* How do your team go about defining your characters? Marlena mentioned that you iterated a lot on your characters, why?
* Did your team have previous experience with game design?
* What were some of the challenges of game design?
* How did you guys come up with your educational content?
* Do you have any general advice/feedback about the current state of our project?
* Were there any ideas that you wish your team had pursued?

Notes from Meeting:

* They connected with COASST, which focused on marine debris for their research and volunteered to clean up beaches and report data (what animals are where, what debris, etc.)
* He was interested in the environment, and creating a game
* What features did you want to add, but couldn’t?
  + From a technical standpoint, they wanted the game to be responsive, the game doesn’t work well on a phone
  + Game where you dodge trash, the collision detection didn’t work great
  + Story concepts they didn’t get to
  + One thing they thought about was having a better tie in with citizen science (COASST), so people who play could actually contribute to science
    - Build a citizen science platform into the game, but not viable because in order to collect data, they need to be trained well (kids don’t really qualify)
    - Could tie into existing platforms, but thats another level of outreach and research that they were constrained by
* Difficulties with development?
  + Lots of skillsets, there were a couple of people contributing other things, he didn’t want to be a bottleneck and have everyone waiting on him
  + Editor was really important (users don’t see it), its a backend app that allows the team to add/edit content and build more stories → exports data
    - You can see each story frame by frame
* Want characters to be friendly, stories should communicate the ideas, but it shouldn’t be off putting (don’t want an animal choking), there’s a balance you have to create
  + Curation decisions you have to make about which stories are most engaging to include
  + Boring if its sterile and you just click through a lot, so they picked things where there are opportunities for stories, games and interaction
* They didn’t have a lot of game design experience
* They created a slideshow with the stories in order to get easy feedback from kids
* Thinking about scientific boxes that students could get to do an activity with siblings or families
* What made them decide on a desktop application?
  + Mobile app limits who can download the app (right platform, app store, etc.)
  + At almost every school, kids have chromebooks, so it’s more accessible
* Read research papers about schools that incorporate this sort of thing into curriculum
  + For example, nature activities, school clean ups, etc. those are effective and have good outcomes for students and teachers enjoy it
* It’s difficult to interview kids, what were your strategies to interview kids?
  + Ask different questions, approachable questions at first to warm up the kids
  + Very basic, open ended questions to get them to open up
  + Ask follow up questions pretty liberally, they won’t present the information right away
  + They had some targeted questions, before they interacted with the prototype
  + What did you learn? Was it interesting? Was it boring?
* Prototyping
  + Original prototypes were sketched out, and put textboxes
  + Made powerpoints to show to kids
  + Wrote scripts to add illustrations → with level editor, it was easy to adjust stories
* MVP
  + Let's make one story that shows our concept
    - Not all the mini games, interactions, etc.
  + How can we cut down on our features and get to the core of our product?
* Would kids want to play competitive games? → ask kids
* Posted on community facebook groups,
* For initial research, they used UW libraries (JSTOR), and they split up the research
  + Watched youtube videos and googling about animals to make the stories