

MICHIGAN STATE

U N I V E R S I T Y

10/10: Design Day Booklet Team Project Page Artwork Feedback

The Capstone Experience

Dr. Wayne Dyksen
Department of Computer Science and Engineering
Michigan State University
Fall 2023



*From Students...
...to Professionals*

What do you need to do?

[1 of 1]

- An updated version of your Design Day booklet team page zipped folder with the artwork layout modifications is posted on our Downloads page. Get it. Unzip it.
- A PDF of this slide deck is posted on our Downloads page. Get it.
- Use the Design Day booklet team page Word template in this folder.
- Read the comments below about your team’s artwork.
- Leave the artwork layout basically as is.
- Redo your artwork if and as requested.
- If necessary...
 - ...provide new high-resolution png originals appropriately numbered and named
 - ...change pictures in your template to reflect any new artwork. Do so by right-clicking on the artwork and selecting “Change Picture > From a File...” to preserve the size and location.
- If necessary, place your new artwork in your project page team and in your team assets folder.
- If necessary, update your Word template and artwork files.
- Zip up your template assets folder using Windows zip.
- Upload your zipped assets folder to DD Assets Zip Files w Artwork Updates 1 in our Microsoft Teams General Channel file space and your team’s private file space by 11:59 p.m., Thursday, October 12.



Team Ally Artwork Feedback (Luke)

Original Artwork

Feedback



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
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- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!

Team Ally Artwork Feedback (Luke)

Original Artwork

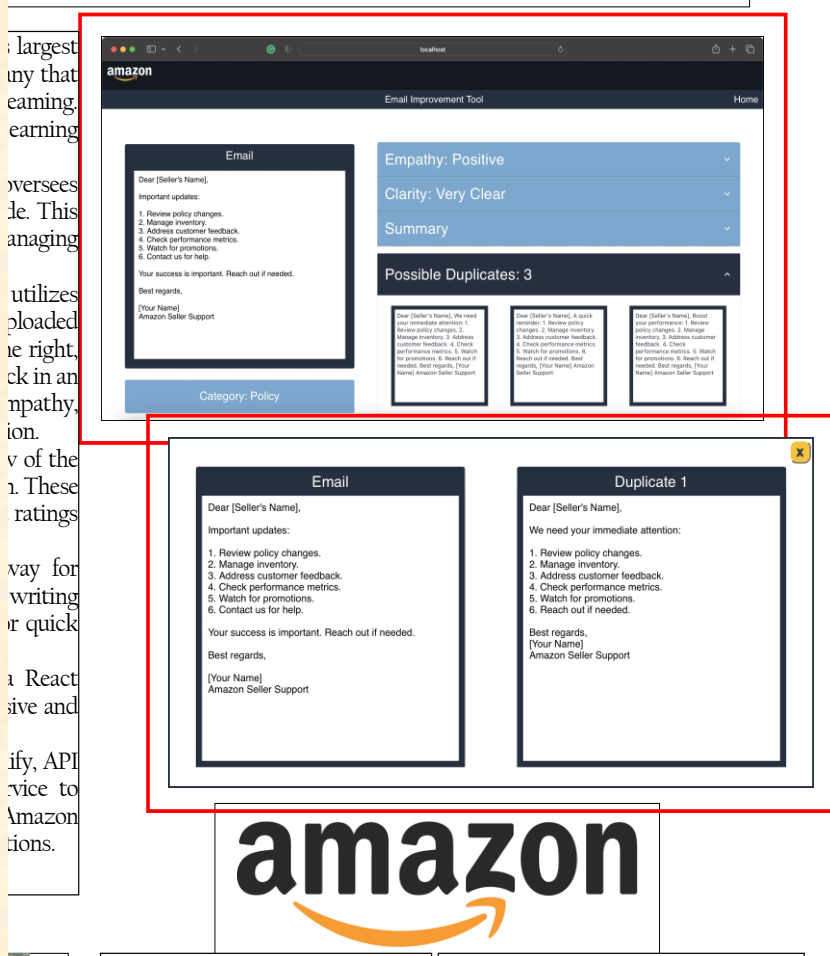
Modified Artwork



Team Amazon Artwork Feedback (Griffin)

Original Artwork

Feedback



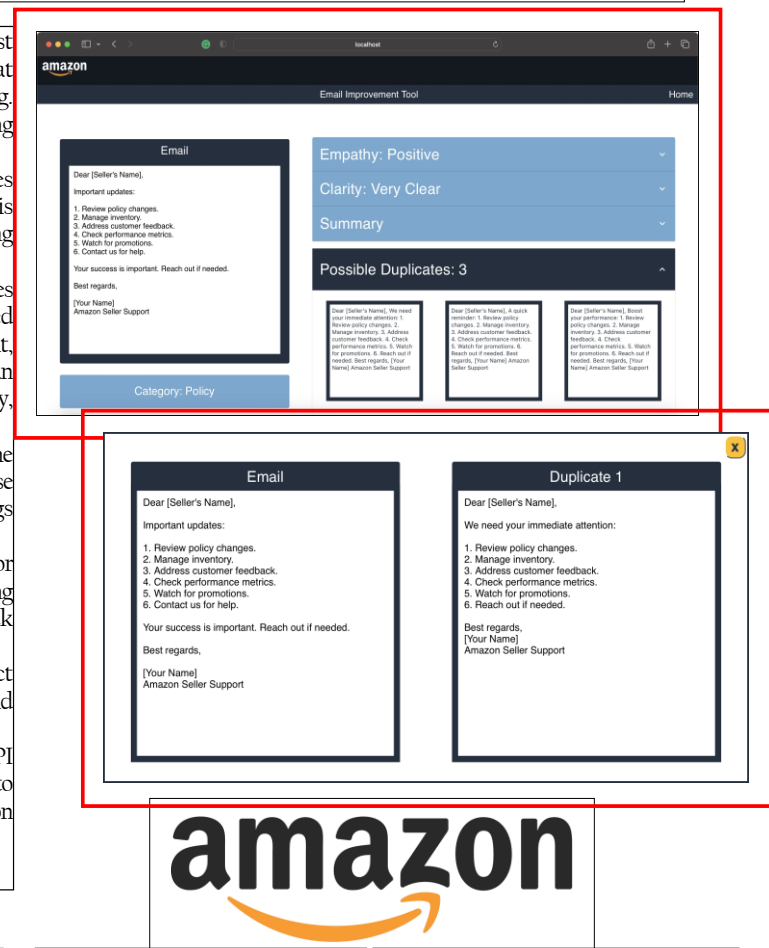
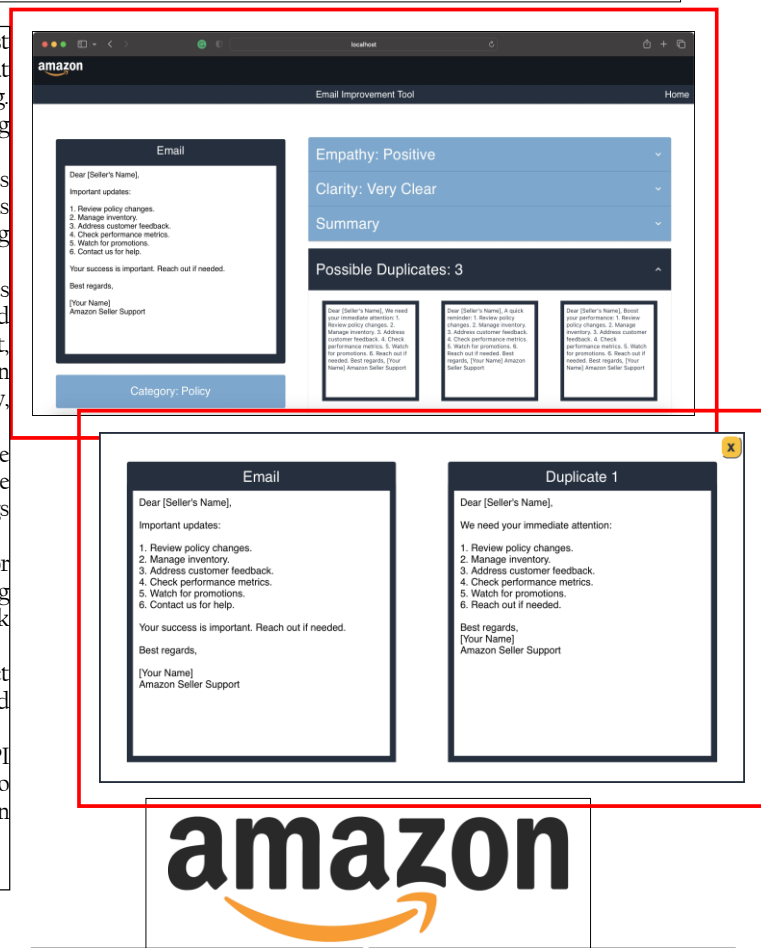
- Your artwork is fine.
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- Nice work! Thanks!



Team Amazon Artwork Feedback (Griffin)

Original Artwork

Modified Artwork

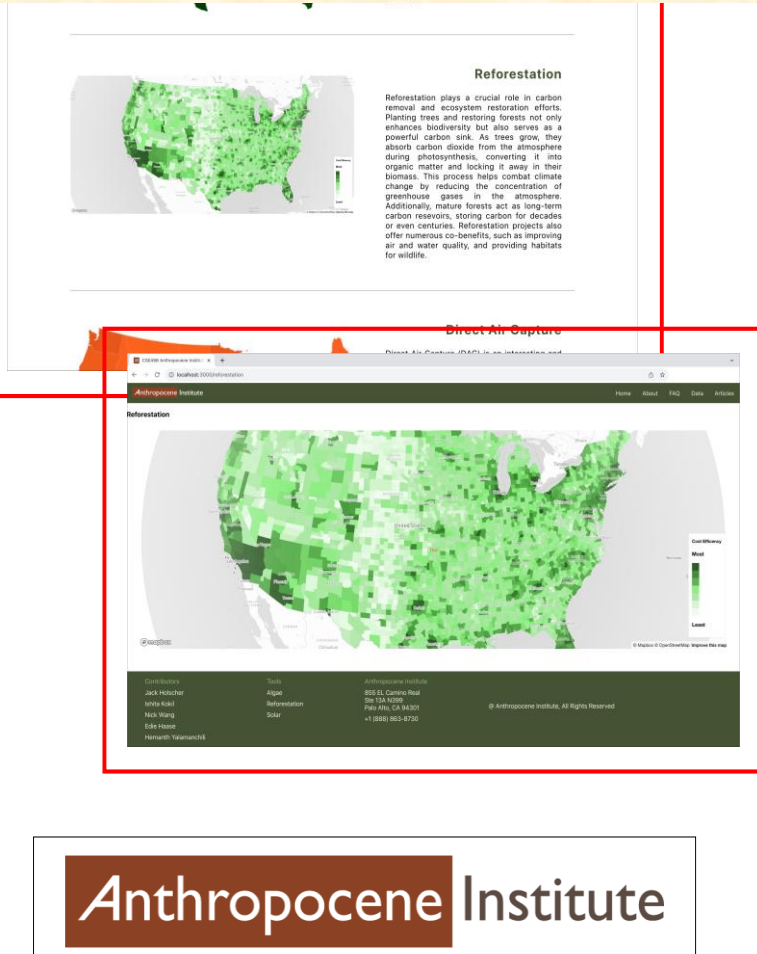


Team Anthropocene Institute Artwork Feedback (Griffin)

Original Artwork

Feedback

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- Your artwork and layout are basically good.
- Your artwork blended into the background. You had a border but it was too thin. I remember telling your during the Artwork Clinic to make the border thicker. I did it for you.
- I resized and moved things.
- Leave the artwork as it is now. Do not resize or move anything.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder “Design Day Booklet Zip File Round 2”.
- Good work!

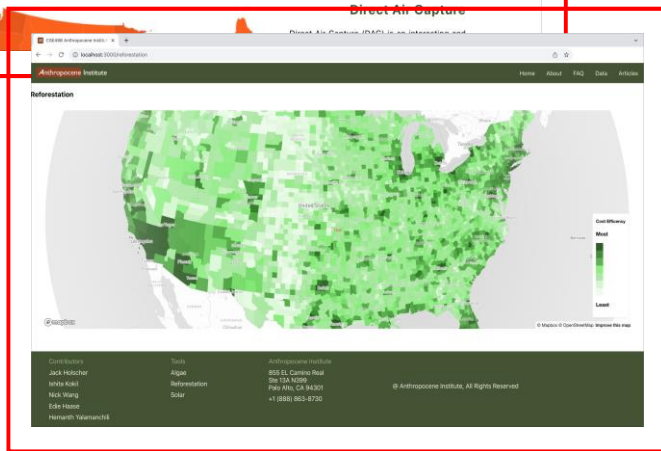
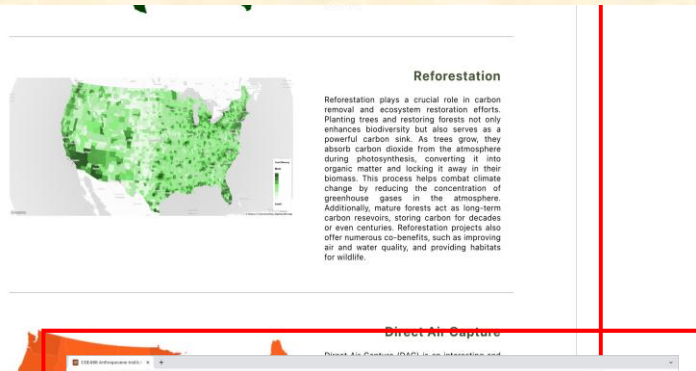
Team Anthropocene Institute Artwork Feedback (Griffin)

Original Artwork

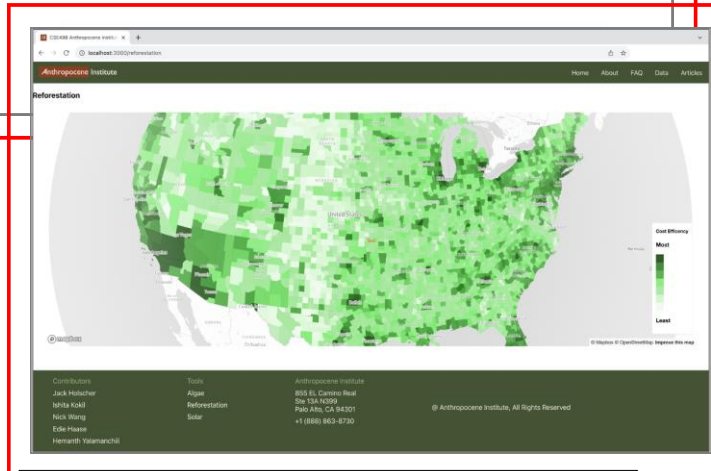
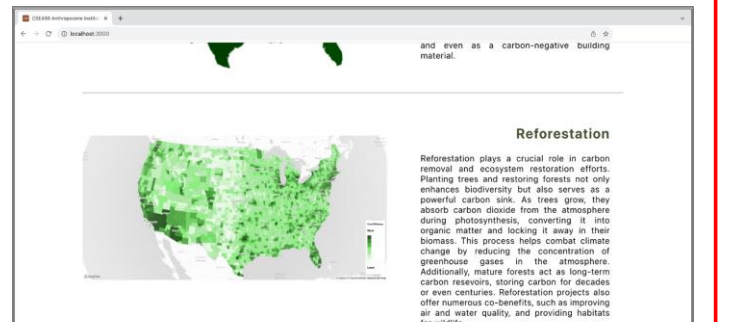
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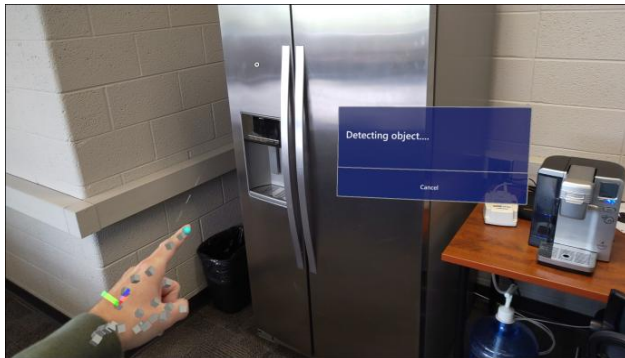
Anthropocene Institute



Team Auto-Owners Artwork Feedback (Tommy)

Original Artwork

Feedback



Auto-Owners
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- Your artwork is great.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
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- Nice work! Thanks!

