

Computer Science M6 – T1U1 – Information Sharing Date: _____ Class: M5/16
Student ID: _____ Student Name: _____ Nickname: _____ No: _____
Student ID: _____ Student Name: _____ Nickname: _____ No: _____
Student ID: _____ Student Name: _____ Nickname: _____ No: _____
Student ID: _____ Student Name: _____ Nickname: _____ No: _____
Deadline: _____ Submitted on: _____ Late: Y/N Score: _____/10

W4. Design Thinking C

PART 0. Task:

Design a money-saving app prototype and create a short video explaining how your app helps students save money.



App Prototype

- 5 screens for your money-saving app.
- Paper sketches or digital tools.
- Clear features and buttons.



Short Explanation Video

- 1-2 minutes

- Explain:
 - ✓ The problem and user
 - ✓ Main screens and features
 - ✓ How your app helps
 - ✓ How Design Thinking helped your group improve

PART 1 – APPLICATION INFORMATION

1. What is the name of your application?

2. Who is your user?

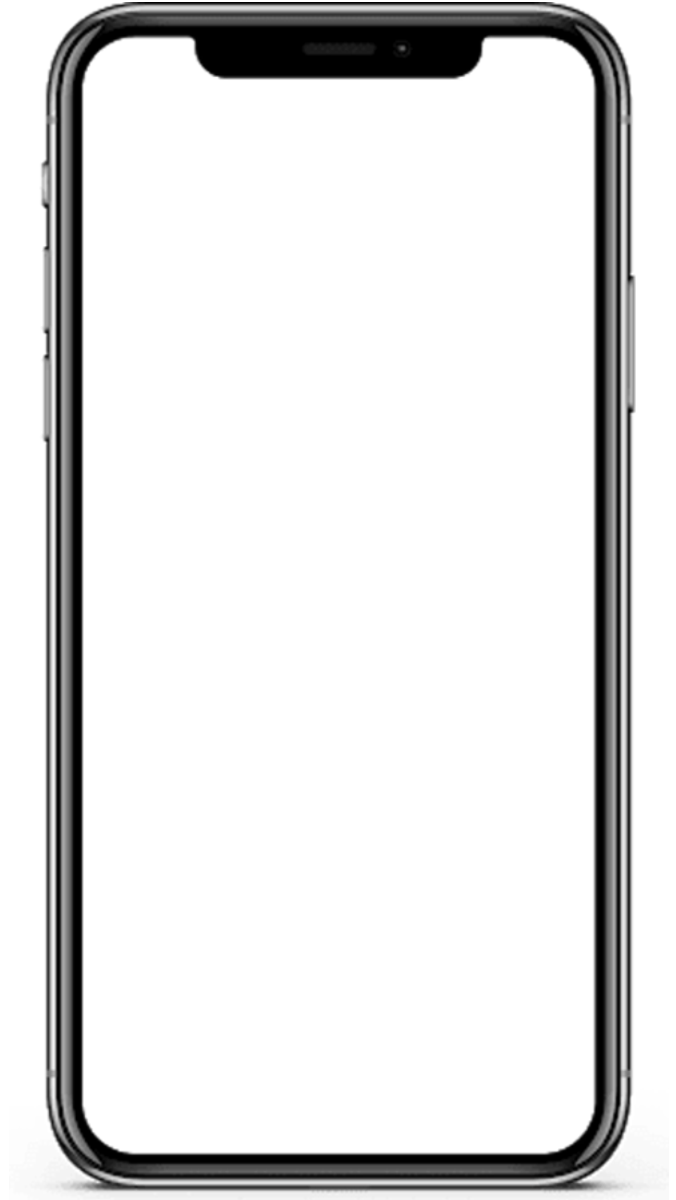
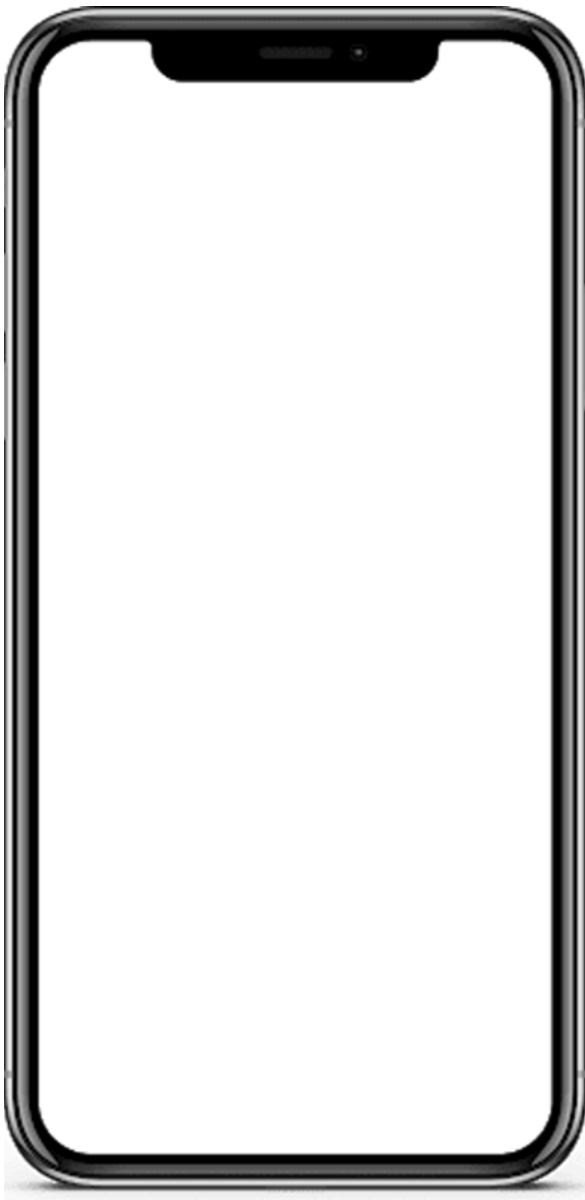
3. What problem does your user have?

