

Investigation Into The Representation Of 4D Shapes

20/01/2022

Week 2 Progress Report

- Finished system
 - Implemented graph properly
- Tested system with someone else
 - Made several improvements
 - Improved timing, explanations and interaction
 - Need to add some stuff to the tutorial to better explain rotation
- Need to conduct a test with WebGL but looking good
 - Email results to myself as it was easiest solution - WebGL doesn't have a proper file system

Questions

- How do I go about advertising experiment
 - Computing Discord
 - Presumably I cannot just email the entire University
 - Use a calendar for people to book times?
- Would you be able to read through my Introduction and Opening survey?
 - Is there anything else I need to check?
- Sending an email with Unity doesn't work on Eduroam on my local machine
 - Yet to see if this persists when hosting WebGL Application
- Itch.io is where I am hosting the game, but it is throwing up problems I have no control over.
 - Do I have them download the game? Or is that a bad idea.

Plan Ahead

Week 1 & Week 2

- Finish implementing test system
 - graphs between representations
 - fix rotor rotation
 - add time limit

Week 3

- Begin developing data analysis tools, most likely with a jupyter notebook
- run some preliminary tests to decide if there is any data or visualisations I want to cut

Week 4 & Week 5 & Week 6

- Run experiments
- Begin dissertation
- Further develop data analysis tools

Week 7

- Evaluation of experiments

Week 8 & Week 9 & Week 10

- Write up draft dissertation

Am I on schedule

- Ahead of schedule.
 - Need to make improvements to Tutorial video
 - I should be able to start work on this dissertation this Friday