**Meeting notes 1/6/23**

What to do next

* Define possible barriers and disabilities
* Which buildings
* Discussion with consultant (Esin?)

Project with recorded barriers at campus (ended in 2021)

List of my thoughts

Walk around campus and identify barriers for possible buildings (consider different times)

Unity – VR tutorials (3D)

Same project of brest feeding -> gaming element and reflection

Cafeteria is a better starting point

Accessible maps project (Context analysis)

List of buildings

List of barriers

For the interview

Feedback on building choice and identified barriers

Do we manage to get people to reflect on the building instead of the disability?

You can go through here, but a person in a wheelchair can’t (type of message in the simulation)

Overleaf to write the thesis

Topics:

* Exposè -> fix details
* Literature (conflict of barriers for different disabilities, consider more disabilities. Do not simulate the disability)
* Survey
* Unity tutorials (simulate normal person POV)
* Consultant