4. What does your user need?

5. What is the goal of your app?

PART 2 – APPLICATION PROTOTYPE

Draw every screen and explain it.



Screen name: Home / Summary

What can the user do on this screen?

What important buttons or features are included?

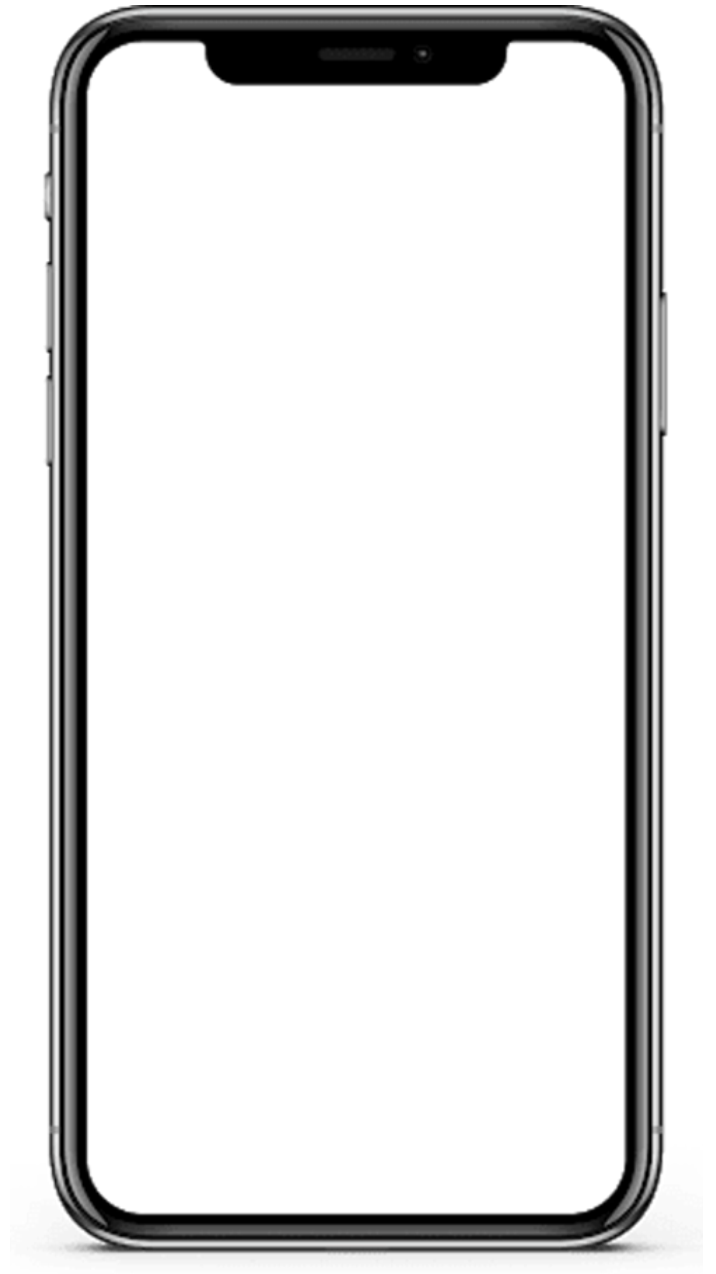
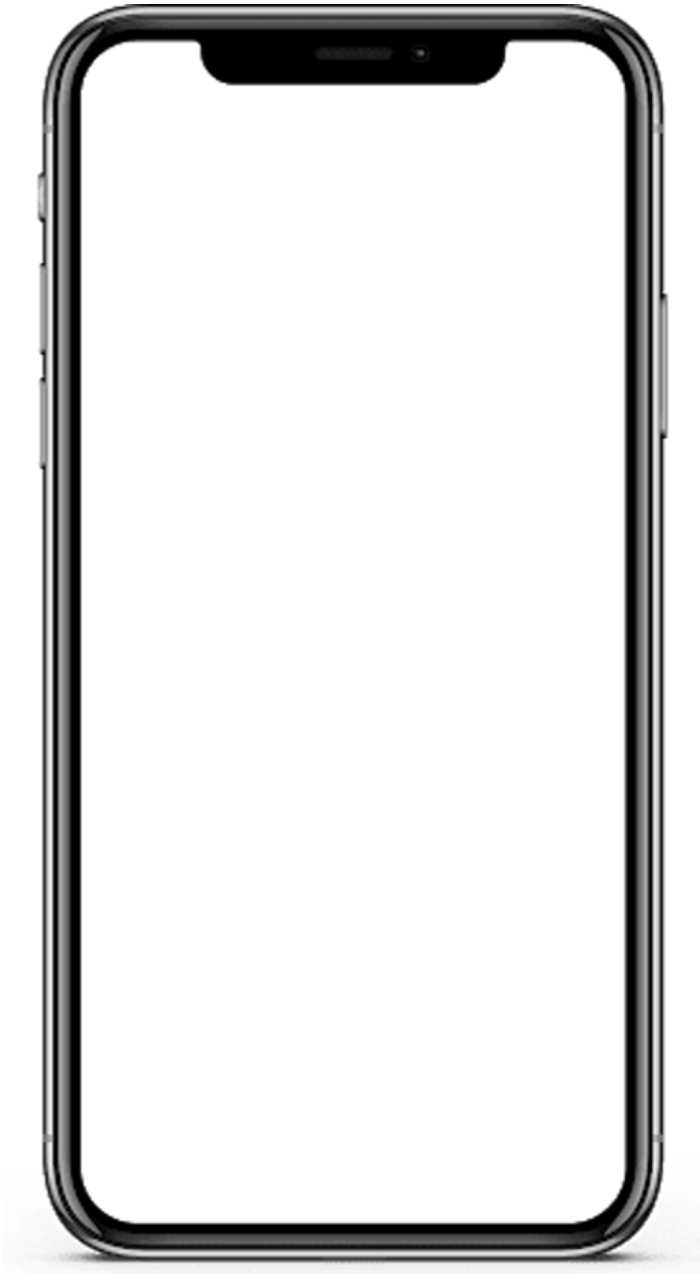
Why is this screen useful for the user?

