21/03/2016 Minute Meeting

We went through the colour manipulation within my application.

David went through his processing application and changed floats to Ints to match my work.

The change worked, and so we then discussed how to apply these changes to my application.

Try disable headtracking.

We have considered ways to change the vision setting since using the keyboard is very difficult.

I should check our Rhouri and Rosses papers.

Use other people, they dont like reading it over and over.

Abstract is good enough size, so I should include how well it worked at the end.

First sentence, colour is being used a lot, before I talk about designers, talk about people with the problems.

Designers dont know the problems they suffer. Theres an information gap, think of a good way to say this.

I want to provide adjustable and hands free simulations.

What did I do to solve this, hands free/heads up display.

The lens becomes increasingly yellow not transparent.

Head trauma, not a hard hit.

References throughout the intro would be great.

No space between footnotes.

which should be that. Which almost always have a comma before it.

Include lots of citations..

Problems:

Hands

Not adjustable

What are the benefits, its a complete package, dont sell it as that.

Keep design a bit generic, technology agnostic. Except for UML data flow.

How will we interact with the system.

Technical details are in Implementation and Testing, software level testing. Even problems such as looking too far up and down etc.

The evaluation should be split into two parts, pre and post exposure. Summaries before and after using the system.