* Progress report
  + Tech Issues
    - Primary software (OpenNI & Nite middleware combo) is proprietary
    - OpenNI2 doesn’t support desired Middleware
  + Data issues
    - IRB very restrictive policies, particularly with video of people
    - Not feasible to get enough data
  + Our thoughts
    - Can we play around existing data sets and change our architecture for gesture recognition?
    - Plan to process gestures in 3 phases
      * Identify gesture as one of several recognized ones
      * Process pointing to convert to vector
      * Sim to generate data for vectors pointing at block objects
    - First and third steps will involve machine learning, but can be done with existing data and simulated data respectively, avoiding issue of data collection
  + Note: no code uploaded, blocked on tech issues
* Next steps
  + Download and experiment with pointing image datasets
  + Continue Kinect research, now specifically for pointing processing
  + Consider LeapMotion as processing alternative
  + Explore simulation as a means of data generation using Unity, Unreal, or potentially other 3D graphics frameworks
* Questions/Concerns
  + Michael absence
    - Out of town interviewing next Thursday
  + VM provisioning?
    - Who do we contact?
  + IRB details?
    - Should Dr. Bohner be involved?