Meeting 05-10-2017

You don’t need a designated problem statement in scientific papers – maybe be more specific (not only VR but also multiplayer – The different roles (nurses)

Measuring teamwork will be hard for evaluation – enable training instead of improving

Sources about surgery training with head mounted displays (?)

Focus on the medical applications

Might have to shorten motivation for paper

We have to check up on the connection in AVA lab

It might be confusing if we skip certain steps in the setup (since they know the procedure)

Compromise on the quality to have all the steps included

We could also include spectator mode

We can borrow the 3rd VR headset from Martin (or use the dark lab / science lab)

TEST NETWORK

Might be a bit concerning with blueprint programming at the exam, but we’ll see lmao

Maybe make our own blueprints from code

Mobile apps in unreal (?) – unrelated

Understand blueprints – pls

SC: usability (System usability scale) - face validity (expert say it is usable)

Meeting with Martin Wed d.18 after CGP (at Rends)

Unreal Engine shader programming is more difficult than cg

Might be fine with shader forge or blueprints for CGP