**DMC**

**DATE: 25 July 2018**

**TIME: 10:00 – 11:30**

**ATTENDEES:** Tom Gibbs, Elliot Chester, Henry Crofts | Basil Abbott

***MEETING WITH CLIENT @ DISS MUSEUM***

**Aims of this client meeting:**

* Share further research with the client following team visits to and talks with staff at the three museums.
* Seek the client’s confirmation our research is accurate and their approval to use our research in the application.
* Obtain further information from the client, to make the design brief more definitive, regarding:
  + Target audience
  + Desired duration of experience
  + Final product deadline
  + Platforms for release
  + Clients opinion on events which are essential to include
  + Range of interaction the user has with the application

**Meeting Minutes:**

All team in attendance.

Meeting began with team shared the events of the trips to and discussions at Pennoyers, RAF museum Hendon and the Tank Museum, Bovington with the client.

Client was particularly interested in the details of the discussion we had with the exhibition staff at the RAF museum regarding the R34s mooring gear (and the missed opportunity to fit the needed components to the airship ahead of the flight deadline, meaning the adapted mooring nose cone could not be used).

Team presented our research document to the client containing all information collected from independent research, museum trips/talks and reference images obtained both in person from museums and sourced online.

The client expressed confidence in the level of research the team had collected.

Client confirmed our research document accurate and approved of the team using the research documents as our source material to populate the application with information (text) and as source references for models.

We explained to the client that to ensure the user experience remains fluid throughout the app, it would be preferable to omit portions of the information regarding the airship and her voyage as this would require feeding users enormous numbers of text-filled screens.

After walking the client through a series of basic hand-drawn screen mock ups, they agreed that cutting the amount of written text down to include only key information was the best way to proceed.

After confirming client was confident in the accuracy of the application the meeting moved to the team proposing questions to the client to identify their more specific needs.

Client advised:

* App should educate children, though ideally the design will allow children to use the app while
* Application should encourage users to explore other events at the exhibition
* Total time spent in the application should be approximately 20minutes (2 – 3 minutes per AR trigger and resulting game/effect/information)
* App should be released on Android, and ideally also on IOS – discussion of cost of IOS release to be revisited with client at next meeting, at their request
* Client had hoped to have a more even spread over both legs of the journey but after discussion agreed that due to the disproportionate number of significant events occurring en route to America these must take precedence. The outward journey (UK – USA) will be the focus of the app. Events 1-8 will detail the outward journey and 9 will detail the airships homecoming. [return journey occurred with relative ease, no incidents reported (in contrast to outward journey)].
* After discussion the client specified that after triggering an AR model, the user should have the option of EITHER playing a visual effect over the model, being shown an event log relevant to the model, or playing a mini-game themed around the model.
* Exhibition dates confirmed for 13-14 July 2019.
* Although development of the application itself may continue up until the exhibition weekend, a functional version of the app must be ready for release, with supporting promotional material and AR sources produced and given to Diss Museum prior to 1 March 2019.

Client was advised that work on the application will continue subject to our brief being approved by our lecturers. At this point the team will update the client and the brief will be sent to the client for their own approval and development will continute.

**Tasks for the current week:-**

* **Group meeting scheduled for this afternoon, following client meeting to continue work on final version of design brief.**

Team meeting arranged for 25 July 2018, 14:00.