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| **Date| Time| Venue** | 22nd September 2017, 1400hrs – 1500hrs, SMU SOL GSR B1.12 |
| **Attendees** | Vera, Haqqim, Jack, Sebastian, Deborah |
| **Agenda** | 1. Update on Proposal, Supervisor 2. WordPress Update |
| **Notes** | * **Proposal Update**   We are a gamification platform for learning – Ben Li  Focus of the platform: Learning is the emphasis, gamification is the platform  Selling points:   * Have a variety of games to choose from (will not be bored) * Multiplayer games serve a social function (key point of the platform) * Users do not need to go through the hassle of setting up the robots (Python Learners)   Motivation:   * Mention trend and market potential in robotics and programming * Easy and affordable way to help people learn Python * Tap into both the education and gaming “hotspots” in the market   \* Why not use simulator instead?  Write-up:   * Passionate about Robotics to run startup * Full-time worker * FMCG (including IBM and Accenture), and big consulting firms * Last yr, went to study master of innovation in SMU, wanted to kickstart this startup, talked to different teams but found chemistry with us * Though it is a FYP, want to make it into as successful project * Curious, pursues innovations * Personal funding to sponsor * Startup awarded SPRING Singapore grant? because of full time job, gave up the grant * Pitch accepted by an SME - IUE * **WordPress Update**   Logo is a bit “alien-like”  Concept of the logo:   * Attracts Python learners * Not old-fashioned/boring, “fancy” stuff * Can consider tagline   Action Point:   1. Email Ben the WordPress link to get feedback 2. Questions for Acceptance 3. Send available timeslots for Acceptance to Ben 4. Send in write-up |
| **Done by** | Deborah |
| **Verified by** |  |