

Topic 1.1: Collaboration

LO: CRD-1.A, CRD-1.B, CRD-1.C | Skill: 1.C, 6.A | Scenario: 1A: The TideTrack App Team

Exit Ticket — Topic 1.1

5 minutes. Read the scenario, then answer all three items.

Scenario. A three-person team is building a campus event app. All three live on campus and have unlimited data. They build a feature that auto-downloads every event photo in full resolution the moment the app opens. It runs great for them, but a commuter student with a limited data plan complains the app eats her whole data allowance in a day.

1. What does this situation BEST illustrate about collaboration?

- (A) The team simply needed faster computers to test the new photo feature.
- (B) A team that shares one perspective can miss the needs of other users. **(correct)**
- (C) The app should not include any event photos at all, to keep it simple.
- (D) The commuter student should just switch to a more expensive data plan.

2. Which change would MOST directly reduce this kind of blind spot in the future?

- (A) Gather feedback from users who are different from the team. **(correct)**
- (B) Have each team member rewrite the feature on their own first.
- (C) Add more event photos so the feature feels complete.
- (D) Wait until the app is finished before testing anything.

3. In 1-2 sentences, name one specific kind of user this team should test with next time, and say what the team would learn from that user.

Model: The team should test with a commuter or off-campus student on a limited data plan; they would learn that the app must let users limit downloads or load photos only on request, so it works for people who do not have unlimited data.