

Client Meeting



Owned by Yingwang Ng ...

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This page documents all the meetings with our client Christine.

Meeting Minutes	Content
Client Meeting Minutes 1	<p>Attendees: All members + Client</p> <p>Time: 21/07/2023</p> <p>Agenda: Description of Application</p> <ul style="list-style-type: none">Client outlined general application functionality and its target users (our understanding of the requirements can be found here: Product requirements).Client shared relevant publication which the project will revolve around (Can be found in first row here: Resources). <p>Outcome: Meet up with client and clarify basic concept of app design</p> <p>Action item: Plan for app deployment</p>
Cilent Meeting Minutes 2	<p>Attendees: All members + Client</p> <p>Time: 18/08/2023</p> <p>Recording: https://drive.google.com/drive/folders/1DR7iQlIheYdFr2JexgPknppHs4_WNL2ES?usp=drive_link Connect your Google account</p> <p>Agenda1: Database</p> <p>Q1:How to display results on screen after completing test? (i.e., should results immediately appear on screen or ask for participants' consent beforehand?</p> <p>Answer: If it's possible to hide from the child, it would be preferable. Teacher: knows by logging into database to access each kid's data. Whole database: only accessed by company. Kids: don't know his or her result</p> <p>Q2:How should the teacher access results? Should we set up a separate database?</p> <p>Answer: Every school has their own access code and can view data at a restricted level. i.e., teacher login with some specific access code.</p> <p>Q3: What should be recorded (Nickname, age, grade, score)?</p> <p>Answer: For teacher: Name.For Christine: score, age, school.</p>

Q4: Can we assume that each participant is responsible for filling out their school and age in the app?

Answer: Either have drop down or prefill before the app is given to children

Agenda2: Functionality

Q1: Adding a playground (is this acceptable or will it affect kids' performance)?

Answer: Can be trialled. (If they get prior experience before playing the game will it improve their skill? The research says no, so it should not affect results. Trial run should be simple - straight forward/down)

Q2: Can participants pause the test, and then continue?

Answer: Yes.

Q3: Whether all patterns should be drawn with a single stroke? Or, children can draw the pattern with several segments?

Answer: Does not need to be in one single stroke. Can take finger off screen and draw in separate segments, but cannot go backwards.

Q4: Transition period: display an instruction video for each subtask (children can choose whether or not they want to see the visual cues) after an indication of acknowledgement from the child with body language or verbal response: BL: just click 'yes I understood' VR: say to mic 'yes I'm ready'

Answer: Let the teacher to decide whether students can see the instruction video

Agenda3: Resources

Q1: App Name, Theme color

Answer: The name should be Vis-CAT. Other stuff can be decided by ourselves.

Notes: Client says everything else is good.

Outcomes: Some details of functionalities have been clarified. Client is satisfied with the overall design.

	<p>Action items: The main focus for current stage is implementation of functionalities.</p>
Client Meeting Minutes 3	<p>Attendees: All members + Client</p> <p>Time: 21/08/2023</p> <p>Agenda: Compatibility</p> <p>Q1: What are the general compatibility requirements? Can we assume the app will only be used on the iPad?</p> <p>Answer: The application should be accessible through all operating systems (iOS, Android) and all end systems (tablet, computer, and phone).</p> <p>Q2: Follow-up question: should we implement a web app instead, rather than a mobile app?</p> <p>Answer: Yes, creating a web app is better since it can be used across all interfaces.</p> <p>Notes:</p> <ul style="list-style-type: none"> • Scrap current React Native framework since creating a mobile app does not meet compatibility requirements. • Reimplement all pages using Vue framework and begin creating web app instead. <p>Outcomes: Need to change to another framework to build a web app</p> <p>Action items: change framework, set up environment and start building</p>
Client Meeting Minutes 4	<p>Attendees: Feliks + Client</p> <p>Time: 06/09/2023</p> <p>Agenda1: Question Bank</p> <p>Q1: Currently we can only see one testing pattern(novel dot pattern A) in the appendix of your paper, we wonder whether there are more patterns for formal tests or do you have a question bank?</p> <p>Answer: There are no other patterns – we originally had 2 patterns (A & B) for the pilot study many years ago – hence the label “dot pattern A”</p> <p>Agenda2: Test Process</p> <p>Q1: If a kid submits a wrong answer in the first attempt, he/she will get a chance to retry, but what if he/she still fails to complete the subtask correctly in</p>

the second trial? Will the system stop the test and send the current score to the database, or, continue to let the kid do the next coming subtask?

Answer: If they fail to complete after the second trial of a subtask then test is stopped altogether and score is sent to database.