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Team Auto-Owners Artwork Feedback (Tommy)

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Modified Artwork

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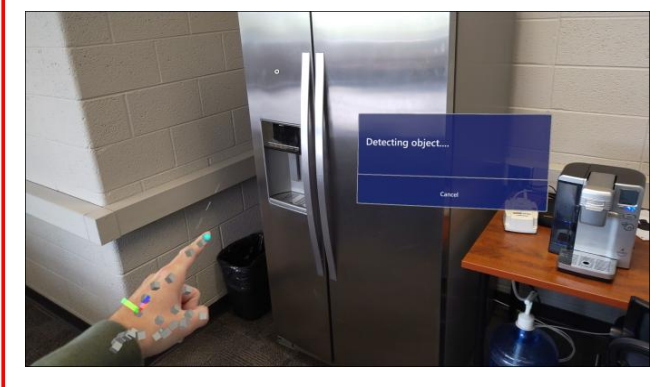
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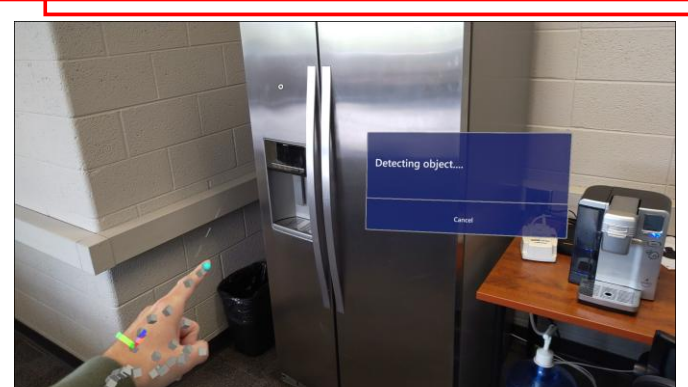
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Team Bosch Artwork Feedback (Griffin) Original Artwork

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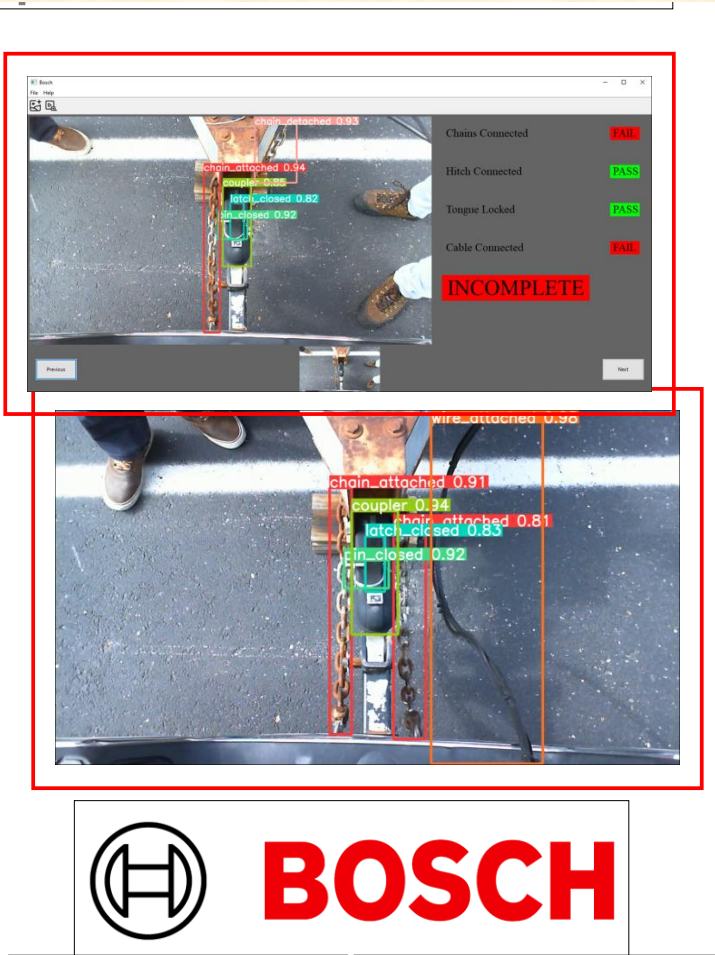
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- Good work (except for not using the Windows version of Word)!



Team Bosch Artwork Feedback (Griffin)

Original Artwork

Modified Artwork

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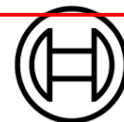
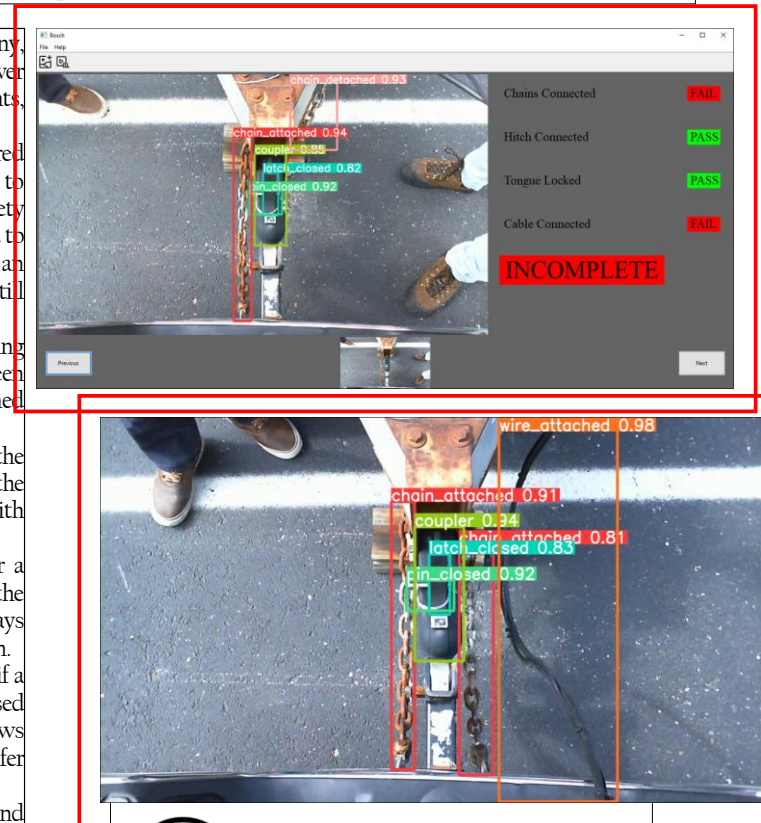
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Team DRIVEN-4 Artwork Feedback (Tommy)

Original Artwork

Feedback



- Your artwork is good.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
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- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder “Design Day Booklet Zip File Round 2”.
- Nice work!



Team DRIVEN-4 Artwork Feedback (Tommy) Original Artwork

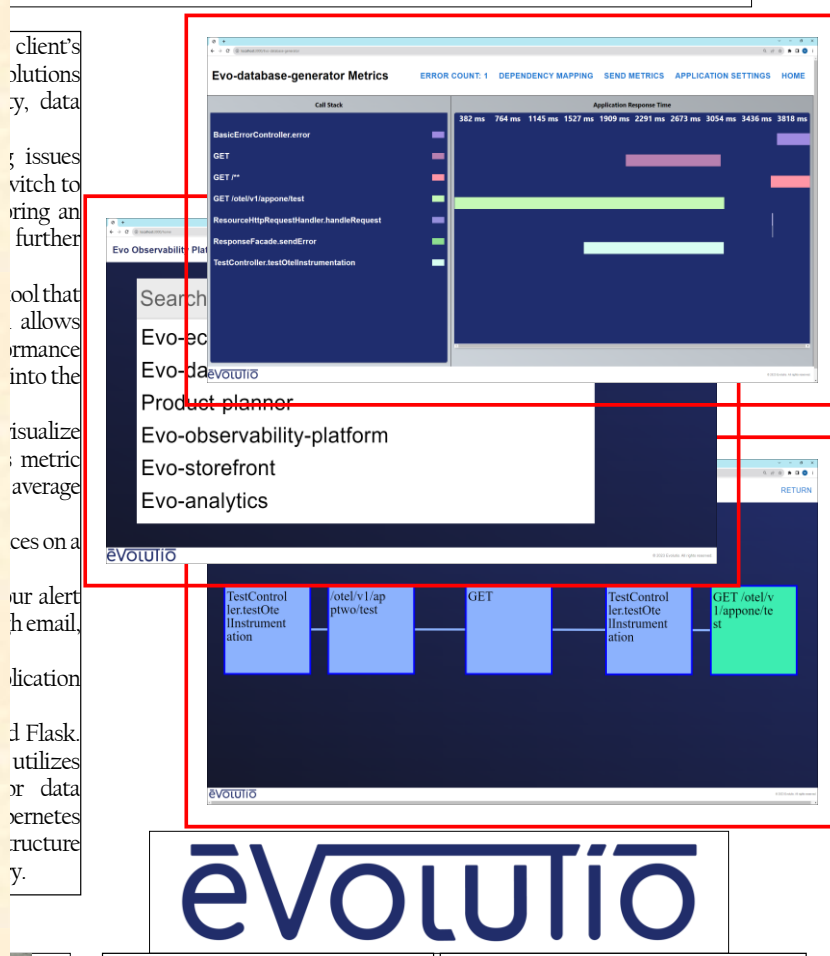
Modified Artwork



Team Evolutio Artwork Feedback (Griffin)

Original Artwork

Feedback



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
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- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!

Team Evolutio Artwork Feedback (Griffin)

Original Artwork

Modified Artwork

The original artwork features a dashboard with a dark blue background. At the top, there's a navigation bar with links: "ERROR COUNT: 1", "DEPENDENCY MAPPING", "SEND METRICS", "APPLICATION SETTINGS", and "HOME". Below this is a "Call Stack" section with a table of application response times. The table has columns for method names and their respective times. A search bar is visible on the left. Below the call stack is a "Product planner" section with a list of items: "Evo-ec", "Evo-da", "Evo-observability-platform", "Evo-storefront", and "Evo-analytics". At the bottom, there's a "Dependency Mapping" diagram showing a flow of components: "TestController.testOteInstrumentation" -> "/otel/v/apptwo/test" -> "GET" -> "TestController.testOteInstrumentation" -> "GET /otel/v/l/apppone/test". The Evolutio logo is at the bottom.

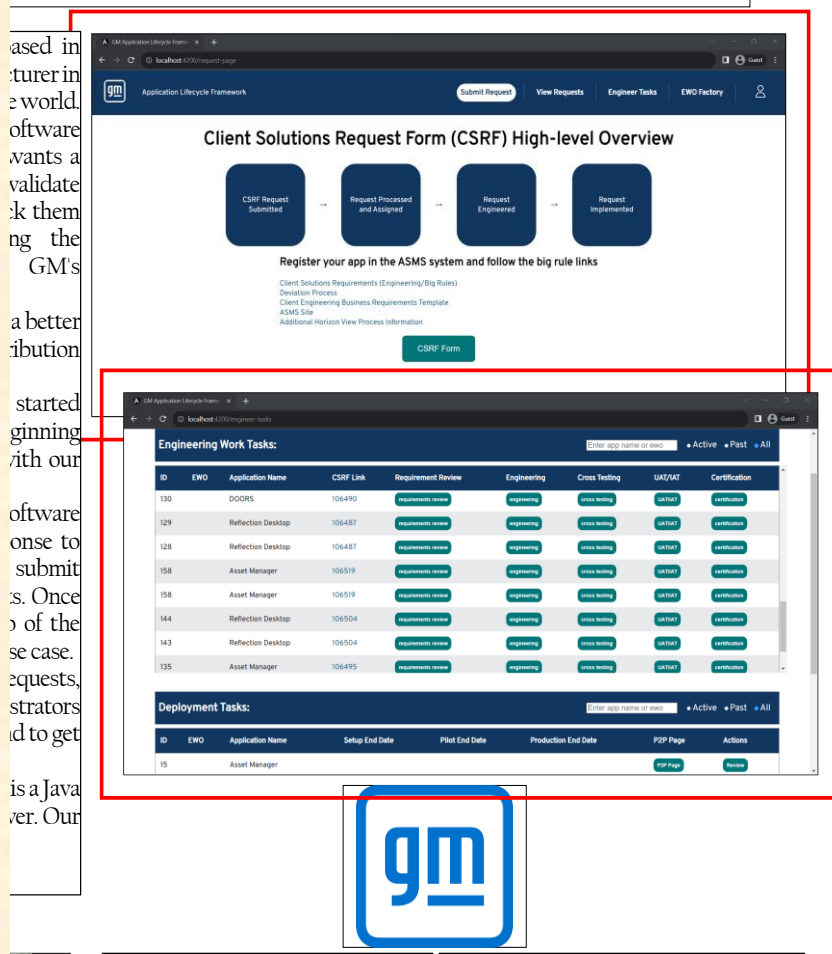
The modified artwork is similar to the original but with several changes. The "Call Stack" table now includes an additional row: "ResourceHttpRequestHandler.handleRequest" with a time of 1909 ms. The "Product planner" section now includes "Evo-observability-platform" and "Evo-storefront" instead of "Evo-ec" and "Evo-da". The "Dependency Mapping" diagram is more detailed, showing a flow: "TestController.testOteInstrumentation" -> "/otel/v/apptwo/test" -> "GET" -> "TestController.testOteInstrumentation" -> "GET /otel/v/l/apppone/test". The Evolutio logo is at the bottom.



Team GM Artwork Feedback (Luke)

Original Artwork

Feedback



- Your artwork is fine.
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- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!

Team GM Artwork Feedback (Luke)

Original Artwork

Modified Artwork

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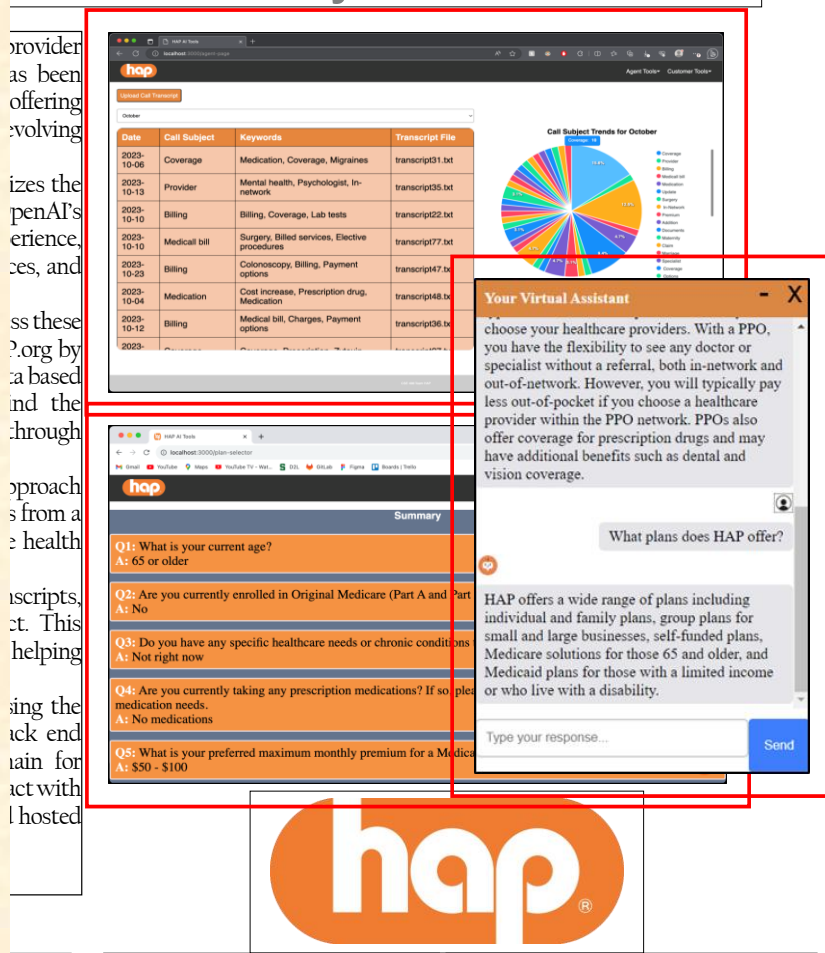
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Team HAP Artwork Feedback (Griffin)

Original Artwork

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- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
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- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



Team HAP Artwork Feedback (Griffin)

Original Artwork

Modified Artwork

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Original Artwork: The dashboard features a table with columns for Date, Call Subject, Keywords, and Transcript File. A pie chart titled 'Call Subject Trends for October' is positioned to the right. Below the dashboard is a chat window titled 'Your Virtual Assistant' with a message about PPO plans and a list of questions (Q1-Q5) with answers.

