**06/10/17 Meeting Minutes**

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| **Name** | **Attended** |
| Tom Wenman | No |
| Daniel Jamieson | Yes |
| Heather Bishop | Yes |
| Oliver Chamberlain | Yes |
| Caitlin White | Yes |
| Jordan Marks | Yes |
| Jamie Chandler | Yes |
| Courtney-Jade Pearson | No |
| Lewis Wilden | Yes |
| Ogheneochuko Ideh | Yes |

**Progress Update**

The group is beginning preparations for the first pitch to the museum on the 24th, it was agreed that Heather would set up a GitHub repository and email the groups with a link. It was agreed that team IP1/2 would create the half of the presentation relevant to their concept, and upload it to the GitHub repository. Team IP3/4 agreed that Heather would create their presentation and combine it with IP1/2’s presentation ready to practise together before the pitch.

The finalised ideas ready to present are:

IP1/2: A treasure hunt using an interactive map.

IP3/4: An interactive timeline where users must memorize and match drag-and-drop images into the correct order.

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

If the poster screens aren't available, would it be possible for us to use the tablets we saw in the Clangers and Bagpuss exhibit when we met with the museum? If so, how many do the museum have that we can use?

What time is convenient for the presentation on the 24th. Both teams are free from lectures from 11pm, add an hour for travel time.