

# Introducing Mentorship and Final Finishing Touches

**Human-Centered Design** 

**Logistics** 

**Visiting Voice** 

**Rough Drafts** 

Lab



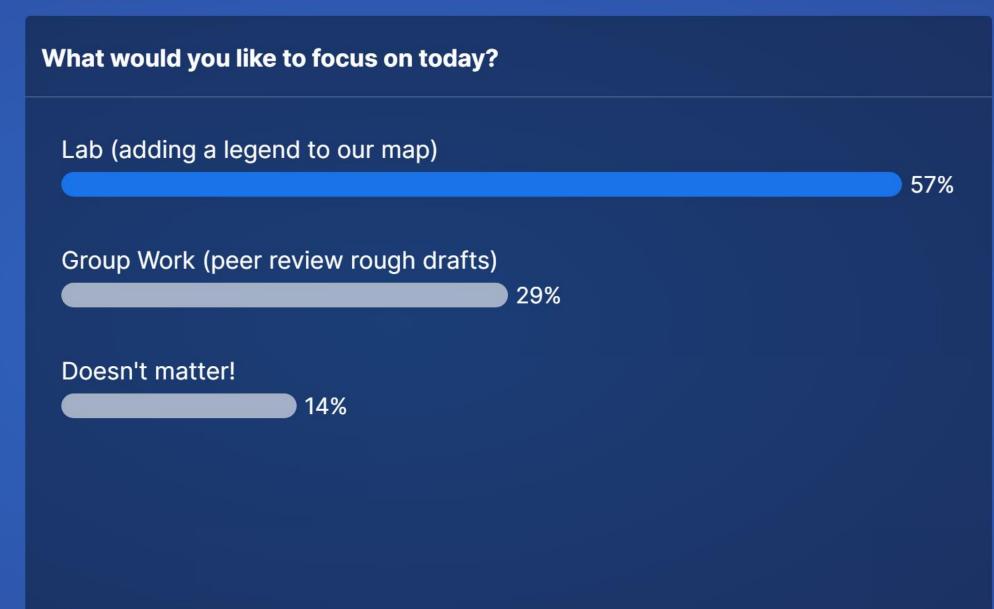


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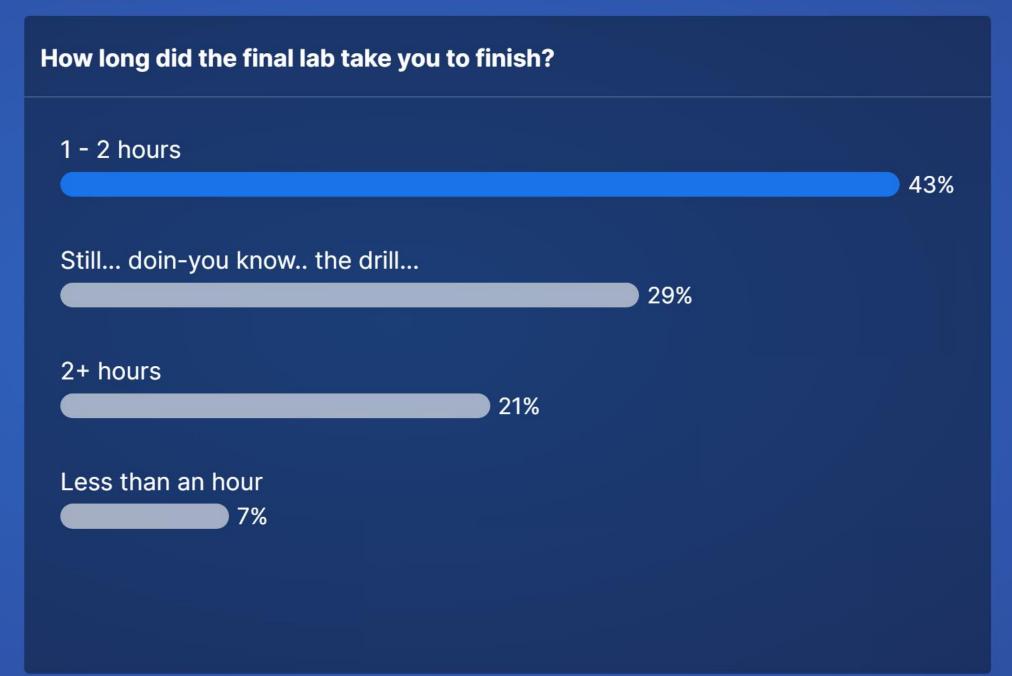


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# Logistics

**Introducing Mentorship and DeciCSSions** 

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#### Nina Kin

**Visiting Voice** 

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#### **Visiting Voice: Nina Kin**



Nina Kin works as the Technical Lead at Los Angeles Metro and active in spaces of civic tech and mapping. She is a full stack programmer and technology generalist who is passionate about improving the way government works.

