

THE  
GIBSONEK  
CAPSTONE



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# OVERVIEW

The Capstone Project should represent the culmination of your learning and experiences here at Gibson Ek. Capstones are inquiry-based, interdisciplinary, and community focused. In your 301 and 401 years, you will identify a challenge to focus on and work towards designing an end product.

Through extensive research and collaboration with an expert in the field, you will demonstrate a deep understanding of this challenge; propose a design; prototype and test your design multiple times, making revisions based on feedback; and implement the design in the community for which it is intended.

Your Capstone is the ideal place for your passions, interests, and goals to intersect in a powerful way. Turn your ideas into reality!



# BENCHMARKS

01

INITIATION

04

PROTOTYPE

02

RESEARCH

05

IMPLEMENTATION

03

DESIGN

06

TEACH & REFLECT

# TIMEFRAME

The Gibson Ek Capstone project will take you two years to finish. In 301 year, you will complete the Initiation, Research, and Design benchmarks. In 401 year, you will complete the Prototype, Implementation, and Teach & Reflect benchmarks.

Please note that you must have advisor approval to move on to the next stage.

# INITIATE

COMPLETED IN  
LC1 OF 301 YEAR

The first stage of your Capstone is all about choosing one of the two paths below.

Community Contributions -  
Your end product will benefit a community.

Professional Aspirations -  
Your end product relates to your future plans.

Regardless of your path, all Capstone projects must have: a mentor, evidence of iterations, and a tangible end product or service.

# BUILD EMPATHY & DEFINE



## ACTION ITEMS

- Review your Learning Plans to find trends in your growth, skills, and passions.
- Choose a path.
- Draft your Definition Statement and complete the Initiation Proposal.



# RESEARCH

COMPLETED IN  
LC2 OF 301 YEAR

Building empathy requires deep and extensive research.

For this stage of your Capstone, you will read articles, conduct interviews, gain experiences, and make observations to help you gain an understanding of the challenge and its context.

Your research should help you understand: what work (both successful and unsuccessful) has already been done, what challenges you might face, what skills you will need to build, and what people you will need to contact.

Your research should lead you to a solid understanding of what your challenge is.

## ACTION ITEMS

- Compile a Research Proposal & Annotated Bibliography with at minimum 15 sources.
- Refine your project's definition statement.
- Present your Research Proposal to a panel of advisors.
- Revise and resubmit as needed.

BUILD  
EMPATHY  
& DEFINE

# DESIGN

COMPLETED IN  
LC3 OF 301 YEAR

After identifying the challenge that your Capstone will address, it's time use your creativity and critical thinking to design your end product.

For this stage of your Capstone, you will summarize your research, outline the vision, find a mentor to give you feedback along the way, and create goals to measure the success of your project.

Forming real-world collaborative partnerships is essential to this stage in the Capstone project.

## DEFINE & IDEATE



## ACTION ITEMS

- Outline your plans in a [Design Proposal](#).
- Present your Design Proposal to a panel of advisors.
- Work with your panel to decide if your design is ready for prototyping or needs more work.



# PROTOTYPE

COMPLETED IN  
LC1 OF 401 YEAR

A great final product has to first go through much trial and error.

In the prototype stage of your Capstone, you will go through multiple iterations of your planned design and get professional feedback on each.

You need a minimum of three prototypes. Depending on your design, prototypes might be in the form of photos, descriptions, or physical products.

When you settle on a final design, you'll explain what it entails and how you plan to proceed with it - including a detailed timeline.

## ACTION ITEMS

- At least 3 prototypes showing iteration and feedback.
- A Prototype Evaluation with a written explanation of your final design.
- A presentation of your prototypes and final design to your panel.
- Revise and resubmit as needed.

# IDEATE & PROTOTYPE

# IMPLEMENT

COMPLETED IN  
LC2 OF 401 YEAR

In this stage, your Capstone project should be complete or nearly complete.

You will look back on the last two years and summarize the work you have done.

This is a time to reflect on your process, implementation, and learning.

Using the metrics and goals that you set for yourself in the Design and Prototype stages, you will also evaluate the success of your own Capstone.

Be proud of all your hard work!

# PROTOTYPE & TEST



## ACTION ITEMS

- Write your Capstone Implementation Reflection.
- Present a summary of your project and reflection at LC2 Exhibitions.
- Revise and resubmit as needed.



# TEACH

COMPLETED IN  
LC3 OF 401 YEAR

During your 401 year you will teach your Gibson Ek peers something you have developed expertise in through the designing and implementation of your project. This should be a skill you've learned, not a reflection of the process.

You can do this through an crash lab lesson, design lab lesson, all school meeting or other format.

Your teaching might focus on a particular aspect of coding, or how to create a storyboard, or how to design a genetics lab.

Whatever you teach, it should be directly related to your Capstone in some way!

# TEACH & REFLECT

## TEACHING OPTIONS

- Lead a DLab lesson.
- Plan a CLab lesson.
- Lead an All School Meeting.
- Another format of your choice (Must be approved by 2 advisors).