**06/10/17 Meeting Minutes**

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| **Name** | **Attended** |
| Tom Wenman | Yes |
| Daniel Jamieson | Yes |
| Heather Bishop | Yes |
| Oliver Chamberlain | Yes |
| Caitlin White | Yes |
| Jordan Marks | Yes |
| Jamie Chandler | Yes |
| Courtney-Jade Pearson | Yes |
| Lewis Wilden | Yes |
| Ogheneochuko Ideh | Yes |

**Progress Update**

Everyone agreed to split into two groups, with each group focusing on 2 IP locations.

Caitlin, Jamie, Chucky, Oliver and Jordan are focusing on IP 1 and 2.

Myself, Tom, Courtney, Lewis and Daniel are focusing on IP 3 and 4.

Brainstorming produced these ideas the groups will iterate and narrow down to a single idea each:

* Using the Raspberry Pi
  + An application where visitors create their own character and as they go through exhibits the character will “experience” what is happening in each exhibit. (The theory would be to create empathy with the character, which will therefore increase the visitors empathy with the stories of the objects).
  + A “virtual tour” of some locations mention in the exhibit. Displayed through a touch device, but would allow visitors to see the locations of the tour that no longer exist in the real life and potentially see inside them. For example the visitors could see the docks when they first were build, then see them evolve through the years to now.
  + An interactive map that shows Ipswich’s progression and changes through the years.
  + An interactive map that gives visitors the opportunity to engage in a treasure hunt.
  + An interactive map that tells peoples stories from the time/location selected in a pop-up book style.
  + Some kind of personality/aptitude test to tell people what their life would have been like if they had been born in a certain time period.
  + Location based (I.e. locations in the exhibit) story’s told with a trading card game. This kind of links with the character creation idea, but could be done with a list of characters we have created. Visitors would arrive at the museum, choose a character to play as and be given a pack of 5 cards. They would then use these cards to perform “actions” in each section of the exhibit (solving riddles, puzzles, or potentially a simplistic combat system), against exhibit relevant characters displayed through a screen.
  + Have sections of the tour narrated, by local people/experts and use controlled lights to direct visitors to the corresponding objects and then to the next narrator.
  + A quiz game where visitors play alone or as a family to answer exhibit related questions as they progress through the exhibits.
* Not using the Raspberry Pi
  + A wall/black board/white board on which visitors can write comments/stories about “how Ipswich has made me who I am today” or similar.
  + Making pottery with Play Doh (or similar).

**Queries for Ipswich Museum (Melanie Hollis)**

Can we use the poster-sized screens?

Acquire exhibit objects list.

There were also a couple of questions about our meeting in 4 weeks (24th October). People wanted to know what the museums expectation of deliverables would be on this date. A working prototype or would a paper design be sufficient?

The final thing that came out of the meeting was that the programmers are not 100% confident of their ability to deliver using Raspberry Pi and this concern needs to be raised with the Museum immediately via email.