# **Post-Visiting Voice**

**Peer Mentorship** 

Logistics

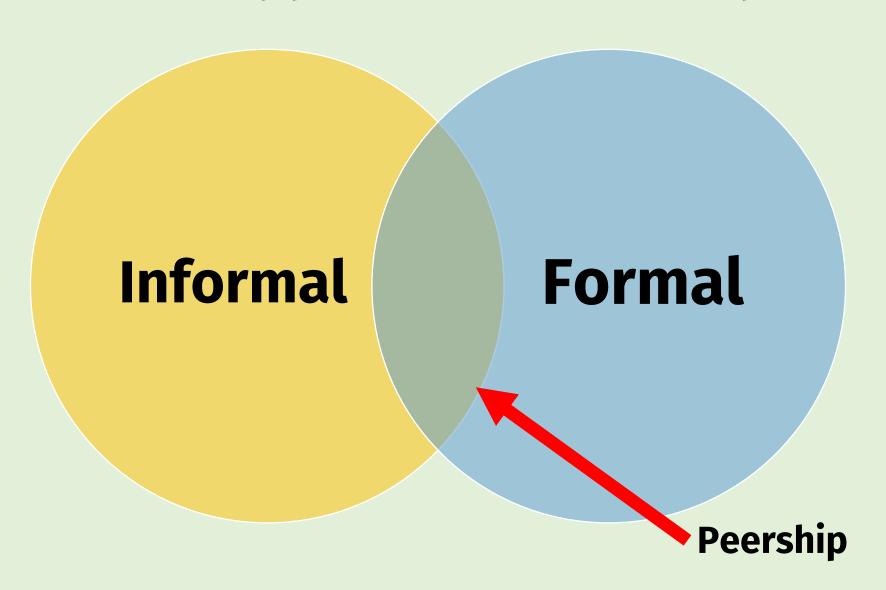
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#### Your turn

#### **Two Types of Mentorship**



#### **Preventing this:**



#### How it is going??



#### **Sustaining this:**



As peers

#### Part 2: Toxic situations and more



Thinking about all the previous examples... What are your ethics dealing with confrontation among peers?

#### Response: Fight or Flight



# In-Class Exercise: Peer Mentorship

#### In-class exercise!

Join a breakout room with someone you never talked to in the class

#### Start with a problem

Tell your partner about a problem you're struggling with in your project and you need outside perspective on.

#### Talk it out

Repeat the problem in your own words. Then, **instead** of offering advice, try to **ask follow-up questions**.

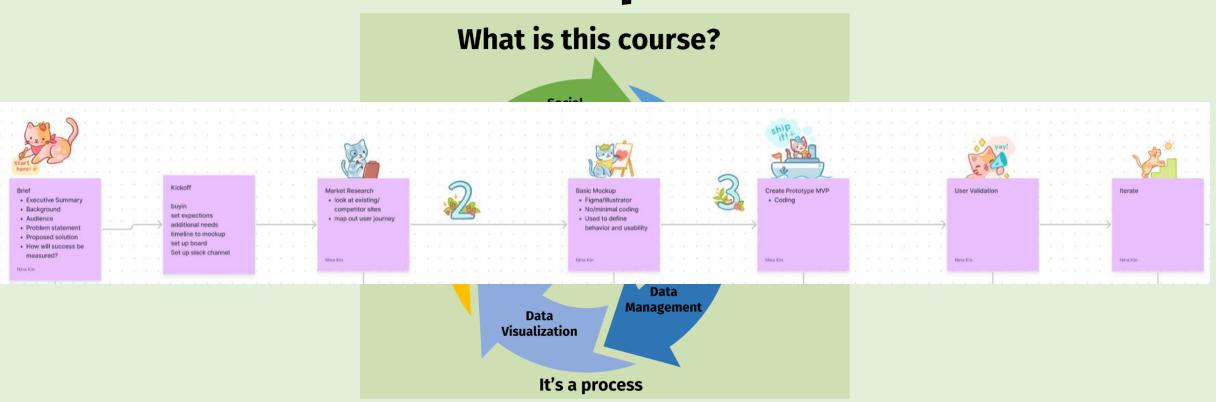
#### **Uno Reverse!**

Switch places and try the same process again!

# Follow-up questions

- Reflect on what the process of communicating that has already added to your experience;
- As a mentee what was your mentor able to add?
- As a mentor, what new things have you learned from this short exchange from the mentee that is related to your project?

