MB351 - Boodlebot Assignment

Workflow-to-Bot Designer | student-facing assignment framework

Assignment premise. Find a prompt that works for you, refine it through testing, and turn it into a reusable bot that can scaffold other people. Students are designing as if they are entering a real organization, identifying a recurring need, and leaving behind a tool others can actually use.

Learning Goals

Goal	What students are practicing and how it maps to the course
Design AI systems for real contexts	Students identify a repeatable need, define a user, and design a bot that fits an actual workflow. This maps to the course goal of employing AI as a thinking and creative partner rather than an automated shortcut, with clear human judgment shaping the work.
Turn personal problem-solving into a reusable resource	Students translate an individual workflow into a structured tool that can support peers, collaborators, or future users. This maps to the course emphasis on building usable digital artifacts and professional digital identity through public-facing, transferable work.
Practice iterative prompt design as systems thinking	Students break a task into stages, diagnose before generating, test outputs, and refine the bot based on what fails. This maps to the course focus on the 4Ds, especially description, discernment, and diligence, as well as reflective making and revision.
Express digital identity through tool design	Students reveal how they think, guide, and support others through the tone, structure, guardrails, and priorities embedded in the bot. This maps to the course goal of translating reflection, creativity, and AI-assisted work into a coherent professional identity.

Assignment Method: Workflow to Bot

Do not begin by asking AI for a finished answer. Begin by identifying a repeatable task and designing the workflow behind it. Move through the stages below before you generate the final bot instructions.

- **Stage 1 - Identify the repeatable task:** Name the task, the users who struggle with it, what makes it difficult, what strong output looks like, and what mistakes are common.
- **Stage 2 - Break the task into stages:** Map the workflow from start to finish. Identify decisions, sticking points, and places where quality drops.
- **Stage 3 - Identify required inputs and constraints:** Decide what the user must provide and what the bot must ask before it can generate anything worthwhile.
- **Stage 4 - Build bot logic:** Define when the bot diagnoses before generating, when it asks follow-up questions, when it offers options, and where it blocks shallow work.
- **Stage 5 - Design output structure:** Choose what the bot should produce: outline, checklist, draft, feedback, revision plan, or another structured result.
- **Stage 6 - Add quality controls:** Build a stress test that checks whether the goal is clear, the audience is defined, the substance is real, and the output is not drifting.
- **Stage 7 - Externalize the value:** Explain who the bot is for, why someone would reuse it, and what it does better than a generic AI prompt.

- **Stage 8 - Generate the final bot prompt:** Only after the workflow is clear should you produce the final paste-ready bot instructions.

Final Deliverables

Deliverable	Description
One-sentence bot purpose	State the bot in one line: "This bot helps students _____ by guiding them through _____."
Staged workflow map	Show the task broken into logical stages from beginning to completion.
Required inputs and constraints	List what the user must provide and what the bot must clarify, such as audience, length, tone, format, rubric, or context. If using a knowledge base to train the bot, include the names and a description of the files.
Paste-ready final system prompt	This is the brain of your project. It should be clean, complete, and ready to paste into the bot builder or shared prompt field.
Short explanation of reusability	Explain who the bot is for, why someone else would use it, and what problem it solves better than a generic prompt.
Brief reflection on testing and revision	Explain what changed after testing, what failed at first, what improved, and what you learned from the design process.

Feasibility Test and Peer Feedback

Before submitting the final version, every student must test the bot with at least one classmate who has not seen it before. The purpose is to measure whether the bot is actually usable, understandable, and helpful without the creator stepping in to rescue it. This can be done in person or outside class.

> **Website-ready language**
>
> Each Boodlebot must complete a feasibility test before final submission. Exchange your bot with a classmate who has not been involved in your design process. The tester should use the bot independently, complete one realistic task, and record where the bot was clear, where it caused confusion, and whether the final output was useful. You may explain the goal of the bot, but you may not coach the tester through each step. After the test, collect feedback, revise the bot, and include a short note explaining what changed. A bot that only works when the creator is standing beside it is not yet finished.

Suggested peer feedback prompts
- What did you think this bot was supposed to help you do?
- At what point, if any, did the instructions become unclear?
- What inputs did the bot ask for that were useful or missing?
- Did the bot guide you before generating, or did it jump too quickly?
- Was the final output actually useful? Why or why not?
- What one revision would make this bot easier to reuse?

Minimum submission from the feasibility test
- Name of tester
- Date of test

- One-sentence summary of what the tester tried to do
- Two to three bullet points of tester feedback
- Two to three bullet points on revisions made after testing

Bottom Line

A strong Boodlebot feels like a real resource that can scaffold another person's work. A weak Boodlebot feels like a one-off prompt that only makes sense to its creator. Design for clarity, reusability, and collaborative intelligence from the start.