Date	Call Subject	Keywords	Transcript File
2023-10-06	Coverage	Medication, Coverage, Migraines	transcript31.txt
2023-10-13	Provider	Mental health, Psychologist, In-network	transcript35.txt
2023-10-10	Billing	Billing, Coverage, Lab tests	transcript22.txt
2023-10-10	Medicaid bill	Surgery, Billed services, Elective procedures	transcript77.txt
2023-10-23	Billing	Colonoscopy, Billing, Payment options	transcript47.txt
2023-10-04	Medication	Cost increase, Prescription drug, Medication	transcript48.txt
2023-10-12	Billing	Medical bill, Charges, Payment options	transcript36.txt
2023-			

Chat Window:

Your Virtual Assistant

choose your healthcare providers. With a PPO, you have the flexibility to see any doctor or specialist without a referral, both in-network and out-of-network. However, you will typically pay less out-of-pocket if you choose a healthcare provider within the PPO network. PPOs also offer coverage for prescription drugs and may have additional benefits such as dental and vision coverage.

What plans does HAP offer?

HAP offers a wide range of plans including individual and family plans, group plans for small and large businesses, self-funded plans, Medicare solutions for those 65 and older, and Medicaid plans for those with a limited income or who live with a disability.

Q1: What is your current age?
A: 65 or older

Q2: Are you currently enrolled in Original Medicare (Part A and Part B)?
A: No

Q3: Do you have any specific healthcare needs or chronic conditions?
A: Not right now

Q4: Are you currently taking any prescription medications? If so please list them.
A: No medications

Q5: What is your preferred maximum monthly premium for a Medicare plan?
A: \$50 - \$100

Modified Artwork: The dashboard is identical to the original. The chat window message has been revised to be more concise and clear.

Chat Window:

Your Virtual Assistant

choose your healthcare providers. With a PPO, you have the flexibility to see any doctor or specialist without a referral, both in-network and out-of-network. However, you will typically pay less out-of-pocket if you choose a healthcare provider within the PPO network. PPOs also offer coverage for prescription drugs and may have additional benefits such as dental and vision coverage.

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Q1: What is your current age?
A: 65 or older

Q2: Are you currently enrolled in Original Medicare (Part A and Part B)?
A: No

Q3: Do you have any specific healthcare needs or chronic conditions?
A: Not right now

Q4: Are you currently taking any prescription medications? If so please list them.
A: No medications

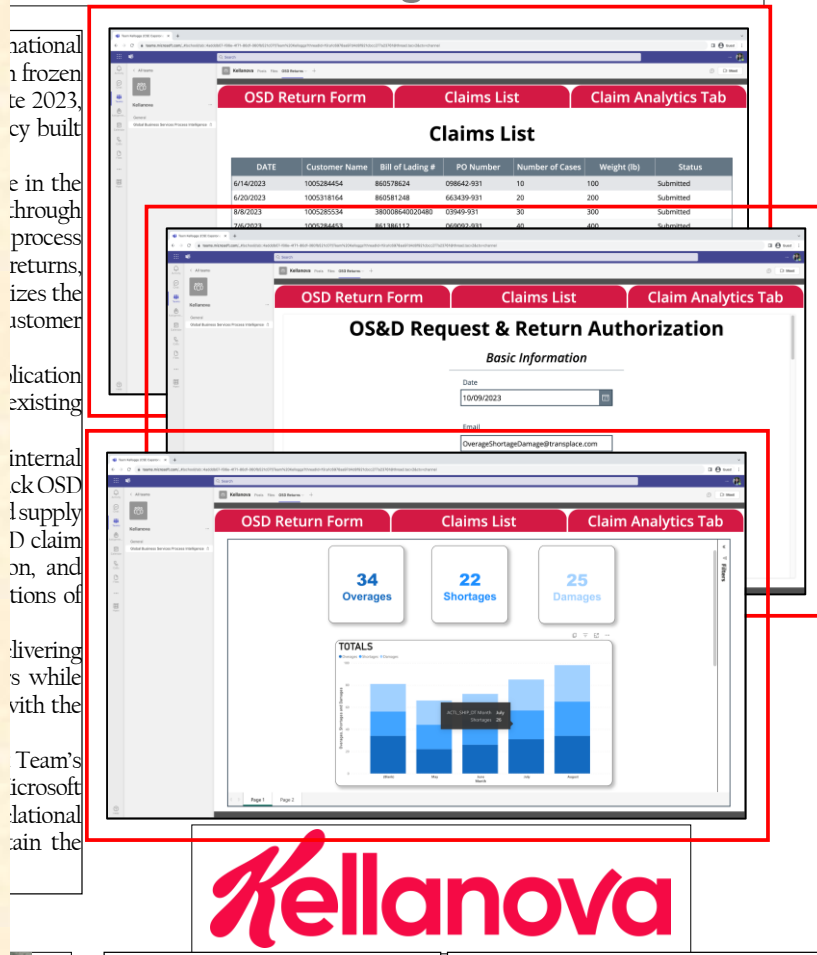
Q5: What is your preferred maximum monthly premium for a Medicare plan?
A: \$50 - \$100



Team Kellanova Artwork Feedback (Luke)

Original Artwork

Feedback



- Your artwork is fine.
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- Nice work! Thanks!



Team Kellanova Artwork Feedback (Luke)

Original Artwork

Modified Artwork

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6/20/2023	1005318164	860581248	663439-931	20	200	Submitted
8/8/2023	1005285534	38000840020480	03949-931	30	300	Submitted
7/6/2023	1005284454	861888112	060092-931	40	400	Submitted

OS&D Request & Return Authorization

Basic Information

Date: 10/09/2023

Email: OverageShortageDamage@ramplace.com

Dashboard:

- 34 Overages
- 22 Shortages
- 25 Damages

TOTALS

Bar chart showing trends for Overages, Shortages, and Damages.

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Basic Information

Date: 10/09/2023

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Dashboard:

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TOTALS

Bar chart showing trends for Overages, Shortages, and Damages.

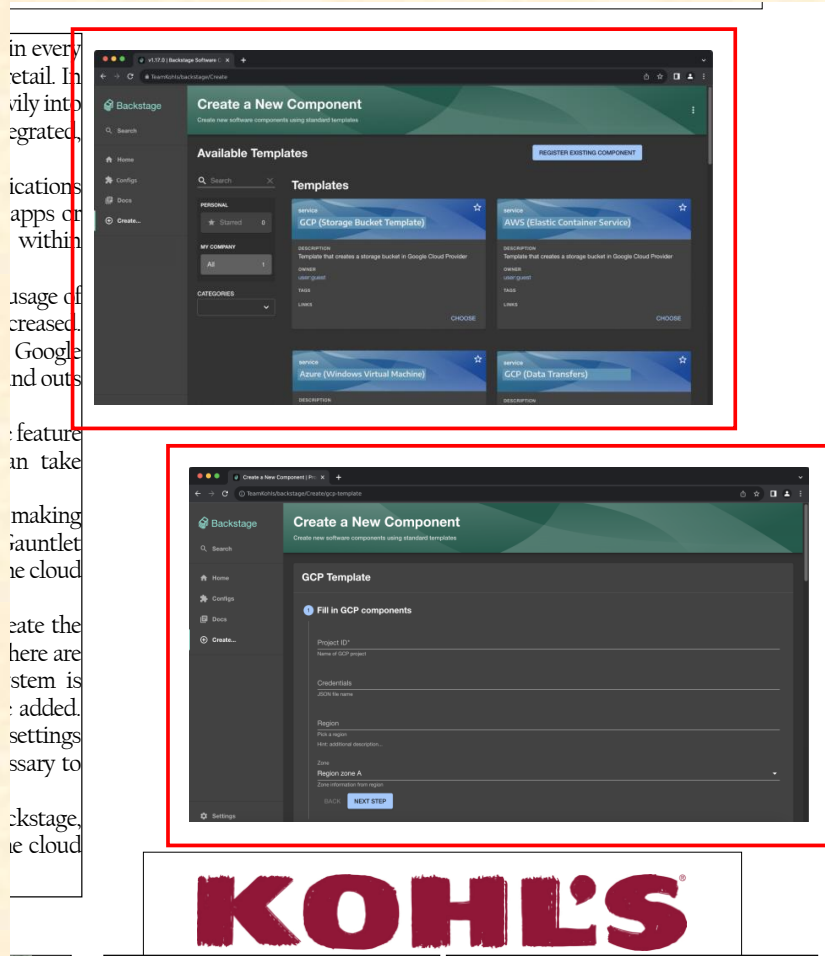
Kellanova



Team Kohl's Artwork Feedback (Luke)

Original Artwork

Feedback



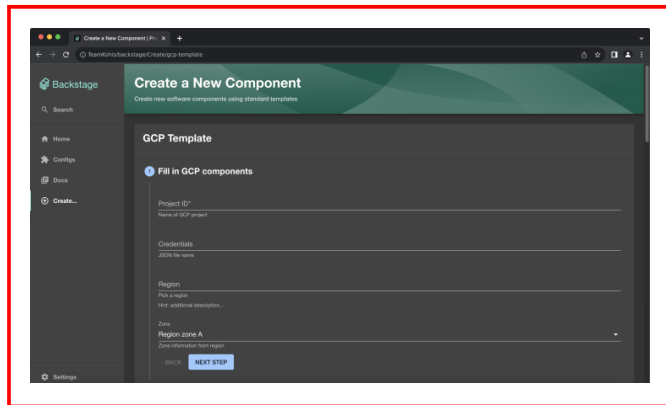
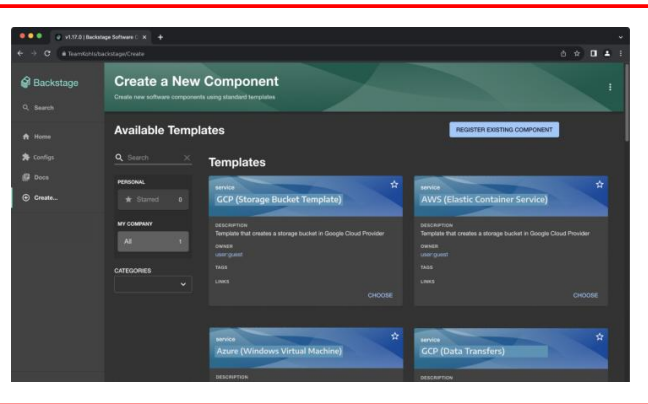
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- Nice work!



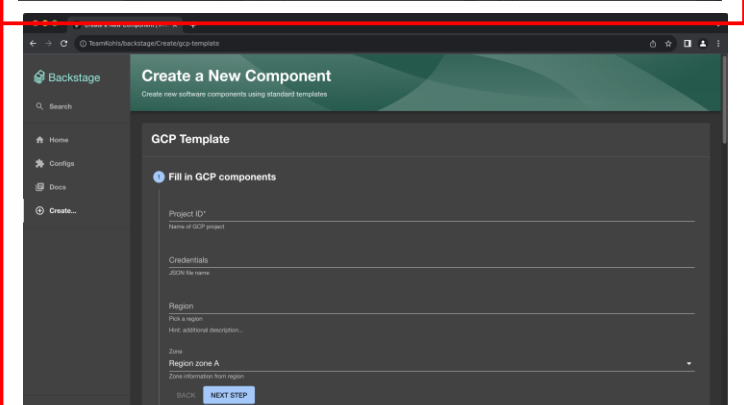
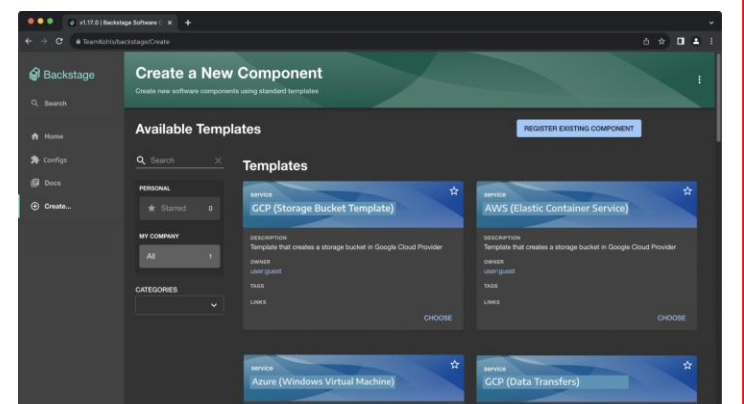
Team Kohl's Artwork Feedback (Luke)

Original Artwork

Modified Artwork



KOHL'S



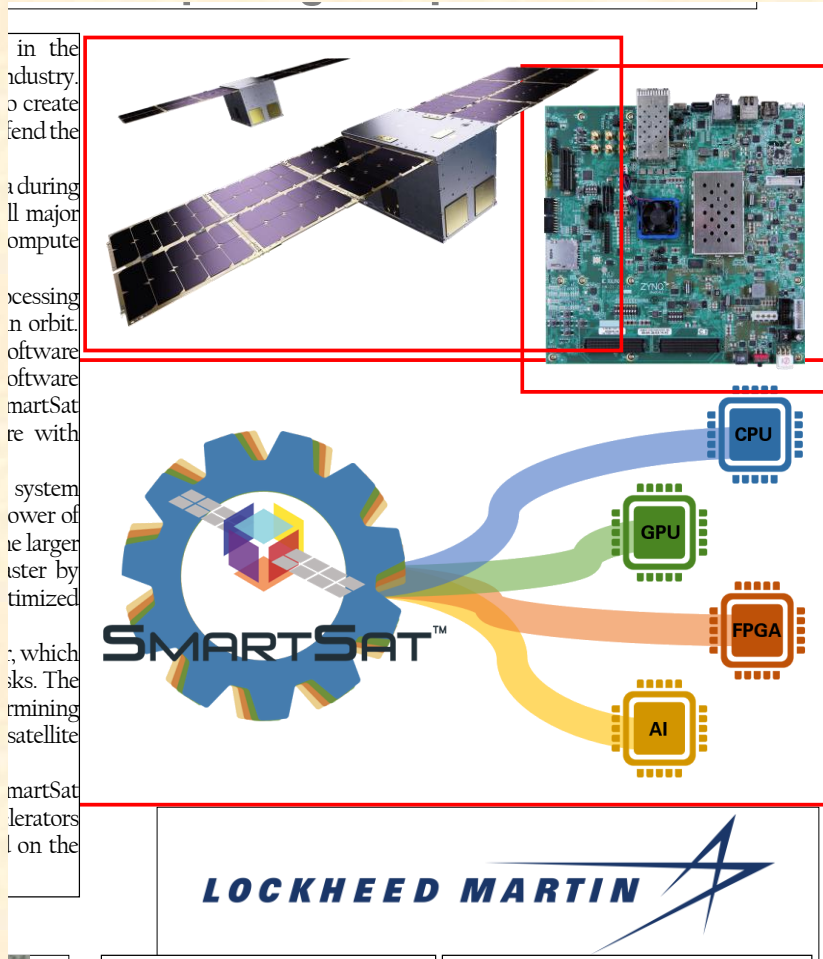
KOHL'S



Team Lockheed Martin Space Artwork Feedback (Tommy)

Original Artwork

Feedback



- Your artwork is not good.
- Your artwork does not show anything from any software that you've written. Do you really not have any UI that you can show? Check out the DD page from last semester.
- Redo your and add screenshots of working software. One photo of your board will be plenty. Show working software.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- Make the corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".



Team Lockheed Martin Space Artwork Feedback (Tommy)

Original Artwork

Modified Artwork

The original artwork features a satellite in orbit and a detailed circuit board. Below these images is a diagram where a central gear logo with a satellite inside is connected to four colored boxes representing components: CPU (blue), GPU (green), FPGA (orange), and AI (yellow). The text 'SMARTSAT™' is written across the gear. At the bottom is the Lockheed Martin logo.

