Questions

**Re: co-supervisor**

Professor Lamberti from Politecnico asks if it’s possible to have next week’s call on Wednesday 31 at 15:30.

**Re: exposè - Research Question**

I’m unsure about the adjustments I made to the Research Question RQ2 after reading Professor Gerling’s suggestions. As it is right now, it implies (maybe) that two versions of the simulation, one with and one without embellishments and mechanics, should be developed (similarly to what is described in the paper on Juicy Game Design [1]), but I don’t think that’s how it is supposed to be and I think I’m missing the point of Professor Gerling’s correction.

**Re: exposè - Gannt Chart**

There is a note on the Gannt Chart about how to distribute my thesis writing. My idea was to keep detailed reports, collecting information on the project’s step by step development (I also think my co-supervisor will require periodic written updates) and to assemble them at the end, adapting their content and using them to build my thesis. Do you think It would be better if I wrote my thesis incrementally instead, working on the “final document” already during the project development and editing it multiple times? If so, how often do you think I should do that?

**Re: project milestones**

Related to the individual/unofficial project milestones, could we maybe discuss a bit more in details the work that needs to be done before the beginning of the development part? I’m a bit at a loss on how to handle the interviews preparation and how to contact the consultants, so I was wandering if you had some guidelines that could help me. I feel like I’ve been non-productive, but I don’t know how to fix it.

References

1. Hicks, K., Gerling, K., Dickinson, P., & Abeele, V. (2019). Juicy Game Design: Understanding the Impact of Visual Embellishments on Player Experience. Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '19). Association for Computing Machinery, New York, NY, USA, 185–197.

<https://doi.org/10.1145/3311350.3347171>