**Meeting notes 6/7/23**

**Survey:**

Add partial answers/considerations/reasons on my side -> write down on the document my personal answer to each question with reason and sources (Add my point of view to the questions document)

Question order of semi-structured interview -> not a problem if the interview bounces from one topic to another, just check that at the end every box is checked

Questions on the simulation -> no technical questions, but ok to ask for an opinion (which building, weather influence, …)

**Deadlines:**

By Tuesday 11/07/2023 -> Finalize questionnaire with partial/personal pow

By Thursday 13/07/2023 -> Ask expert for appointment (goal: to have an appointment by the end of the week or the beginning of the following one)

**Unity:**

Face the project evolution in a modular way

* 3D project
* User object (cfr capsule -> <https://www.youtube.com/watch?v=cbKR2se5uKQ>) and movement
* Display text when hovering over an Object)
* Highlight object when hovering over it/ clicking on it/ triggering it
* Highlight object/ change object colour when being in the area with the user (trigger)

**Related work:**

Add related work for project design:

* Papers on VR simulations and different game elements
* Papers on colourful highlighting (studies on colours and environmental information communication with different colours)
* Papers on game elements (cfr breastfeeding work and related articles)