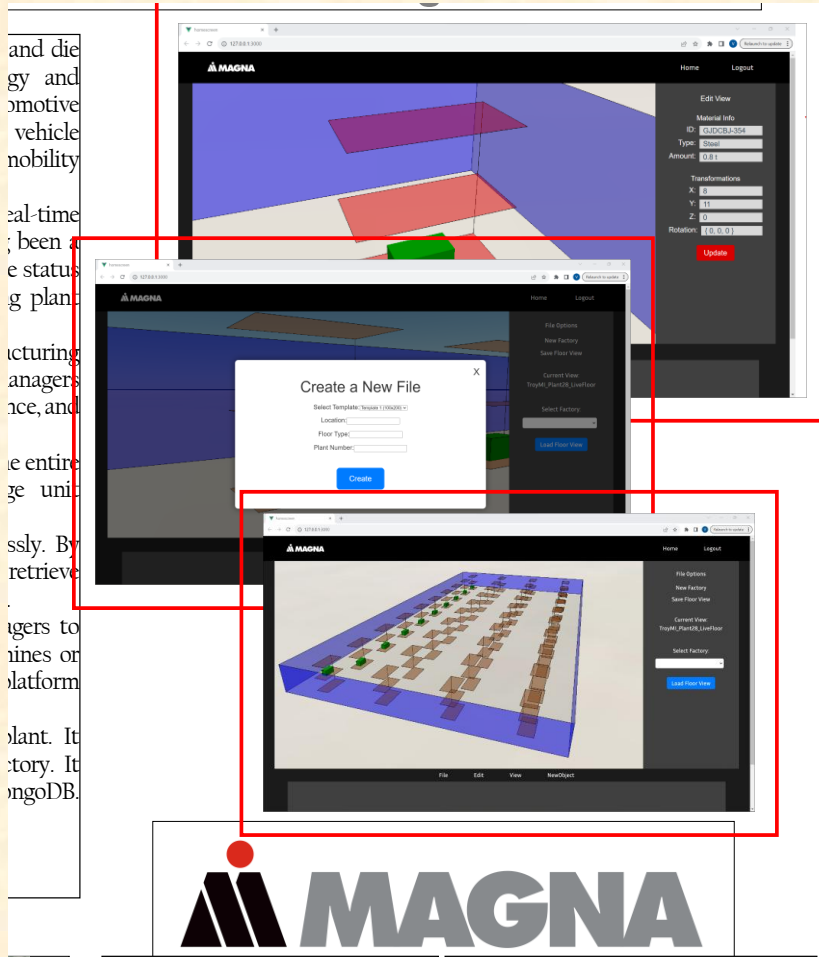
The modified artwork is identical to the original but includes a red rectangular box around the satellite and circuit board images. A white text box with a red border is overlaid on the right side of the diagram, containing the text: "Artwork needs to be redone. Dr. D. didn't edit it at all". The rest of the artwork, including the component diagram and the Lockheed Martin logo, remains unchanged.



Team Magna Artwork Feedback (Tommy)

Original Artwork

Feedback



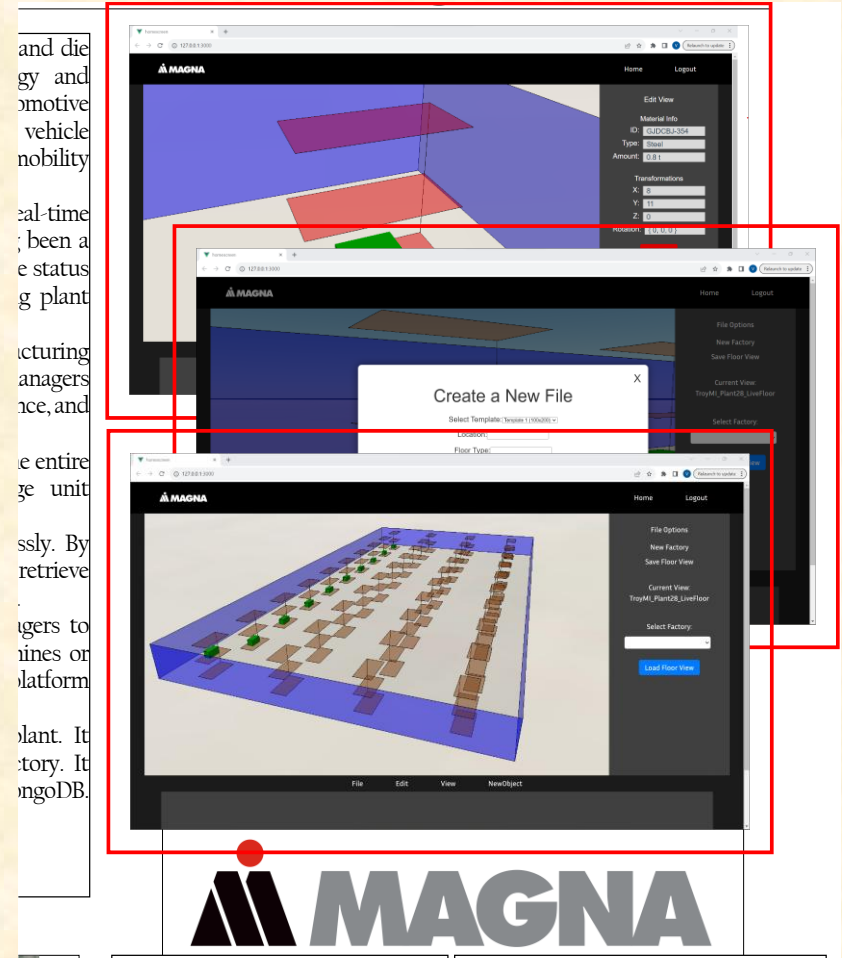
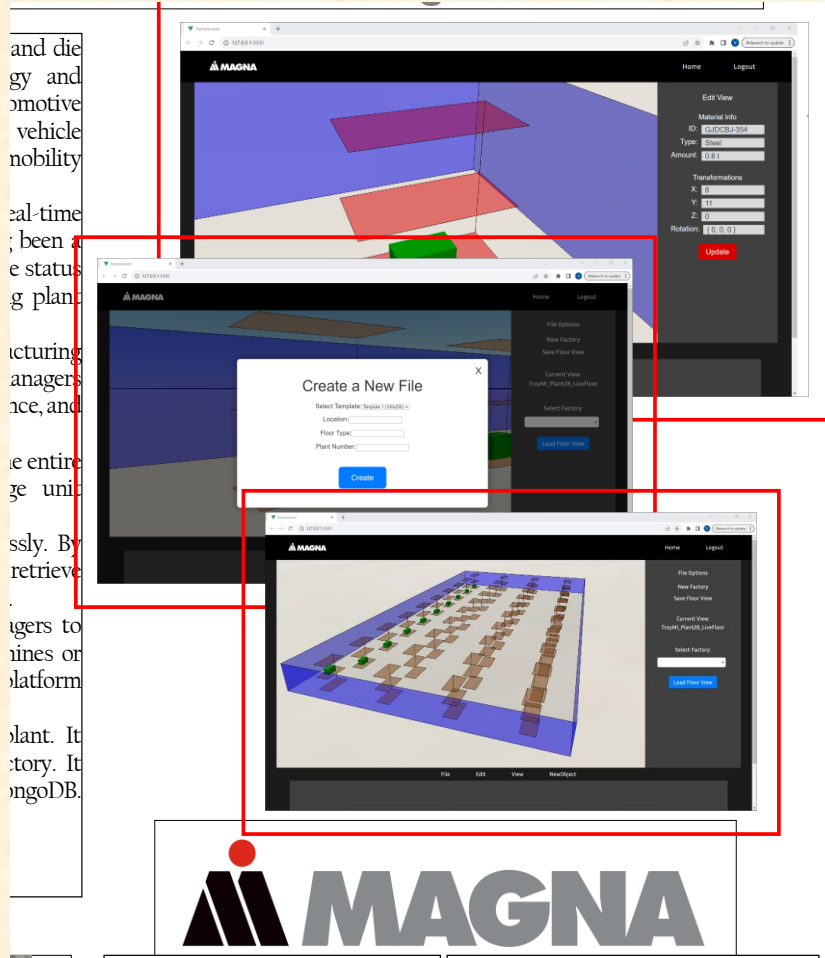
- Your artwork is great.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".
- Nice work!



Team Magna Artwork Feedback (Tommy)

Original Artwork

Modified Artwork



Team Meijer Artwork Feedback (Tommy)

Original Artwork

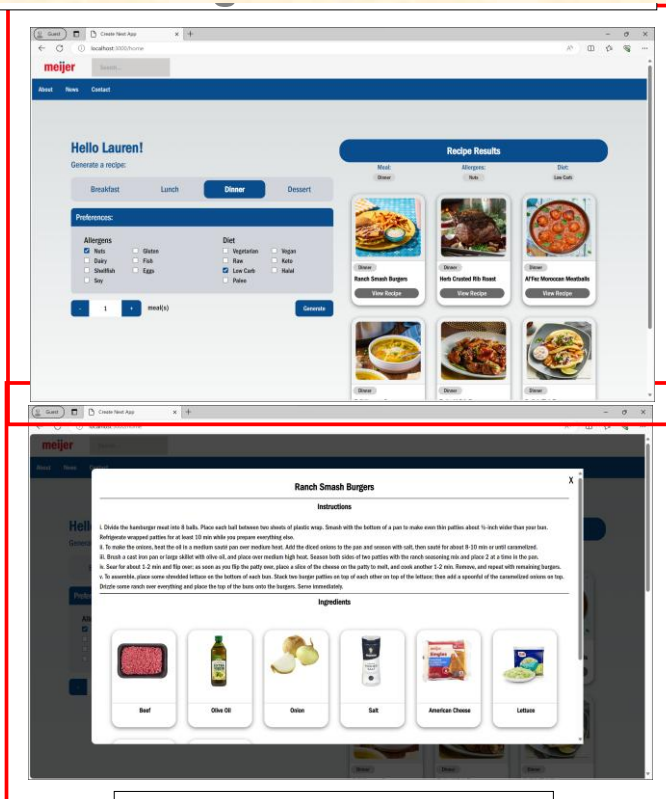
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- Your artwork is good.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".



Team Meijer Artwork Feedback (Tommy)

Original Artwork

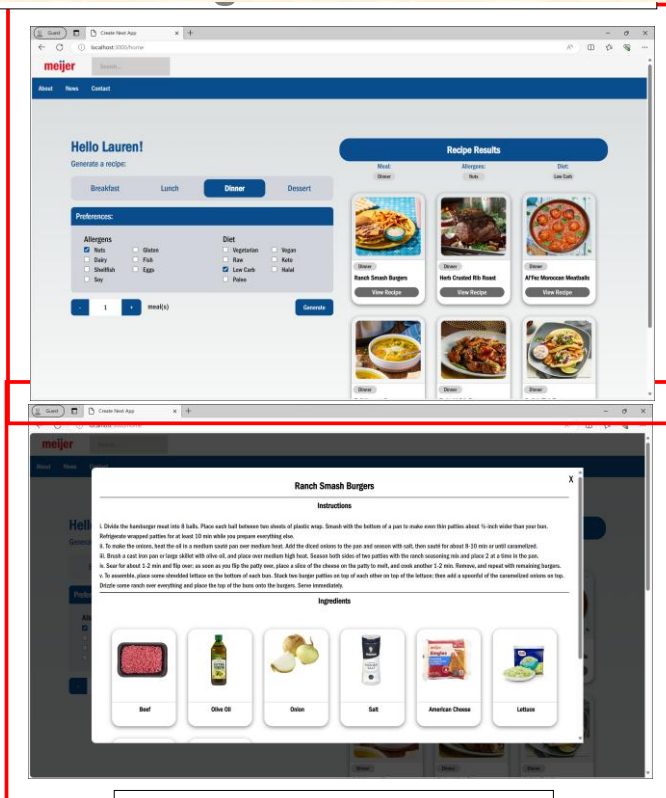
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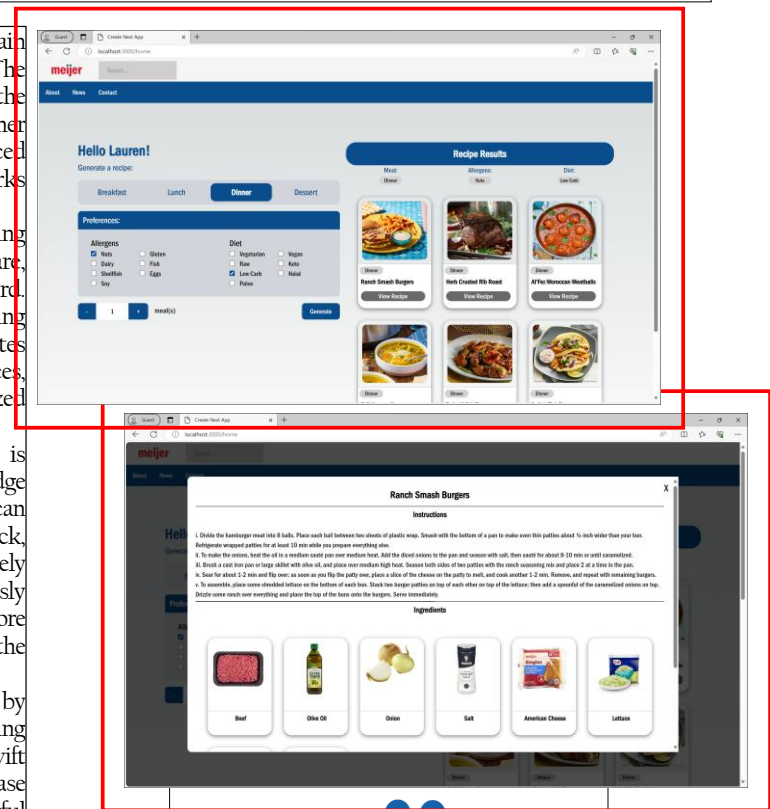
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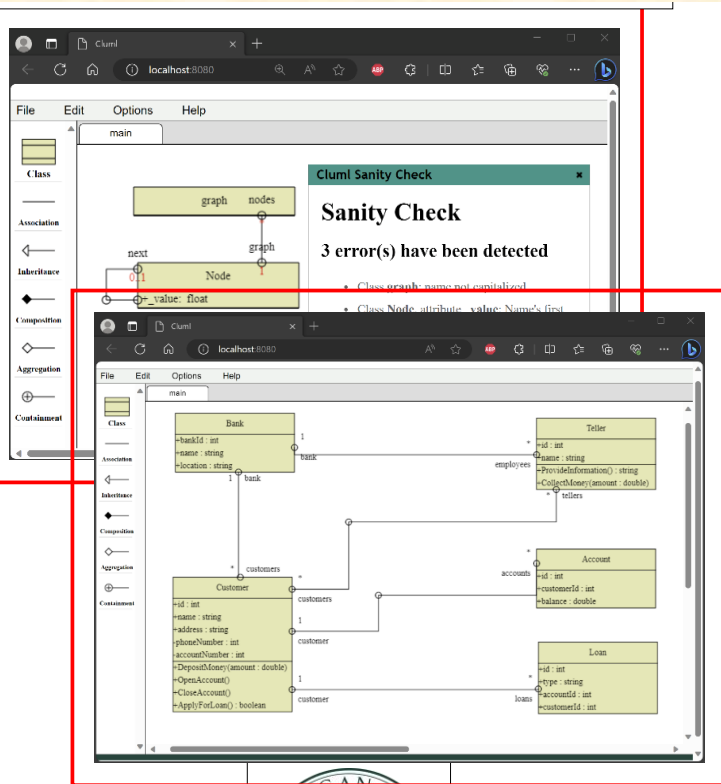


Team Michigan State University CSE Artwork Feedback (Tommy)

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- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



Team Michigan State University CSE Artwork Feedback (Tommy)

