**Meeting Minutes: Project Kickoff– SER401 Sponsor Meeting**

**Project:** Group 35 – Psyche AR/WebXR for Public Engagement  
**Sponsor:** Cassie Bowman (ASU/NASA Psyche Mission)  
**Date/Time:** 09/24/2025 – 03:30 PM (Met for 28 minutes via zoom)  
**Location:** Zoom  
**Note Taker:** Mitchell Allen

**Attendees**

* John, Bryce, Alex, Mitchell
* Cassie Bowman

**Agenda**

1. Introductions
2. Project overview by sponsor
3. Clarify scope, goals, and deliverables
4. Technical expectations (WebXR, AR, devices, hosting)
5. Questions from team
6. Next steps

**Discussion Notes**

* Experience will run in a web browser (not a separate app).
* NASA/ASU will host the content for us.
* Access will be via QR codes at the museum that link directly to the experience.
* Project should be a short feature (1–2 minutes) suited for visitors with short attention spans.
* Each student/team can create a small themed module that ties into the Psyche mission as a whole.
* AR features or 3D models are acceptable options.
* Possible engagement methods: mini-games or quizzes.
* Target use case: on visitors’ phones at the museum.
* Security requirement: no accounts, no personal information collected.
* Performance requirement: must be simple, fast, efficient, and not bog down mobile devices.

## Agreements Reached

Assigned to: Team, due 9/24/25

* Delivery format will be web-based (not an app).
* No login or data collection allowed.
* Experience should be lightweight and mobile-friendy

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**Next Meeting**

**Date/Time:** 10/8/2025 - 03:30 PM