

Thursday 3rd July 2008

09:30 - 10:00	Set up posters and demonstrations Refreshments	
10:00 - 11:00	Posters and Demonstrations	
11:00 - 11:15	Introduction to Physicality and Fidelity	
11:15 - 12:15	Keynote Josephine Reid, HP Laboratories, Bristol	
12:15 - 13:00	Luckybite presentation and discussion Durrell Bishop and Tom Hulbert	
13:00 - 14:00	Buffet lunch and refreshments Posters and Demonstrations	
14:00 - 15:00	Bad Idea Concept generation	Rapid Interactive Prototyping techniques
15:00 - 16:00	Rapid Interactive Prototyping techniques	Bad Idea Concept generation
16:00 - 16:15	Refreshments (<i>one-day participants may leave at this point</i>)	
16:15 -	Design Task: hands-on group activity Idea generation and start paper prototyping	
19:00	Dinner (food on site)	

Friday 4th July 2008

09:00 - 09:30	Continue prototyping Refreshments	
09:30 - 10:30	Finish paper prototype User testing on other groups	
10:30 - 13:00	Prototype refinements Make foam models and add functionalities	
13:00 - 14:00	Buffet lunch and refreshments Posters and Demonstrations	
14:00 - 15:00	Group presentation of design concepts and models	
15:00 - 15:45	Discussion based on emerging issues from Design Task	
15:45 - 16:00	Refreshments	
16:00 - 17:00	Discussion: Applying low fidelity prototyping techniques beyond computer based products	