**Misinformation Group 41**

**CITS3200 PROFESSIONAL COMPUTING**

**CLIENT MEETING #1 MINUTES**

**Time: 12PM to 1PM**

**Date: 2/8/2021**

**Venue: PSYCHOLOGY BUILDING UWA**

**Attendees**

* Dean Law Yim Wan (DL)
* Danny Marwick (DM)
* Paddy Lamont (PL)
* Xiyu Gao (XG)
* Yunhui Rao (YR)
* Ullrich Elker (UE)
* Lucy Butler (LB)
* Nic Fay (NF)

**Apologies**

* Andrew Pilkington

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| --- | --- |
| Tasks | Sub-tasks |
| Reports (Last meetings Actions) |  |
| Discussions/Clarifications | **Background of the Project**  UE stated that the overall desire of the game is to provide a simulation of how a “Credibility Rating” may affect how users use social media.  While the app exists already none provide the flexibility and the ability to change experiment parameters easily. Control over settings is a must.  Respondents could be in a lab or partake online. Though the process will usually take between 15 to 20 minutes.  **Requirements and Features**  Social Media Simulation Game Interface  The game will try to simulate a social media platform with its interface.  DL asked if they wanted it the same as another platform. UE explained that having the same interface may cause respondents to lose immersion when the interface doesn’t do something that they expect.  Respondents will have a post presented to them, with different reactions that they can chose.   * UE states that simple reactions are a must and work for the most part. * Would be an extra feature and an optional requirement to add the ability to change the reactions per experiment   When users interact with the reactions, depending on the post the user’s follower count and credibility rating may change differently based on the interaction.  Sources will come from a Virtual Network Member (VNM) and will have their followers and credibility presented to the users.  DL asked if a tutorial was needed. UE stated that a text explanation should be plenty.  Post Selection  UE states that having random posts presented to the user would be the first requirement.  Posts will come in a predetermined ratio of true to false posts. The ratio would be implemented through admin settings.  Would also like the ability to select n posts and the order of the posts in different experiments.  A requirement would also be the ability to limit the number of sources to emulate a VNM like a WhatsApp group.  Post Uploading  UE states that they would like the ability to upload new posts through a csv.  Admin Interface  UE states that they would like the ability to affect the parameters of the experiment through admin settings.  UE states that the ability to upload the settings changed through a csv is a must have requirement. This must be accompanied with proper documentation.  UE stated that having a user interface for the admin settings would be an additional requirement.  Data Input and Output  The ideal csv input of the posts would be:   * The post * If it is true or false * Link of the image in the post * The impact on credibility * The impact on followers * Sources * Response Time   Data outputted   * The decision of the respondent * The result of their decision * The manipulations that were used on the experiment   **General Business**  LB mentions a website which is like ours. Recommended initialising it and having a look. |
| Actions | Group to compile a list of requirements to be sent to UE  Group to look at the website LB will be sending |
| Next Meeting | TBD |