Original Artwork

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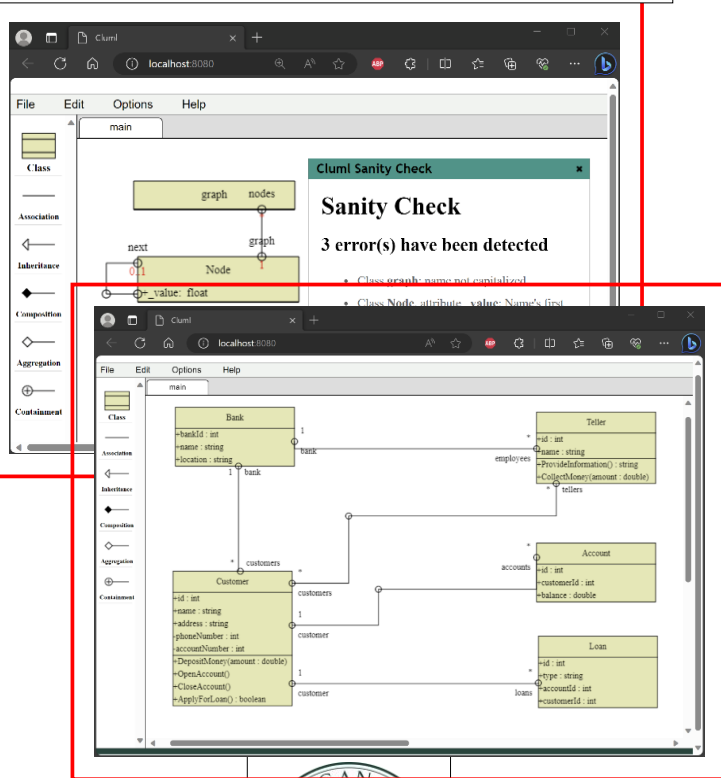
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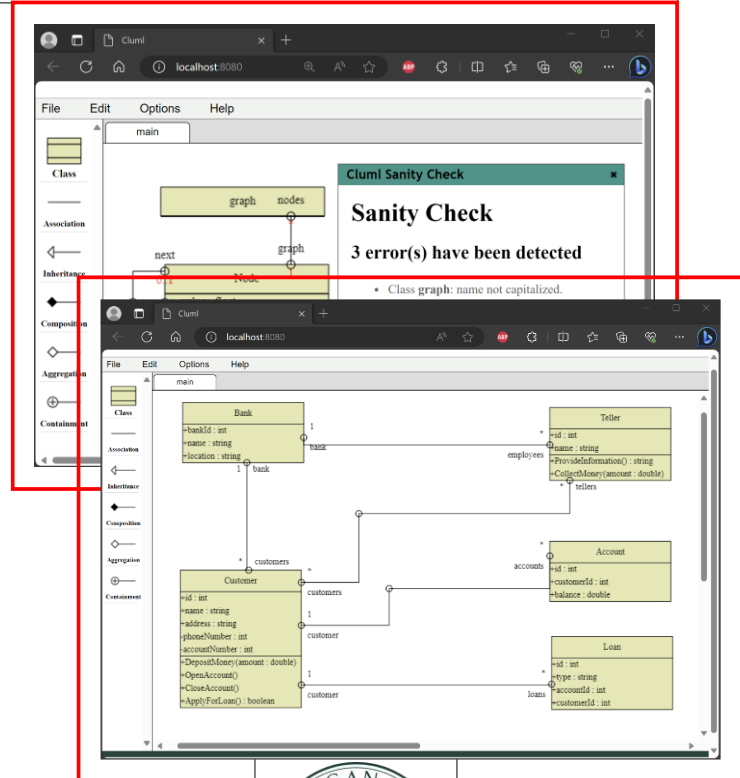
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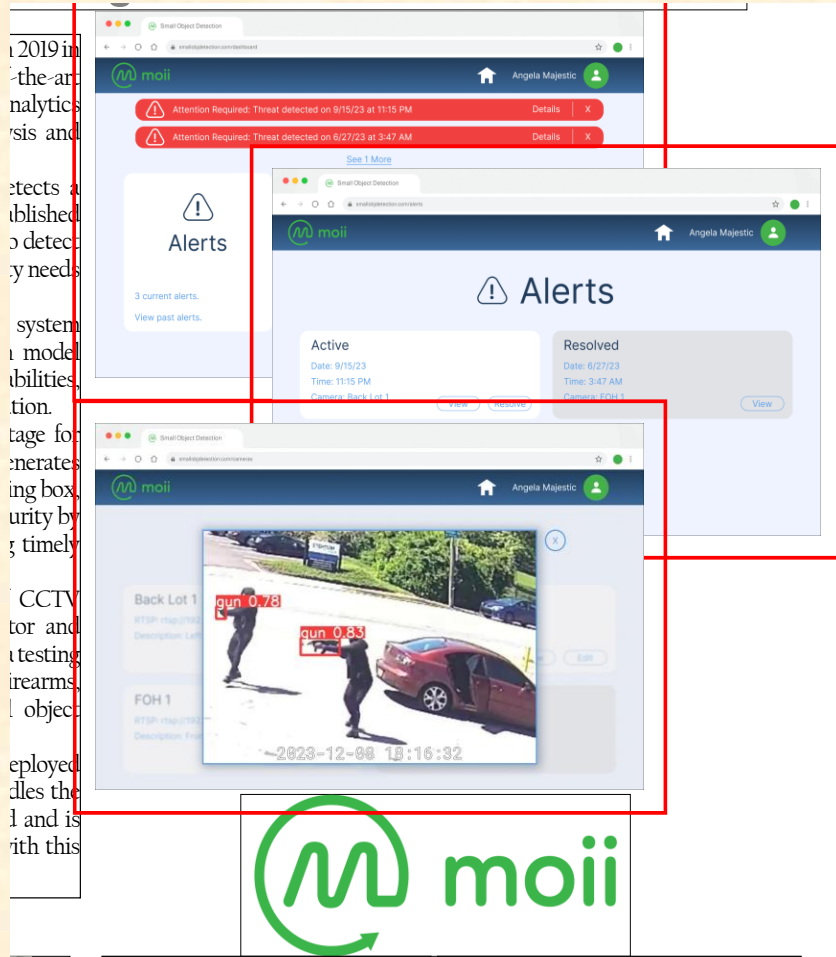
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Team Moii Artwork Feedback (Griffin)

Original Artwork

Feedback

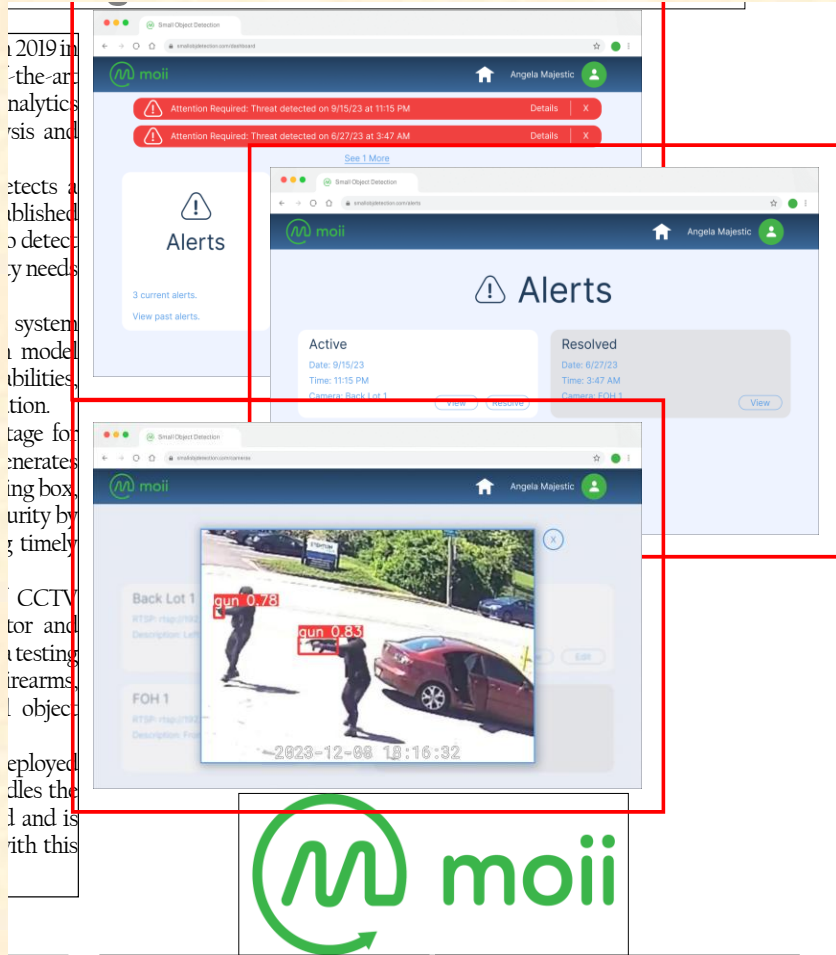


- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!

Team Moii Artwork Feedback (Griffin)

Original Artwork

Modified Artwork



Team MSUFCU Artwork Feedback (Tommy)

Original Artwork

Feedback



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!

Team MSUFCU Artwork Feedback (Tommy)

Original Artwork

Modified Artwork



Team Roosevelt Innovations Data Science Artwork Feedback (Tommy)

Original Artwork

Feedback



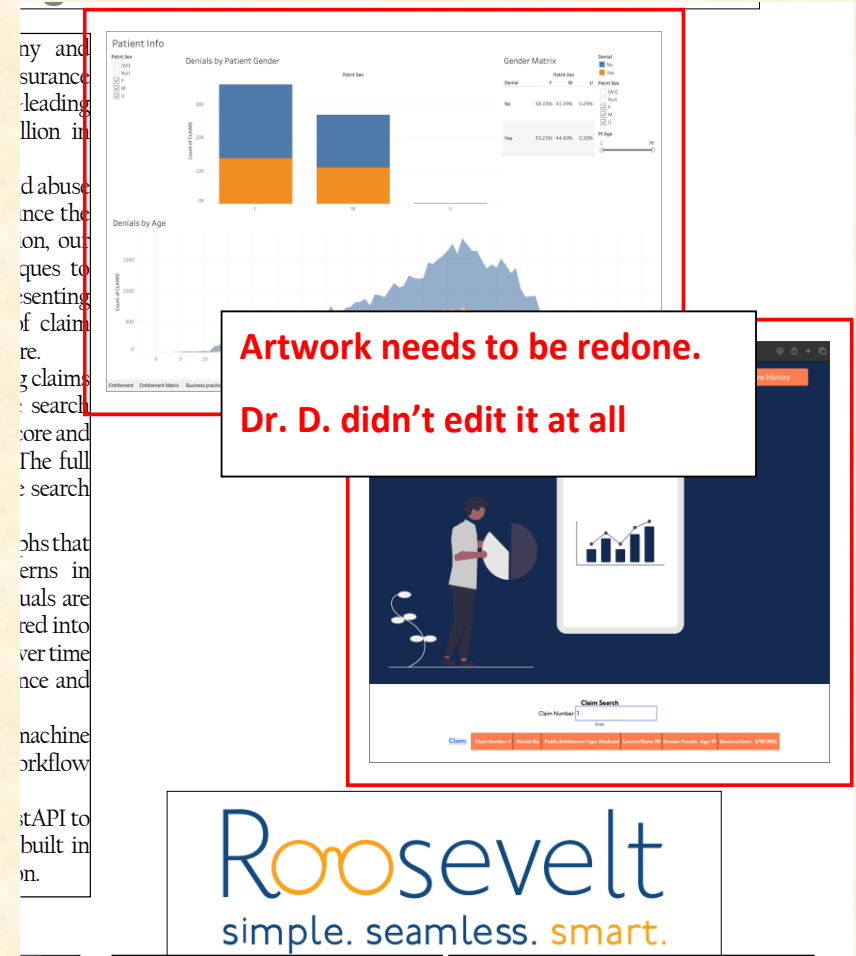
- Your artwork is not good.
- Your upper artwork needs a frame. Is it a web app? If so, capture it with a browser from.
- Your lower frame is nothing more than a splash screen. What did we say about splash screens. Replace this with a capture of something more significant and interesting.
- Your assets folder included the png files of the placeholder artwork. When you resubmit it, include high resolution versions of the artwork pngs not the placeholders.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Redo your artwork as per my instructions above, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".



Team Roosevelt Innovations Data Science Artwork Feedback (Tommy)

Original Artwork

Modified Artwork

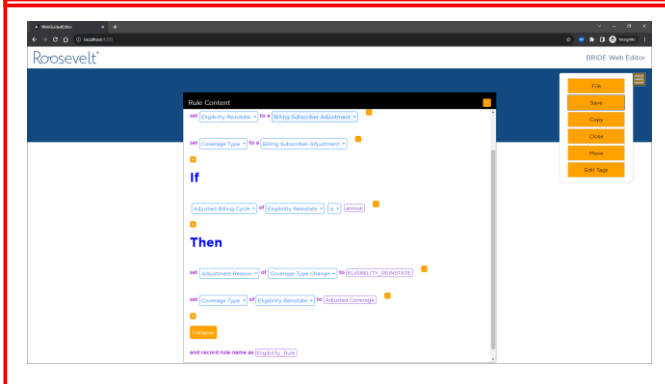
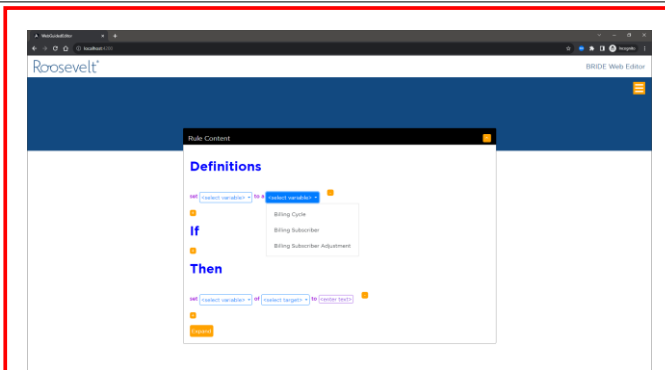


Team Roosevelt Innovations Knowledge Science Artwork Feedback (Luke)

Original Artwork

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- Your artwork is good, although rather full of white space.
- IMHO, your artwork needed a slightly thicker border so I added it for you. It won't cost you anything.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".
- Good work!



Team Roosevelt Innovations Knowledge Science Artwork Feedback (Luke)

