**Meeting notes 15/6/23**

**Exposè** 🡪complete modifications integrating most recent feedback information

**Barriers checklist** 🡪Add tactile paths to walk around the building

🡪Add tactile maps

🡪Mention contrasting solutions

🡪Add personal notes at the end (issue with wayfinding)

🡪Add references to make it usable for thesis

**Interview guidelines** 🡪Outline questions to guide the interview

**Personal reflection** 🡪Create file with personal opinions on barriers and accessibility to keep track of personal development on the topic (can be used in the future)

**Holiday dates**  🡪Send defined holiday dates to fix interview

**Unity**  🡪Prepare 3D gaming project without VR to develop moving user in an environment

🡪Start thinking about design of playful mechanisms and juicy elements design