Notes: May 28th 2024 - About Project Audience + Idea Brainstorm

Summary:
Over the meeting we were able to identify High Schoolers as the target audience and pitched different ideas to explore and experiment with. In addition to High school-level audience we explored the prospect of also creating a tool for educators.

Here's an overview of the ideas we explored and also our notes:
1. **Educator Theme Tool:** Tool that would use NLP to review themes and content matter in the Youth collection part Digitized book dataset.
    a. Datasets/ Content Idea: [Selected Digitized Books Data Package](#)
2. **Image to Text Prompt:** As the name implies it would be a tool/ interface that generates story prompts when given image. This would be a creative educational tool for youth.
    a. Datasets/ Content Idea: [Free to Use and Reuse Data Package](#) or General Library Materia
3. **Story Maps/ Game Tutorial:** Similar to cool math games we are familiar with from our youth, the project would focus on creating an interface for individuals to explore library materials.
    a. Datasets/ Content Idea:
4. **Computer Vision Collage Tool:** A studio tool that can be used by educators, artists, and youth to create collages using library material.
    a. Datasets/ Content Idea: [Free to Use and Reuse Data Package](#)

General Meeting Notes:
Shauna:
- Thinking about the book collection and how it would be better for Educators.
Ilayda:
- Thinks both the Free-to-Use data package and the Digitized book would be cool.

Ilayda:
- Using images as prompts for writing pieces.

Shauna-Kay:
- Think about educators in training and looking at different themes in Educational Topics.
- Idea came from shadowing a teacher/education librarian.
- Evaluate the erasure of identities in books.
- Digitized book collection: Assess education themes for youth.
- Interested in creating something for youth as well.

Shauna-Kay:

- Present themes for open interpretation.
- Structure the tool and format.
- High schoolers offer more freedom; Shauna prefers working with them.
- We all agree that we like the

Target Audience: High Schoolers and Educators.

Shauna-Kay & Ilayda:
- Cool math games ("Math Island").
- Create an app with child-appropriate content.
- Mini-lessons for different audiences.
- Feasibility in 10 weeks?

Aisaiah:
- Focus on audience.
- Use Computer Vision for a high school-level tool.
- Library material extraction and visualization.
- A collage tool concept.
- Pitched Idea:
    - Collage idea: Search through images.