Original Artwork

Modified Artwork

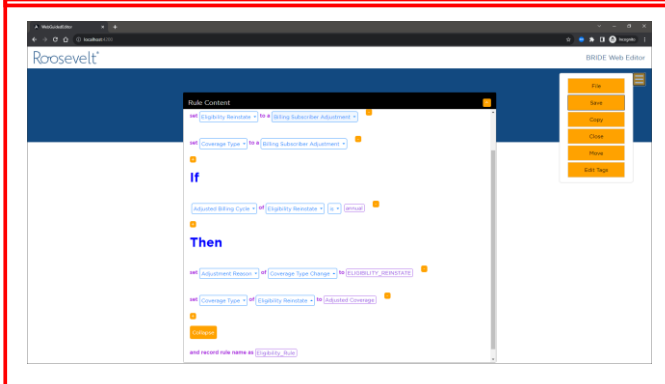
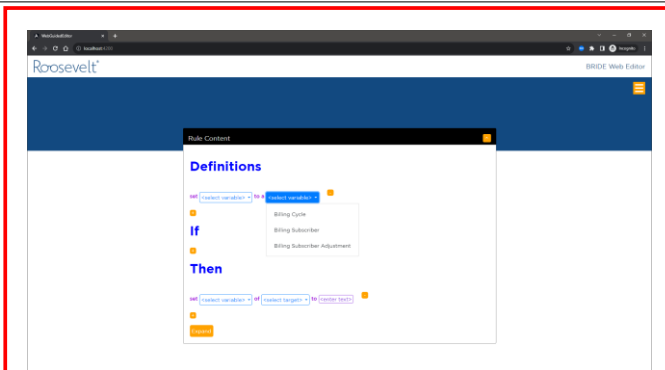
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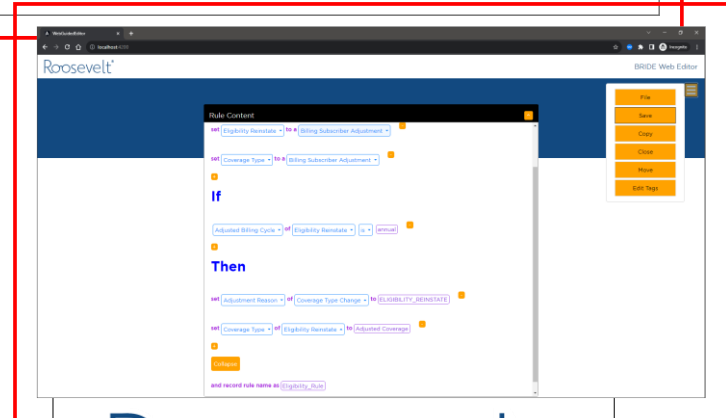
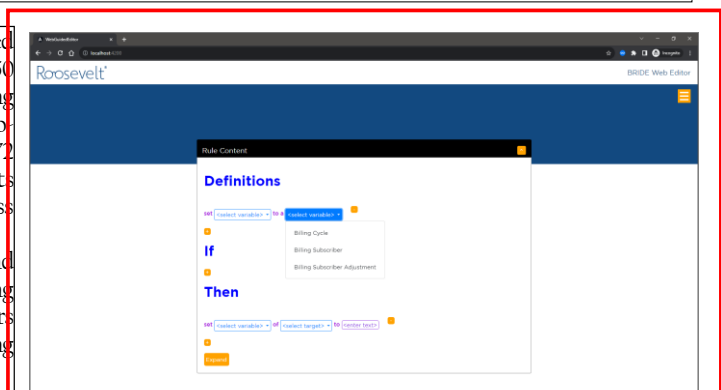
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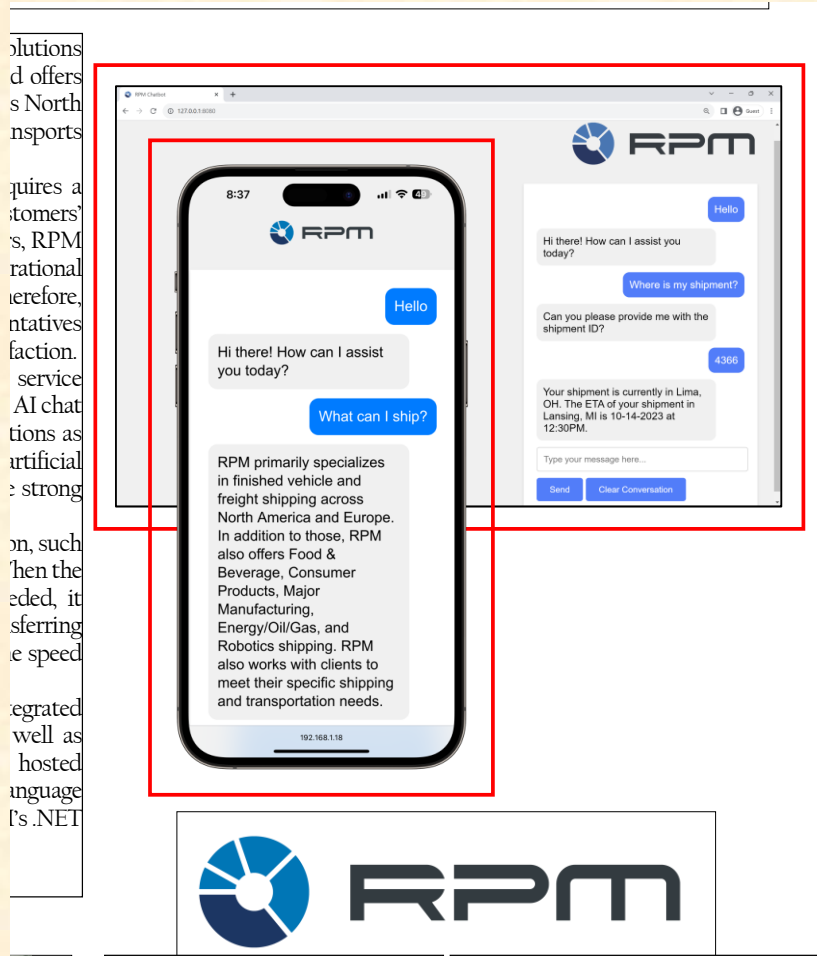
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Team RPM Artwork Feedback (Luke)

Original Artwork

Feedback



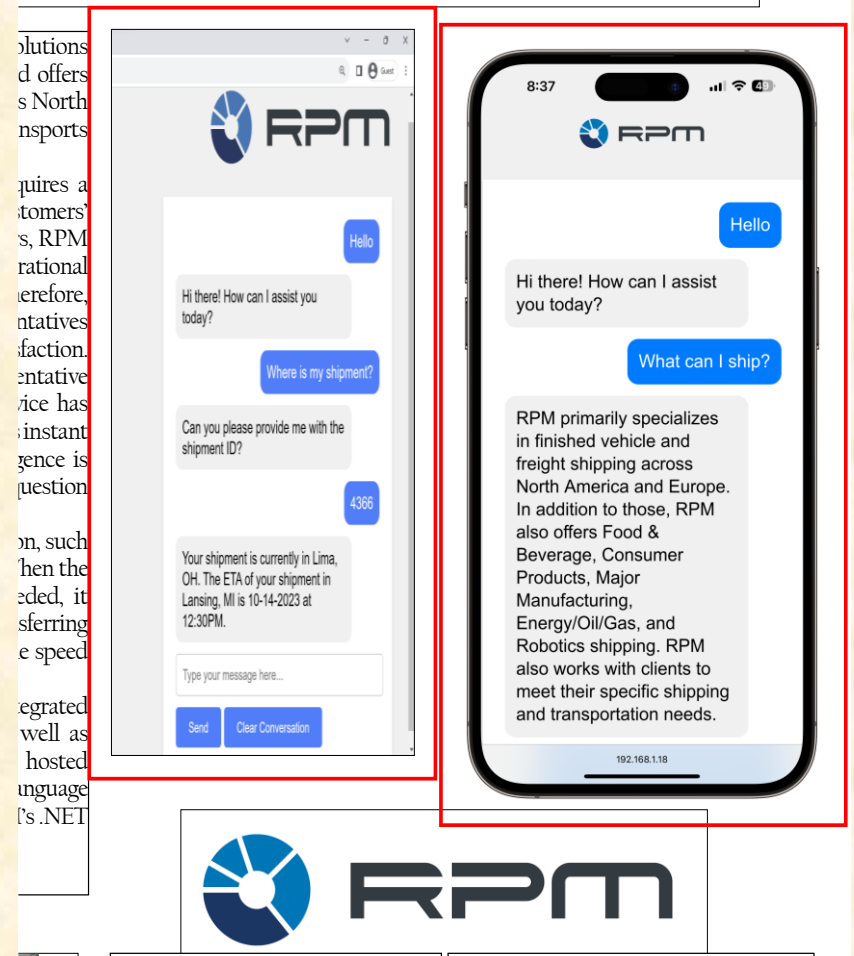
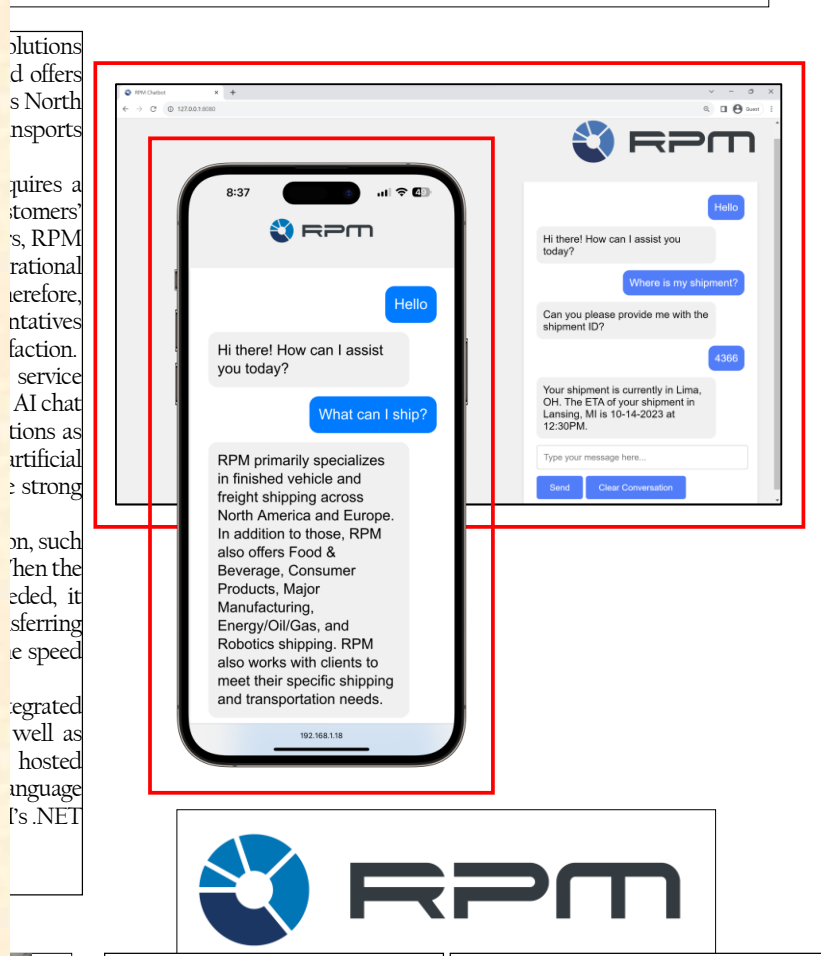
- Your artwork is not good.
- The entire left half of your web app artwork is blank. I hacked it by cropping it and by stretching it. (You can't just do this.) Redo it and recapture it including more text to fill the screen vertically.
- Your software is supposed to be AI-based. Your mobile app example is a text dump of an answer to a simple question.
- Replace ALL of your chats with examples that demonstrate AI, namely shows that your software can chat like a human. The examples you show are trivial and do not require AI. And the examples should be "longer" chats.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".



Team RPM Artwork Feedback (Luke)

Original Artwork

Modified Artwork



Team Stryker Artwork Feedback (Tommy)

Original Artwork

Feedback

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The top screenshot shows the 'Search' tab of the Stryker EDI Monitoring Dashboard. It features a search bar with filters for Message Type (All Messages), Start Date (04/01/2023), and Sender (STRYKER). Below the search bar is a table with columns: Event Type, Component Name, GUID, Row ID, Tech Stack, Date Time, and Sender ID. The table contains several rows of data, including 'Purchase Order' and 'Third Component' entries.

The bottom screenshot shows the 'Reports' tab of the Stryker EDI Monitoring Dashboard. It features a pie chart on the left and a bar chart on the right. The pie chart is labeled 'Error Counts' and shows four segments. The bar chart is labeled 'Over Time' and shows five bars of varying heights. Both charts have a 'Microsoft Power BI' link below them.



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



Team Stryker Artwork Feedback (Tommy)

Original Artwork

Modified Artwork

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The original artwork shows two screenshots of the Stryker EDI Monitoring Dashboard. The top screenshot displays a table of EDI events with columns for Event Type, Component Name, GUID, Row ID, Tech Stack, Date Time, and Sender Identifi. The bottom screenshot shows the Reports section, featuring a pie chart for Error Breakdown and a bar chart for Error by Component.



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The modified artwork shows two screenshots of the Stryker EDI Monitoring Dashboard, identical in layout to the original but with a more modern, clean design. The top screenshot displays a table of EDI events with columns for Event Type, Component Name, GUID, Row ID, Tech Stack, Date Time, and Sender Identifi. The bottom screenshot shows the Reports section, featuring a pie chart for Error Breakdown and a bar chart for Error by Component.

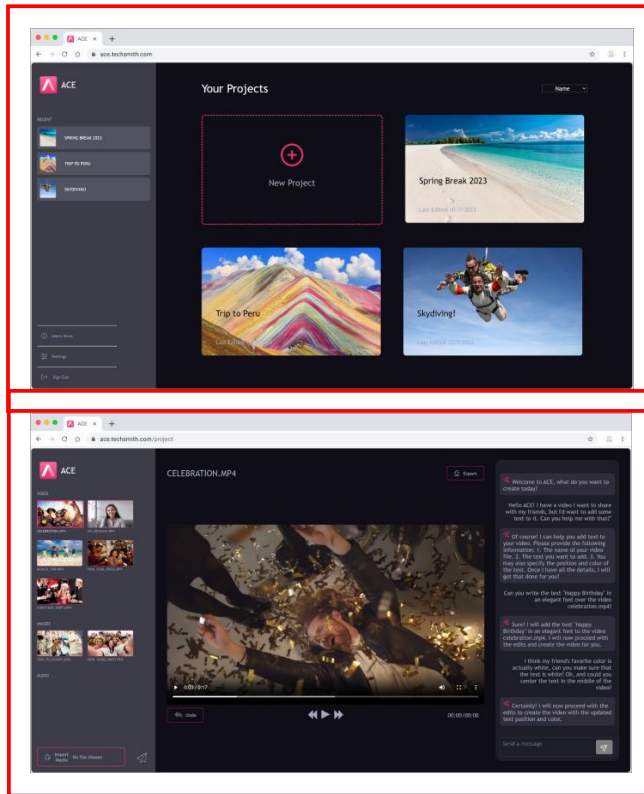


Team TechSmith Artwork Feedback (Griffin)

Original Artwork

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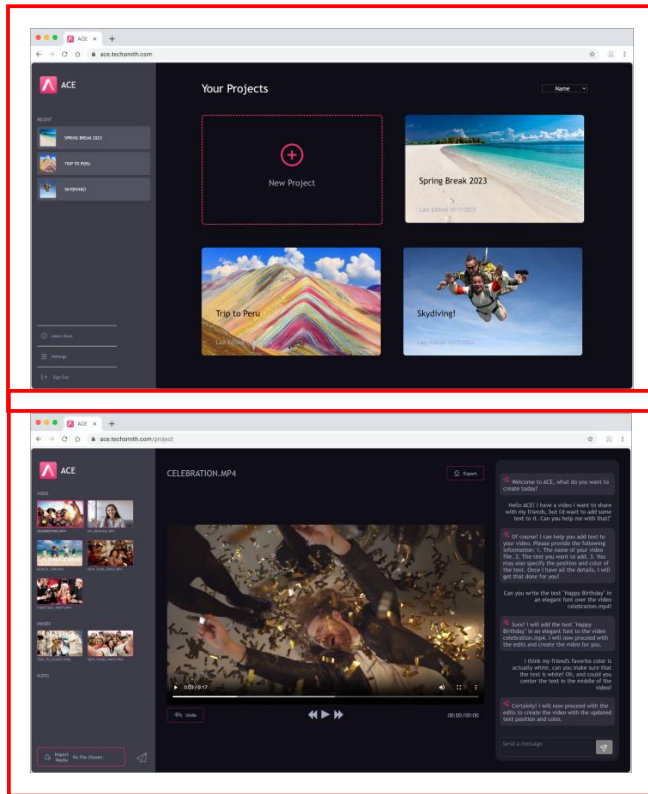
- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



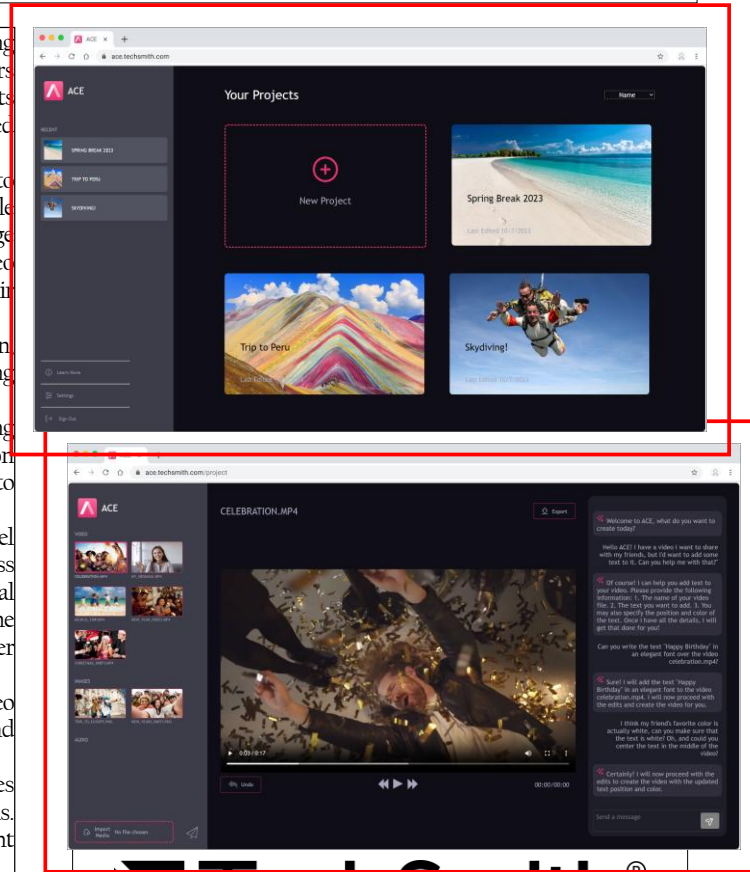
Team TechSmith Artwork Feedback (Griffin) Original Artwork