Screen name: Add Income

What can the user do on this screen?

What important buttons or features are included?

Why is this screen useful for the user?



Screen name: Add Expense

What can the user do on this screen?

What important buttons or features are included?

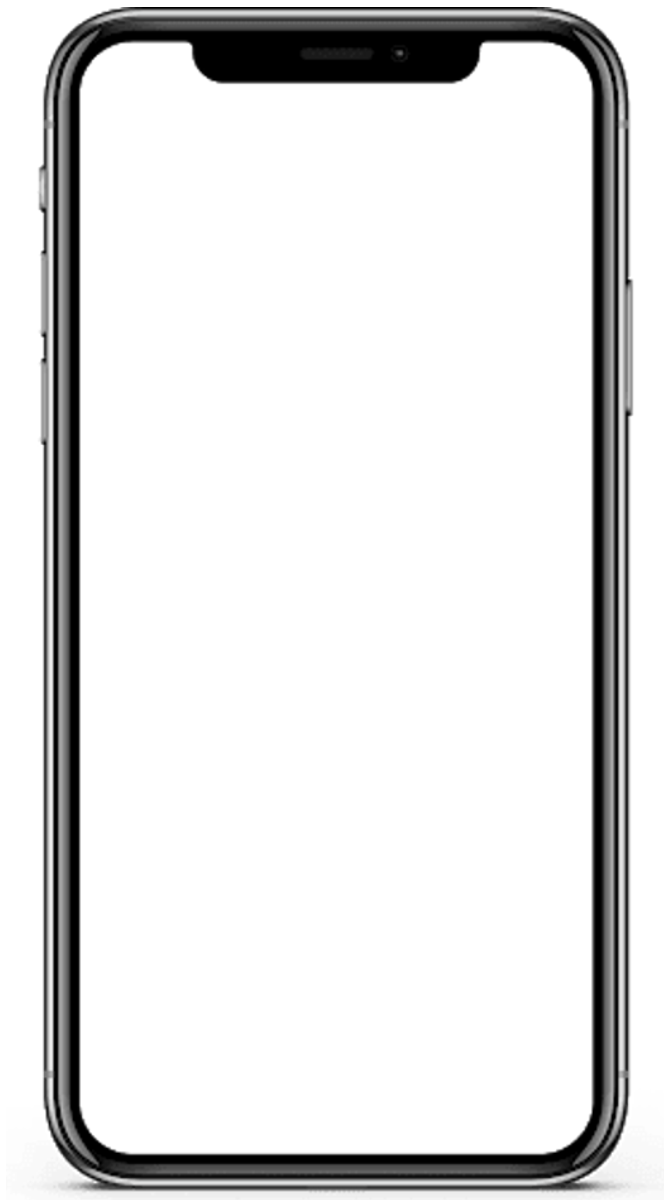
Why is this screen useful for the user?

Screen name: Spending Categories

What can the user do on this screen?

What important buttons or features are included?

Why is this screen useful for the user?



Screen name: Saving Goal / Advice

What can the user do on this screen?

What important buttons or features are included?

Why is this screen useful for the user?

PART 3: VIDEO EXPLANATION QUESTIONS

In your video, explain:

1. What problem does your app solve?
2. Who is the app for?
3. What are the main screens?
4. How does the app help students save money?
5. What part of Design Thinking helped your group improve the idea?



Keep the video around 1-2 mins long and professional. Video must include all members of the team; everyone should be speaking. At the beginning of the video write your team information.