

### Story 3: Technical story (Positive transformation)

Due Date: Submit on Canvas by 8:00 pm 4/22/2021

After you've completed the phase 2 project, please write a story meeting the following requirements. This is an individual assignment; each person should create and submit their story individually:

Your third story should be written for an audience that has a technical background. You should consider the following items in your story:

- The purpose is to motivate themselves (and others) to invest resources (energy/time/money/expertise) into creating and implementing a new design that will create value for the previously disenfranchised group. It should help the listener see and emotionally feel the impact the new design will have on others.
- As an engineer, we should have an inclusive mindset. We should work to ensure that our designs will benefit all people. What was the main value that you made for others after doing this project?
- If you are given the time and resources to modify the design you analyzed this project, what will be the most important issue that you resolve about it, and how you are going to do it (please explain using the quantitative information you gathered in this phase)?
- Which learning objectives of this course did you use, for your quantitative analysis (name all you have used).

To "count" a text as a story it must have 5 characteristics listed here, you should review the prompt mentioned above, then write few sentences as bullet point to address each characteristic of a story, after you wrote those, you put them together and create a nice story:

- Transformation: Something has to happen. Individuals need to be changed by the events in the story. Since this is story about biased design it makes sense to have the event center on how the design challenged or constrained the main character. How did it change them? How did it stop them from what they wanted to do? Or how did they overcome it? Stories need some kind of transformation of the main character - even if small (positive or negative).
- Ending and Opening: How will you conclude your story? With the ending in mind, how might you open your story to create the most compelling dramatic arc? Write your opening sentence.
- Landing: Any story takes place at a specific time, place or moment. The more specific a story is, the more universal it is.
- Sticky details: Stories need details to come alive. Include some compelling "sticky" details that are relevant to the story. They will help the reader "see" your story as if they were watching a movie.
- Show Emotions: Tell us how you (or the main character if that's not you) felt in response to what is happening in the story. Are your hands sweaty, your heart pounding, your stomach churning? Let the reader know so they can feel it too.

Important note 1: Your story should have a continuous flow and it should not be in a form of bullet point, initial creation of bullet points just helps you to have all the components of a story.

Important note 2: Your story should not exceed 400 words, and since it is shared with your peers, you should not include any personal information, feel free to change the names.

Important note 3: After you submitted your story, it will be assigned to two of your classmates to review it and give you constructive feedback. Simply they read your story and check if they can identify each of these components of a story. The peer review is due by 1 week of story submission deadline. Doing peer review for story 3, is totally optional, but we highly recommend you to do it, so you get familiar with the cases of not inclusive designs which were studied in this class.

Important note 5: The graders read your story and if they can identify each component of your story, you will get the points for that component.

**Specification grading rubric (4 points):**

<b>Section</b>	<b>Section Content</b>
<b>Format</b> (0.5 point) All or nothing.	Less than 400 words
	Times New Roman, 12-point, 1" margins
	Name of authors
	Submit as PDF
<b>Transformation</b> (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credits will be considered.
<b>Ending and opening</b> (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credits will be considered.
<b>Landing</b> (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credits will be considered.
<b>Sticky details</b> (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credits will be considered.
<b>Show emotions</b> (0.7 point) All or nothing.	Full credit will be awarded if it can be identified by the audience. Otherwise no partial credits will be considered.