

Simple Heuristic for Deciding What to Prioritize in a Design Iteration

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There is always room for improvement in our innovations, and there are never enough people or resources to make all the changes people want. Software developers use a simple template to help them set priorities about what bugs to fix and what features to add. Teams can work together in a research-practice partnership to fill out this template and set priorities for what improvements to make to address specific concerns or add components to an innovation. It is best to establish which concerns are important and what features are most valued in a large group, with as wide a range of stakeholders as possible.

	<i>Importance</i>	
<i>Resources Needed to Address</i>	<p>High/High: Make a plan to address these concerns or add these components immediately</p>	<p>High/Low: Address these concerns/needs last; Identify possible workarounds, if the concern/need can't be addressed</p>
	<p>High/Low: Address these concerns or add these components immediately</p>	<p>Low/Low: Address these concerns after high importance concerns/needs have been addressed; Identify possible workarounds, if the concern/need can't be addressed</p>