freshman class, the cafeteria lunch wave).

THE DESIGN PROCESS:

1. **Empathize:** Find a friction point in your community.
2. **Define:** Understand the problem, scale, and project constraints.
3. **Ideate:** Explore a plethora of possible solutions.
4. **Prototype:** Start with a sketch of a CS-based solution (App, Algorithm, Hardware, System) and work toward building a working model (Code or High-Fidelity Mockup).
5. **Test (in the Wild):** Put the prototype in the hands of **authentic community members**. Use their feedback to fix bugs or UI issues.

THE FINAL DELIVERABLES:

1. The Video (2-3 Minutes):

- Must demonstrate the problem and the solution.
- **CRITICAL:** Must include footage of real community members testing your tool.

2. The Crit:

- A live defense of your design choices in class. Be ready to answer: *"Why did you choose this tech stack?"* and *"How did user feedback change your code?"*