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.

Answer: see email thread.

**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.

Answer: From our end, the idea was to develop two variants of the simulation – but not two fully distinct simulations. So you should develop one simulation without anything gamification/juiciness in it and then make a second variant of that where you just add gamification/juiciness. Those two versions are then supposed to be compared in your study to critically reflect on the effects of gamification/juiciness and whether it’s a good idea to apply it here, and such things. So you didn’t miss the point of Prof. Gerling’s feedback, because in order to answer the RQs of how the gamification elements influence reflections etc. in the simulation, you need to have a variant without the additional elements to compare to.

**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?

Answer: At the end of the day, it’s up to you and how you want to do this. I usually try to write everything in the final document already, but only as a draft of bullet points and random notes. If your co-supervisor requires updates in between, you can pull stuff from there then too, but I would try to not “waste” too much time on nicely written notes and text that no one is going to read. However, if it’s easier for you to do it that way, then that’s fine, too. I think the feedback was mainly meant to encourage you to keep track of your work progress throughout and you’d do that with either approach.

**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.

Answer: First you should start with your literature chapter, you’ve already read some work on simulations, but I’m sure there is more that might give you an idea of how your simulation could look like or what it shouldn’t look like – and also the questions you might want to discuss with experts – you can also already write that part down for your thesis.   
We typically develop interview questions in 2-3 iterations, so you come up with the initial questions, we then discuss them and see if there’s anything missing, you revise them, and so on. When drafting questions, always try to have them open, so no “yes/no” questions, and try to not to ask “leading questions” (see <https://www.questionpro.com/blog/leading-questions/>).   
For the experts to talk to, we’ll put you in touch with people once we know what the main questions for are and have discussed them. Meanwhile, you can also already familiarize yourself with Unity by doing tutorials and thinking about the structure of your project from a software engineering perspective, already set up the project and maybe start on a few basic things such as player movement, because you’ll need to have that anyways.

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.

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