Modified Artwork

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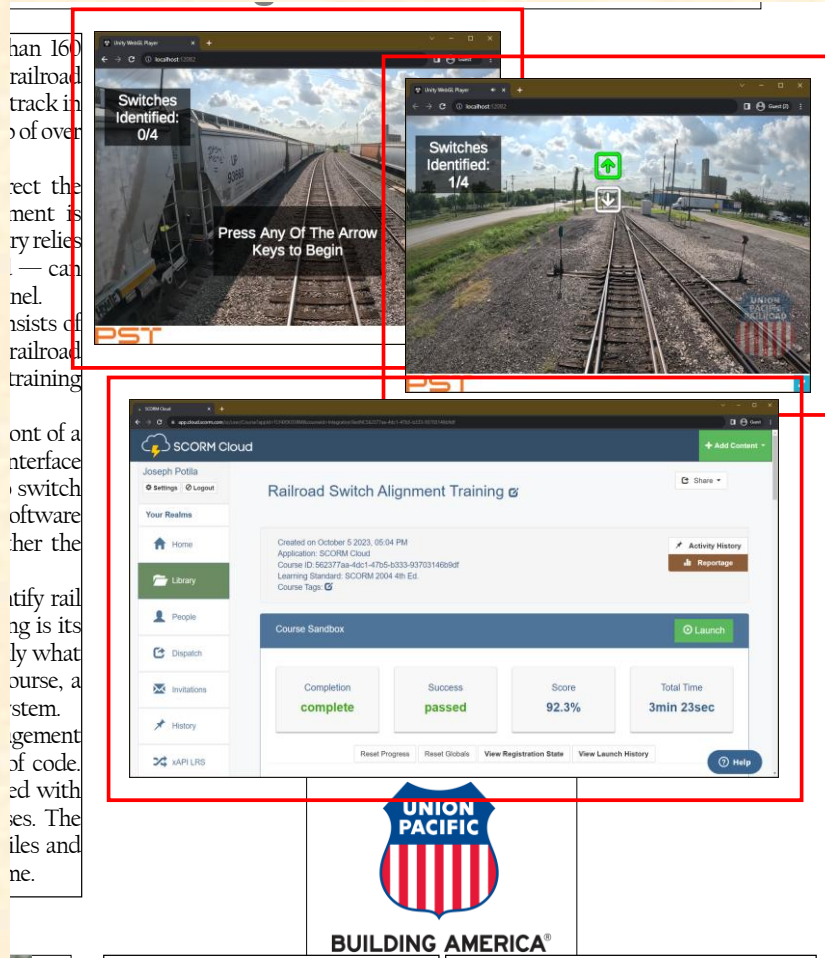
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Team Union Pacific Artwork Feedback (Luke)

Original Artwork

Feedback



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



Team Union Pacific Artwork Feedback (Luke)

Original Artwork

Modified Artwork

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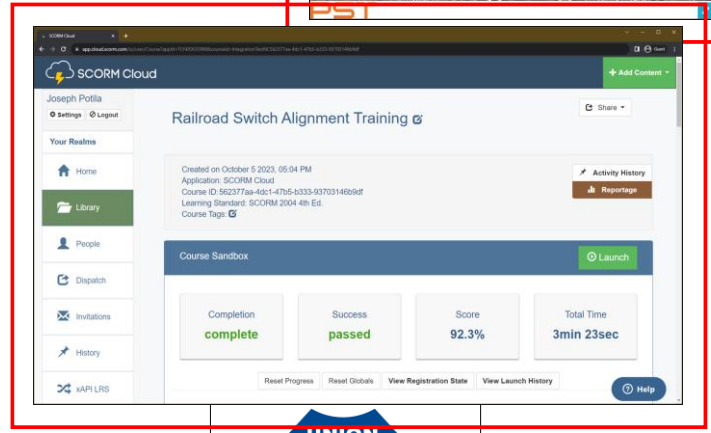
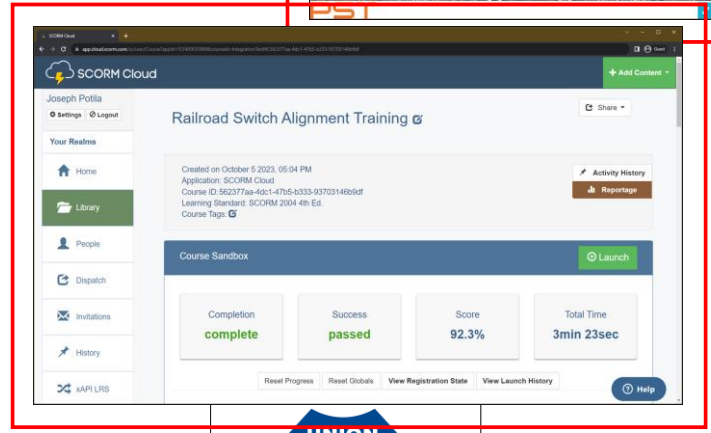
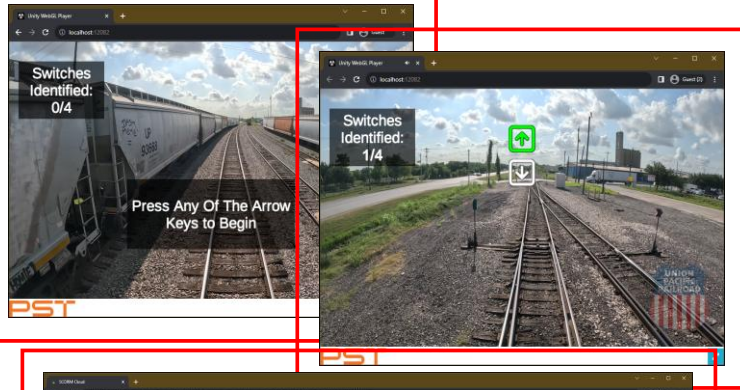
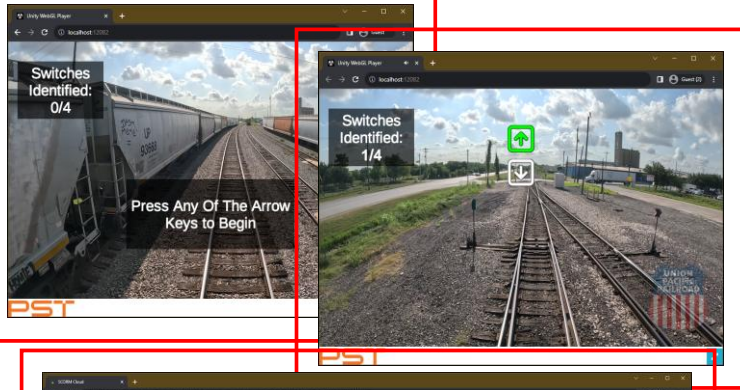
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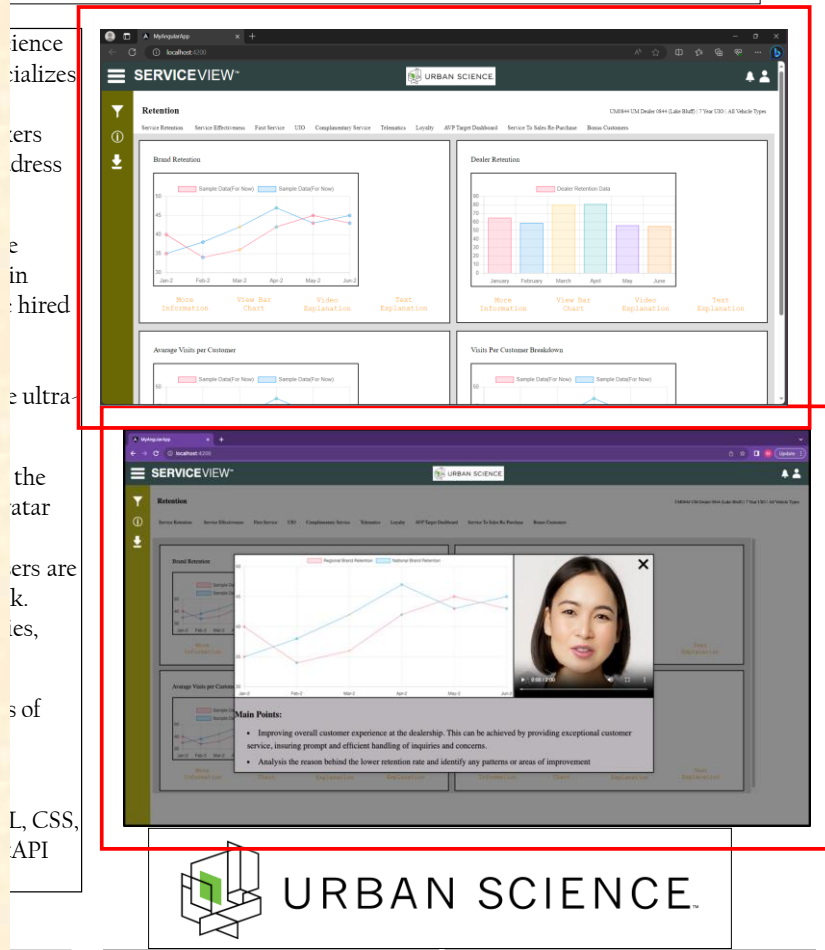
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Team Urban Science Artwork Feedback (Griffin)

Original Artwork

Feedback



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



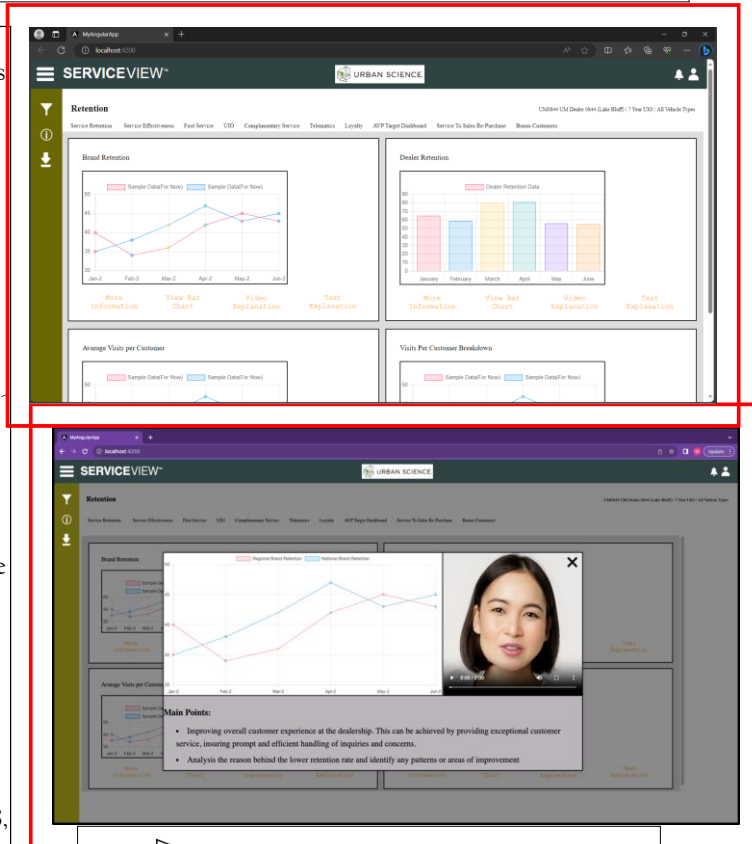
URBAN SCIENCE.



Team Urban Science Artwork Feedback (Griffin)

Original Artwork

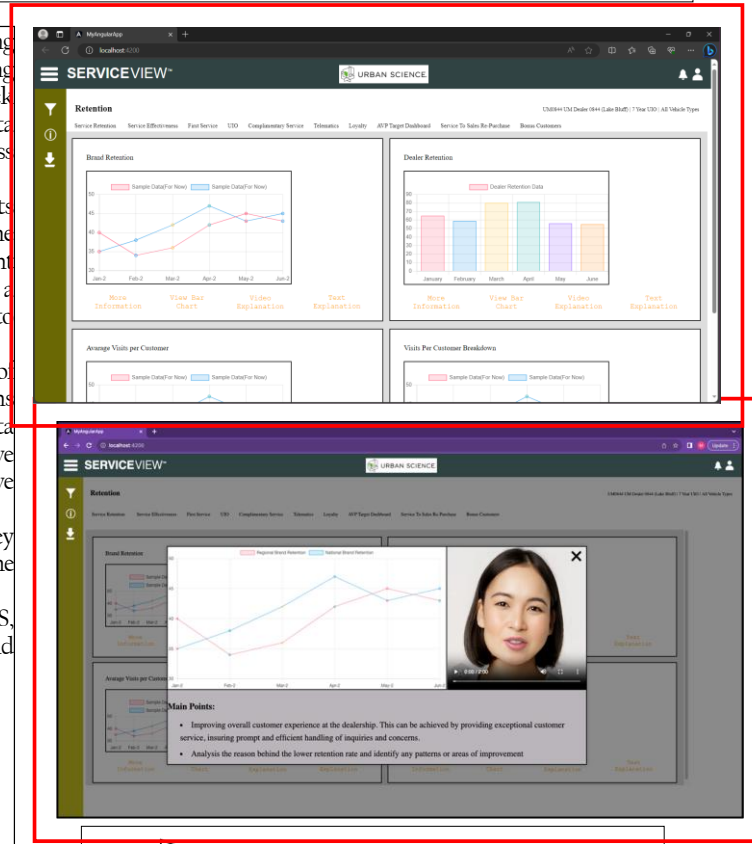
Modified Artwork



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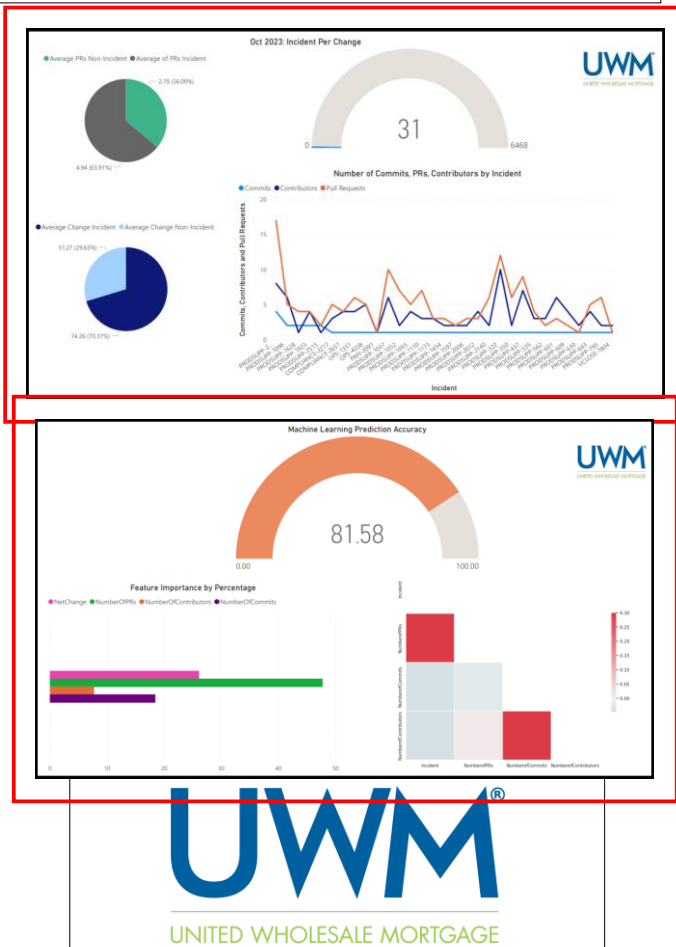
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Team UWM Artwork Feedback (Griffin)

Original Artwork

Feedback



- Your artwork needs work.
- Your artwork is missing frames. Is your front end a web interface? If so, recapture the images and include a browser frame.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Make corrections as per my instructions, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".



