

# Home



## Project Overview

This project will focus on analysing and modelling an online tool that explores the phenomenological aspects of art and music-related forms of synaesthesia. By mapping out the procedural process of this tool, this project aims to advance our client's understanding of the technological affordances of multisensory research and creative outputs, offering new insights into the potential for technology to enhance experiences of synaesthesia and other sensory phenomena related to art and music.

## Roadmap





Sprint	Start Date	End Date	GitHub Release Tag
1	Mon, 13th March	Fri, 24th March	<a href="#">Release for Sprint 1</a>
2	Fri, 24th March	Wed, 12th April	

## Project Team

Photo	Role	Name	Email
	Client	Dr Solange Glasser	<a href="mailto:solange.glasser@unimelb.edu.au">solange.glasser@unimelb.edu.au</a>
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## Quick Access

- [Project Background](#)
- [Motivational Model](#)
- [Do-Be-Feel list](#)
- [Personas](#)
- [Sprint 2](#)
- [Jira Board](#)

	Scrum Master ( Sprint 1)	Cheng Ze Lam	<a href="mailto:chengzel@student.unimelb.edu.au">chengzel@student.unimelb.edu.au</a>
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	Scrum Master ( Sprint 2)	Jiaying Yi	<a href="mailto:jji3@student.unimelb.edu.au">jji3@student.unimelb.edu.au</a>
	Meeting Minutes Taker	Jasmine Bond	<a href="mailto:jrbond@student.unimelb.edu.au">jrbond@student.unimelb.edu.au</a>



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