Title: Testing & Iteration

Overview

After we have completed our solution for the problem we have solved, we want to check our results with others to see if we missed anything.

We need to get feedback from other organizations to validate our solution

Essential Questions

- How can we check on our solution?
- How does this relate to the problem?
- What are some of the complexities of this problem?
- Do we need to look at this from another perspective?
- Does all this make sense together?

Actions:

Create a simple test plan that contains the following:

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- Talk within the group about what they think could be better
- List of possible people to speak to. **Seek Feedback**
- Write up with the features, benefits and issues you see.
- Compare and contrast your plans versus others on the market
- Develop iterations needed to up-date your plan

Iteration definition

In some schools of [pedagogy](#), iterations are used to describe the process of teaching or guiding students to repeat experiments, assessments, or projects, until more accurate results are found, or the student has mastered the technical skill. This idea is found in the old adage, "Practice makes perfect." In particular, "iterative" is defined as the "process of learning and development that involves cyclical inquiry, enabling multiple opportunities for people to revisit ideas and critically reflect on their implication."[1]

Unlike computing and math, educational iterations are not predetermined; instead, the task is repeated until success according to some external criteria (often a test) is achieved.

Tasks

- Testing
- Reflection
- Listening to others /Peer review
- Redesign and test again

http://hatchery.io/blog/how-to-validate-your-business-idea-by-testing-a-hypothesis