Agenda3: Functionality

Q1: About the partial mode you mentioned, if the partial mode is on, the system will only let the tester to do the copy task. However, for the copy task the full mark is only 2. We are not sure, if a kid is doing the test on partial mode, should we send his/her result to the database?

Answer: Great question – is it possible to send just a simple pass or fail for the partial mode test rather than a score?

Q2: Because I see that in your paper, you mention the time consumed for finishing the test, are we required to build in a stop watch in our app, record the time of each test and send to database?

Answer: Hmmmm another great question! – time is not essential but if it was possible to record the time taken that would be a nice piece of information to collect.

Agenda4: Resource

Q1: This is an enquiry for the future: will we have any resource for testing our demo after we complete coding and deploy the product? Will we get a chance to experiment our product in a real class of students?

Answer: By resource do you mean participants? Or are you talking about getting some raw data that you can upload to database? I can perhaps get some primary aged kids - let me have a think I might rustle up some family/friend children members if they are willing !!

Outcomes: Some details get confirmed: Only one pattern for this task, procedure of gameplay, and ideas on some additional functionalities that we can implement

Action items: Implement the game logic and make sure that game procedure is built as client desires.

	Some extra components can be considered.
Client Meeting Minutes 5	<p>Attendees: Feliks + Client</p> <p>Time: 15/09/2023</p> <p>Agenda1: Functionality</p> <p>Q1: Beside the three required subtasks, we are considering making the system more interesting by adding some optional challenge tasks, in this way we may even find some talented genius! The idea is: after finishing copy, lateral, vertical, children can decide themselves whether to go further to take the challenge tasks. The attached pdf contains the challenge problems we've come up with and already implemented in our local devices: rotate "180 degrees" and "flip over $y=x$". Although we haven't communicated these things with the backend groups, do you think it is reasonable to give these students a bonus mark if they correctly complete the challenge tasks as these problems are really difficult? If not, we're gonna just add this feature to let the students challenge themselves for fun.</p> <p>Answer: You are jumping to far ahead of me!! Yes I was thinking about this for adult visual aptitude so as long as this does not interfere with the original test the idea of 90 degree rotation clockwise anticlockwise is etc is certainly doable</p> <p>Q2: Is there a time limit for each subtask? For example, set the stop watch to 2 min for every subtask, if time is up but there's no submission, stop the test and send the current result to backend</p> <p>Answer: No time limit for the test but timing the test would be great for our trials</p> <p>Agenda2: Compatibility</p> <p>Q1: Overall speaking, our app behaves well on laptop and tablet, but the page scale looks weird on phones and it's a little hard to manage the scale to fit all the devices. I wonder whether we can assume all the students will use an iPad/tablet to access our app and take the test?</p> <p>Answer: Only iPad/tablet or laptop not a phone(too small)</p> <p>Outcomes: No need to optimize our app for small screen like phones, and we can implement some</p>

	<p>additional features and design some challenges</p> <p>Action items: Create new challenges, optimize app according sizes of iPads</p>
Client Meeting Minutes 6	<p>Attendees: All members + Client</p> <p>Time: 18/09/2023</p> <p>Agenda1: Where need to be refine</p> <p>Q1: The voice and question shown on the screen do not match.</p> <p>Answer: Need to change the question shown on screen</p> <p>Q2: There is no sound or music for feedback on interactions</p> <p>Answer: Consider adding some music or sound effects for interactions</p> <p>Q3: Sizes of dots are too small to draw on</p> <p>Answer: make dots in the drawing area larger, and make it easy to draw</p> <p>Outcomes: The current outcome is on the right track, some detailed functionalities need some changes</p> <p>Action items: Keep finishing documentation, write user cases and prepare for testing (User test + optional unit test) and refine functionalities of the app</p>
Client Meeting Minutes 7	<p>Attendees: Anita, Feliks, Leo, Vincent and Client</p> <p>Time: 02/10/2023</p> <p>Agenda 1: feedback from client</p> <ul style="list-style-type: none"> • better to add the voice of goal of current level • Music doesn't get played in fail case • Inconsistency between laptop and touch screen device (a bug occurs during demonstration: an operation is aborted) <p>Agenda 2: timer</p> <p>Q2: should the result be sent to database for a time set?</p> <p>Answer: No. Just send the time taken to the database.</p>

	<p>Outcomes: The overall outcomes are good. Link of survey is sent to Christine to help get some feedbacks.</p> <p>Action items: Fixing some bugs.</p>
Client Meeting Minutes 8	<p>Attendees: All members + Client</p> <p>Time: 24/10/2023</p> <p>Agenda 1: TRAM conference</p> <ul style="list-style-type: none"> • Create banner & flyer • Confirmed attendance • Conference brief <p>Agenda 2: Handover document</p> <ul style="list-style-type: none"> • Current documentations are sufficient