Team UWM Artwork Feedback (Griffin)

Original Artwork

Modified Artwork

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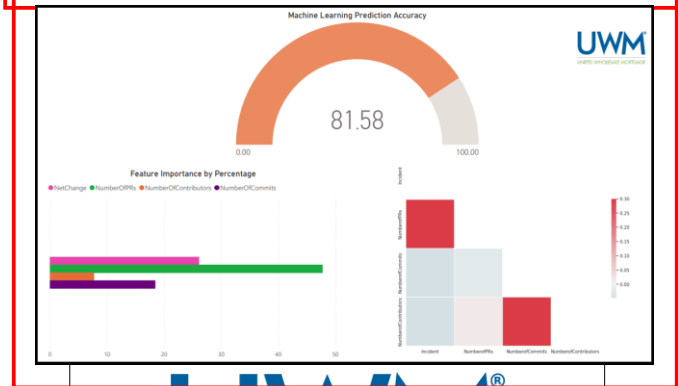
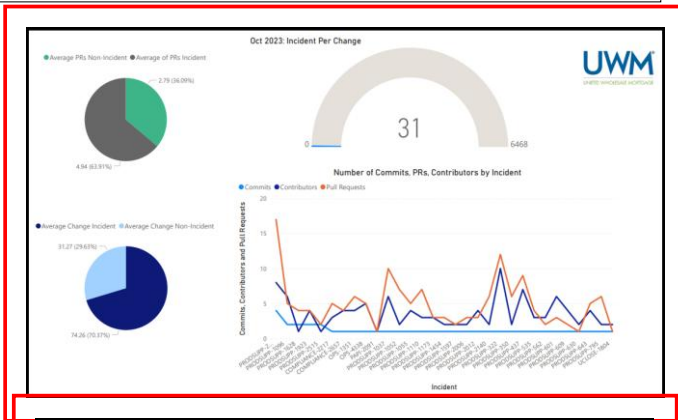
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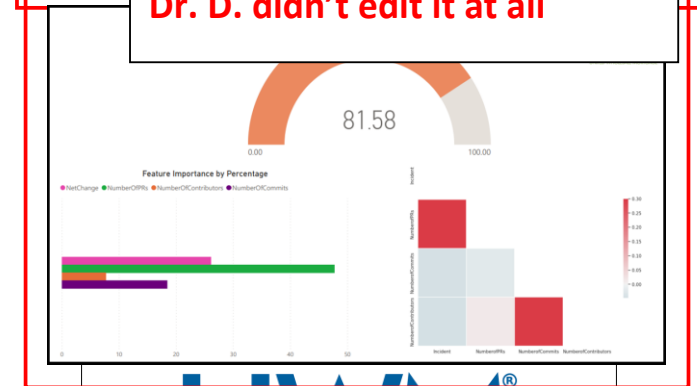
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Artwork needs to be redone.
Dr. D. didn't edit it at all



Team Vectra Artwork Feedback (Luke)

Original Artwork

Feedback

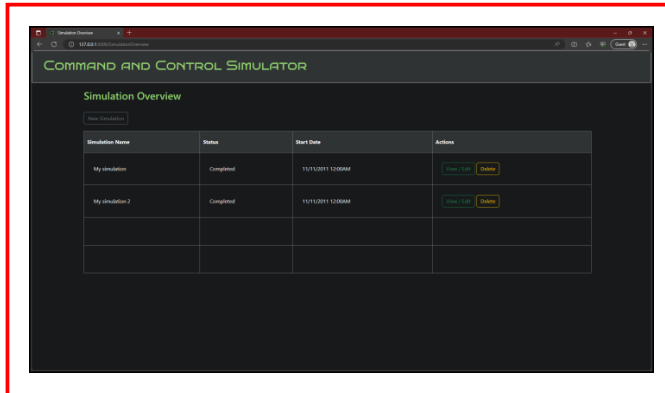
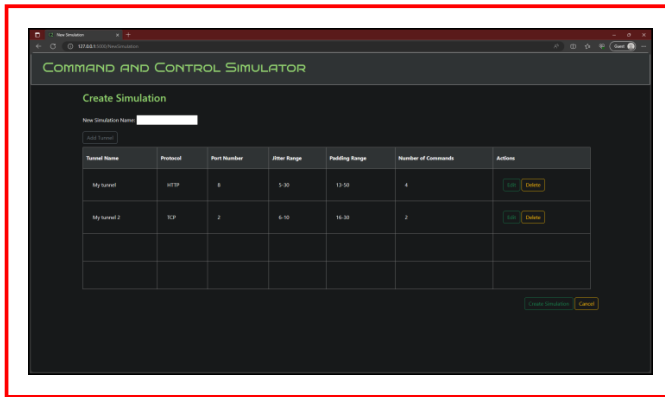
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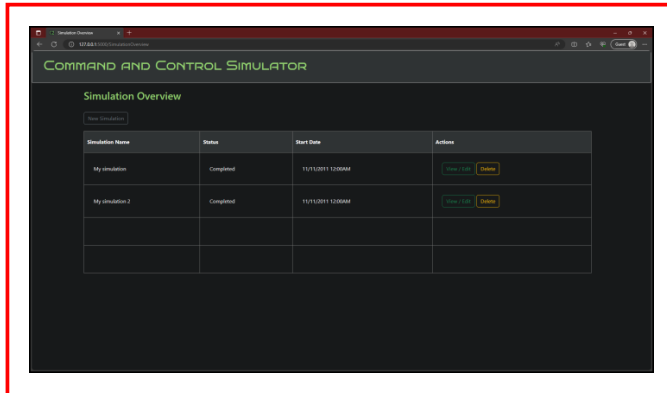
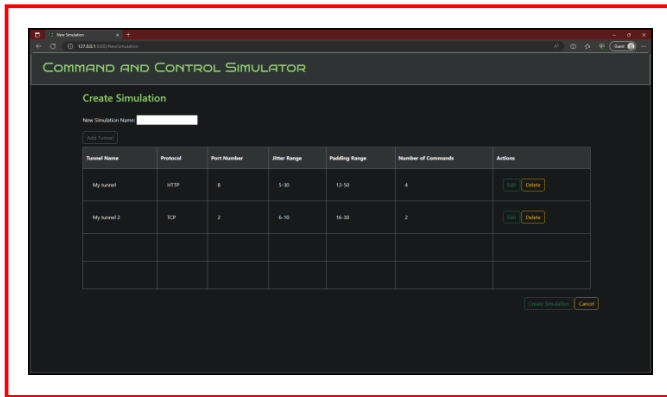
- You submitted the placeholder png files rather than png files of your artwork. Resubmit your assets zip file with the png files of the artwork.
- Your artwork is good.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder “Design Day Booklet Zip File Round 2”.



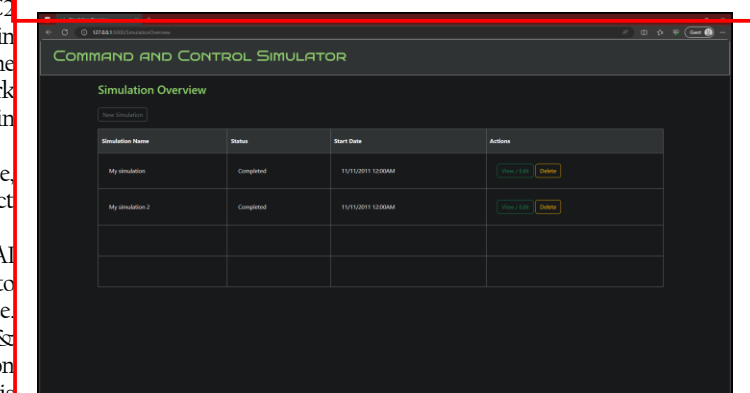
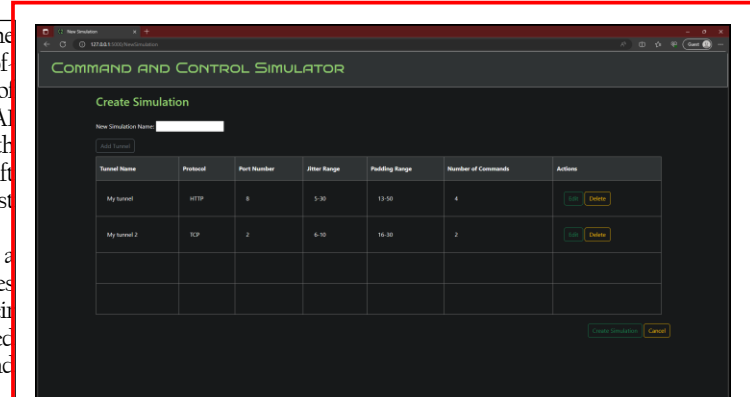
Team Vectra Artwork Feedback (Luke)

Original Artwork

Modified Artwork



VECTRA®



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Team Volkswagen Artwork Feedback (Luke)

Original Artwork

Feedback



- Your artwork looks great except it was way too small.
- Your layout is basically good.
- I resized and moved things slightly.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- If you needed to make any corrections as per my instructions or other updates, recreate your assets zip file, and submit the updated zip file by uploading it to the Teams folder "Design Day Booklet Zip File Round 2".



Team Volkswagen Artwork Feedback (Luke)

Original Artwork

Modified Artwork

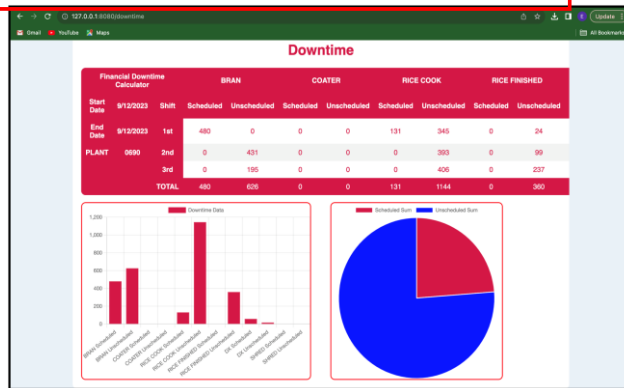


Team W K Kellogg Co Artwork Feedback (Griffin)

Original Artwork

Feedback

ProcessOrder	LineNumber	MaterialNumber	TargetQuantity	UnitOfMeasure		
2293804	120	R000130100	4198.12	LB		
2293804	130	R100021000	706.128	LB		
2293804	140	R100444000	871.48	LB		
2293804	150	R160304000	1271.68	LB		
2293804	160	R140748000	13254.44	LB		
2293804	170	R176476000	19873.38	LB		
2293804	180	R100251000	7661.43	LB		
2293804	190	R000130100	11254.08	LB		
2293804	200	R160304000	1602.78	LB		
2293804	210	R102471000	15487.51	LB		
2293804	220	170008802	8762.65	LB		
2293804	230	R160304001	0	LB		
2293804	240	N000260108	16461.05	LB		
ProcessOrder	OperationNumber	MachineHours	LaborHours	StandardThroughput	TargetPackWeight	StandardScrap
2293804	50	1	8	2000	0	5.87
ProcessOrder/Number	ProducedMaterial	TargetQuantity	PlannedStartDate	PlannedStartTime	PlannedFinishDate	PlannedFinishTime
2293804	170007148	75982.37	2023-10-4	8:00:00	2023-10-4	24:00:00



WK Kellogg Co

- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!



Team W K Kellogg Co Artwork Feedback (Griffin)

Original Artwork

Modified Artwork

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2293804	150	R160304000	1271.88	LB		
2293804	160	R140749000	13254.44	LB		
2293804	170	R178479000	19873.38	LB		
2293804	180	R100251000	7661.43	LB		
2293804	190	R000130100	11254.06	LB		
2293804	200	R160304000	1602.79	LB		
2293804	210	R102471000	15467.51	LB		
2293804	220	170098932	9762.65	LB		
2293804	230	R160304001	0	LB		
2293804	240	N000290158	16461.05	LB		
ProcessOrder	OperationNumber	MachineHours	LaborHours	StandardThroughput	TargetPackWeight	StandardScrap
2293804	50	1	8	20000	0	5.87
ProcessOrder/Number	Produced/Material	TargetQuantity	Planned/Start/Date	Planned/Start/Time	Planned/End/Date	Planned/End/Time
2293804	1Y0007146	75362.37	2023-10-4	0:00:00	2023-10-4	24:00:00

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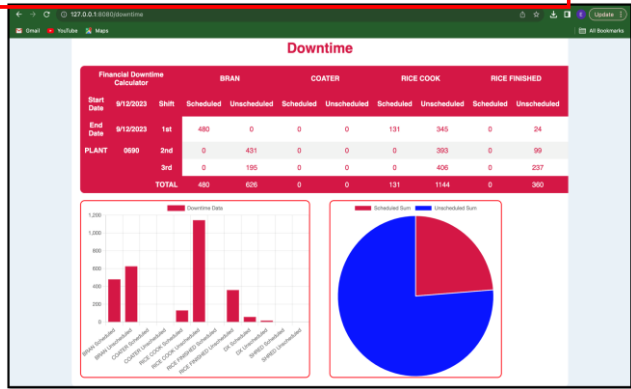
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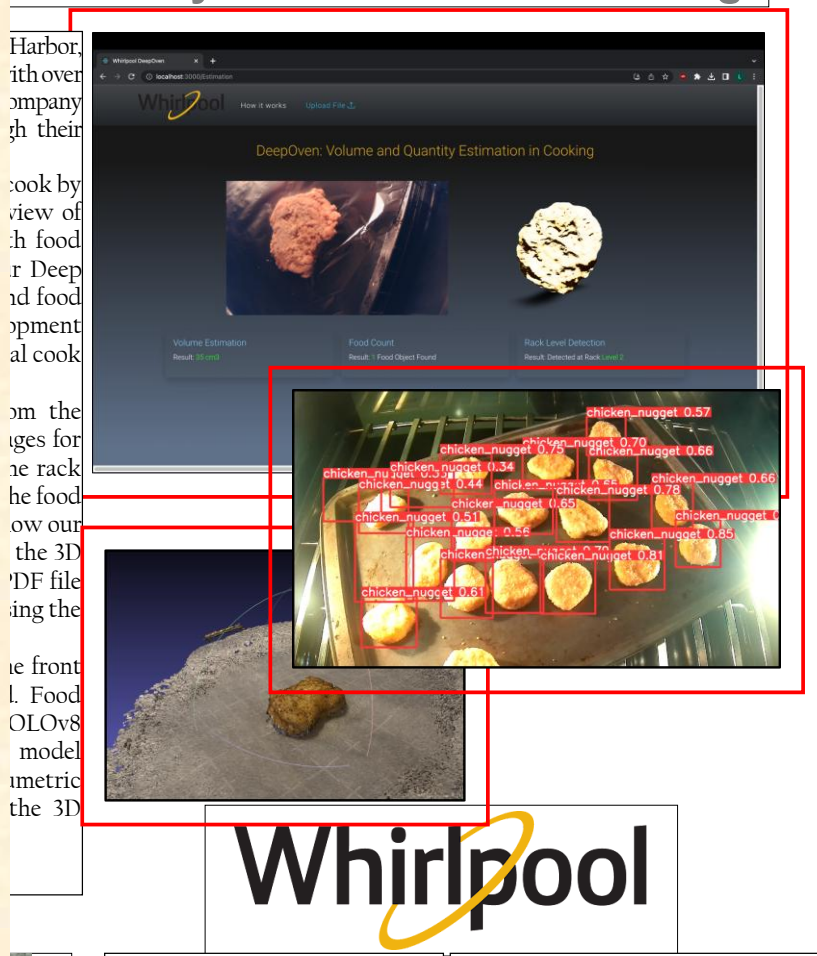
ProcessOrder	LineNumber	MaterialNumber	TargetQuantity	UnitOfMeasure		
2293804	120	R000130100	4198.12	LB		
2293804	130	R100231000	706.126	LB		
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2293804	150	R160304000	1271.88	LB		
2293804	160	R140749000	13254.44	LB		
2293804	170	R178479000	19873.38	LB		
2293804	180	R100251000	7661.43	LB		
2293804	190	R000130100	11254.06	LB		
2293804	200	R160304000	1602.79	LB		
2293804	210	R102471000	15467.51	LB		
2293804	220	170098932	9762.65	LB		
2293804	230	R160304001	0	LB		
2293804	240	N000290158	16461.05	LB		
ProcessOrder	OperationNumber	MachineHours	LaborHours	StandardThroughput	TargetPackWeight	StandardScrap
2293804	50	1	8	20000	0	5.87
ProcessOrder/Number	Produced/Material	TargetQuantity	Planned/Start/Date	Planned/Start/Time	Planned/End/Date	Planned/End/Time
2293804	1Y0007146	75362.37	2023-10-4	0:00:00	2023-10-4	24:00:00



Team Whirlpool Artwork Feedback (Tommy)

Original Artwork

Feedback



- Your artwork is fine.
- Thanks for coming to the Artwork Clinic.
- Leave the artwork as it is now. Do not resize or move anything.
- If you made any corrections in your original submission other than the project description (like to sponsor names), check that I corrected them. If I did not make the corrections, you should correct them again and highlight your corrections in yellow.
- If there are more corrections other than to the project description, make them, and highlight in yellow.
- If you did not need to make any corrections or updates, you do not need to submit anything. In fact, do NOT submit anything.
- Nice work! Thanks!

Team Whirlpool Artwork Feedback (Tommy)

Original Artwork

Modified Artwork

