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| Manager: | Connor Wilby |
| Date: | 05/10/16 |
| Attendees: | All present |

The group discussed the need to do research into the words outlined in the brief in order to make informed decisions during the design process. They also saw the need to narrow down the number of words available to choose from. Each of the team chose one or two words to do their research on, with the aim of presenting those words to the rest of the team next week for consideration. We will then choose two of the words to focus on for the project.

Callum: **Rückkehrunruhe**: The feeling of returning home after an immersive trip only to find it fading rapidly from your awareness.

Jake: **Monachopsis:** The subtle but persistent feeling of being out of place.

**Occhiolism**: The awareness of the smallness of your perspective.

Macaulay: **Adronitis**: Frustration with how long it takes to get to know someone. **Anecdoche**: A conversation in which everyone is talking but nobody is listening.

Connor: **Onism**: The frustration of being stuck in just one body that inhabits only one place at a time.

**Liberosis**: The desire to care less about things.

Each member of the team will do research on their given words and what they mean, finding different definitions, interpretations and examples of that word. In addition, they will try to find media which represents that word in the form of videos, images and potentially games that may incorporate the feeling it describes (whether intentionally or not).

In addition, they will attempt to identify a target audience for a game based on such a word/feeling and potential ways that feeling may be invoked in a player.

In addition, each team member will be given a short "Self Management" task for this one week to represent setting up accounts on GitHub and Jira, downloading any relevant software and becoming familiar with these tools through tutorials.