# Working towards social change is an iterative process.



Just like how your group projects are a part of that iterative workflow...

#### So too is:

community organizing

collaborating

mentoring

Are all a part of a continual process of change.

### **Sustainable Organizing**

#### **Community Care**

- Post-event discussions and learnings
- Game nights and check-ins



#### **Issues-Based Organizing**

- Strategizing on message
- Backchannel planning and delegation
- Conversations with elected officials

- Send invitations, boost turnout
- Making meeting accessible
- Social media shenanigans
- Attend the event

#### **Lucy Shen, AA191-A Visiting Voice, 2021**

### Why a post-final social event?

### **Sustainable Organizing**



Community care!
Let's keep all this in mind when going forward in any project!

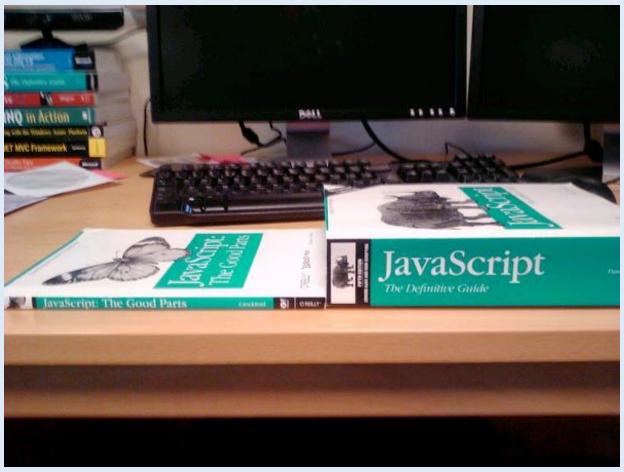


### Rough Draft Grading

Points	Percent	Criteria
20 points	40%	User story fulfilment
20 points	40%	Functionality
15 points	15%	2-3 minute presentation
5 points	5%	Readme.md

Simpler memo/user stories = easier grade!

# JavaScript is annoying



It's just a simple fact! But...





Gentle Explanation of "this" in JavaScript

Working on JavaScript alone is more annoying

Current Progress 58%
0% 100%
<b>s</b> tack <b>overflow</b>
What do you do when you get stuck on a problem? Select all that apply.
Meditate
Call a coworker or friend
☐ Do other work and come back later
☐ Watch help / tutorial videos
Go for a walk or other physical activity
☐ Play games
☐ Visit Stack Overflow
✓ Panic
☐ Google it
☐ Visit another developer community (please name):
Other (please specify):
Back

Remember, you are coding as a group! The rough draft is to give you a rough idea of your group dynamics and coding style.

#### **Peer Reviews**

**Sharing mapplications as stories** 

Logistics

**Rough Drafts** 

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### **Group Peer Reviews**

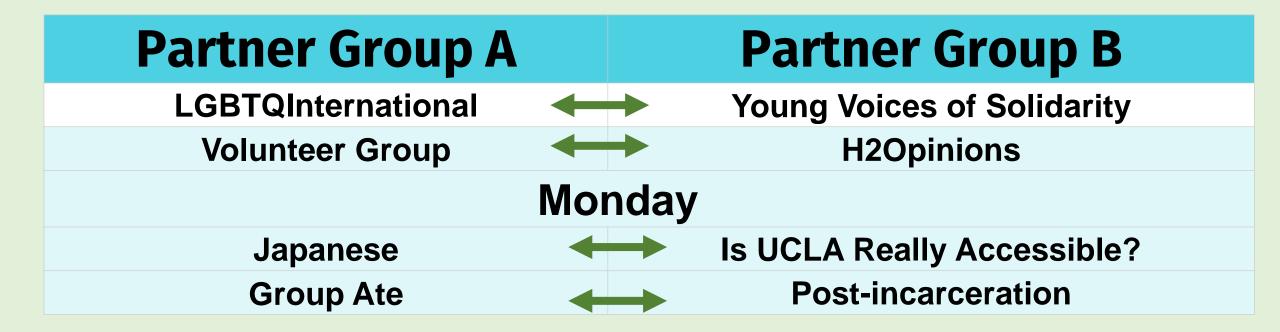
**Rough Drafts** 

**Group Peer Reviews** 

**Presentations** 

**Final Project Overview** 

#### **Group Peer Review Exercise**



Find your group above (Group A or Group B)

#### Rough Draft Peer Reviews

1. Make a copy of this Google Doc by clicking:

https://docs.google.com/document/d/1kcGx71AmO4hV8BAvtXagyAZaWLs tdowRSzRFWe8\_Ge0/copy

- 2. Go to the websites for your pair group and fill out Part 1 (5 minutes)
- 3. Take notes during the presentations and fill out Part 2
- 4. Fill out Part 3 while discussing with your group mates (3 minutes)
- 5. Group A discuss Part 3 with Group B (5 minutes)
- 6. Group B discuss Part 3 with Group A (5 minutes)

#### **Presentations**

**Rough Drafts** 

Logistics

**Presentations** 

**Final Project Overview** 

## **Final Project Overview**

**Rough Drafts** 

Logistics

**Presentations** 

Final Project Overview

### Final Group Assignment Rubric

#### Final Group Assignment

Due 7/31 3pm - 6pm

As our course nears the end, the final group project is the way to practice implementing the skills and ethical frameworks in the class. Your task as a group is to work together to complete the community empowerment web application based off of the rough draft from Week 9. The final project should be fully functional with no bugs and must have an intuitive interface for the user stories outlined in the project memo.

Groups will give a 10-12 minute presentation with another 5 minutes for questions and answers. Everyone must speak. Please see the requirements below for more details.

#### Be sure to check it!

https://albertkun.github.io/24SU-ASIAAM-191A/final/

## **Final Project Evaluation**

Criteria	Points	%
Empowerment of civil society	55	22%
Technical originality	55	22%
Final Presentation	50	20%
User story/interface/experience	40	16%
Invididual Group Evaluation	30	12%
Repository Documentation	20	10%

#### Readme (for tips)!

#### 6. Repository Documentation

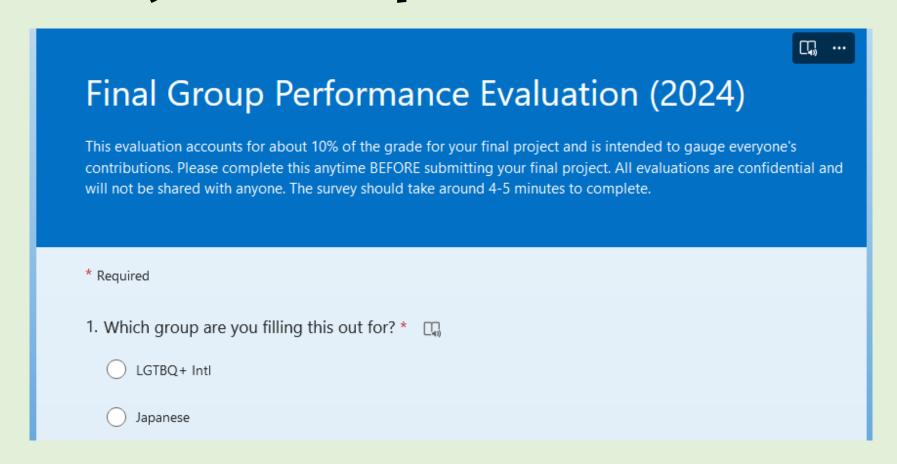
Complete the readme.md for the project repository by including a table of contents, a screenshot
of the mapplication in action and what features/interactivity exists. Provide a simple explanation
of the file structure. The readme.md should read as one cohesive documentation. Refer to this
article for guidance.

Your final readme.md should have the following parts:

- · Table of Contents
- . Objective (Assignment #1)
- . Who is being empowered (Assignment #2)
- What technology was used (Assignment #5)
- How it can be repurposed (Assignment #5)
- Features and a screenshot(s) of the mapplication
- Utilize the above article's readme.md template or something similar

You'll find tips on how to carry out the final, such as how to reuse past assignments for your repository's readme.md!

#### Final Project Group Member Evaluations



Required and available during 7/29 to 7/31

https://forms.office.com/r/YxKpVnj3DG

#### Final Project Group Member Evaluations

5. I feel that I contributed to the final group project in a meaningful way * 🗔
Strongly Agree
Agree
Neutral
O Disagree
Strongly disagree

Required and available during 7/29 to 7/31

https://forms.office.com/r/YxKpVnj3DG

# **Final Finishing Touches**

Lab

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## **Final Finishing Touches**



https://albertkun.github.io/24SU-ASIAAM-191A/labs/week5

Time to make our own legend!

### **Final Assignments**

#### Due Monday 7/29

In-class lab (just one per group!)

#### **Due Wednesday 7/31**

- Final Thinking Cap
- Final Group Assignment

### Final Thinking Cap Reminder

What are your thoughts about the future of web development for civil society?

Which visiting voice left the most impact on you?

What people connections (if any) would you like to maintain from this class going forward?

https://github.com/albertkun/24SU-ASIAAM-191A/discussions/52

Due next week on Wednesday 7/31 – Respond to just one other student!