**Feedback on the literature review for the product vision papers.**

To all groups

* Don’ t forget that your paper will also get a grade for the literature review part!
* All chapters in your papers will be evaluated on the use of references.
* Provide a scientific basis (i.e. references) for statements about users, user preferences, user needs, etc., or indicate clearly that your statement is just an assumption.
* Your reference list should consist of at least 8-10 references.
* In your reference list, do not just include product information (especially if the information consists of no more than a link to a product website).
* The reference list style is APA. Check the information literacy course or TUlib (tulib.tudelft.nl) for examples.

**Computer games**

Several groups have not yet used and cited a single piece of information.

In which context does the development of your game take place? Search literature about the games market where your will place your product.

In some of the papers there is the assumption that people get bored while waiting and that they want to play games. How do you know that? Search some studies about this and explain the behaviour of people.

There are also a lot of assumptions about players’ preferences. Search scientific studies about user preferences and needs, etc.. to explain your choices. A comparison to existing games is not sufficient.

@group 4: above comments about needs and behaviour are valid. Perhaps you can also search some statistics (time spent/per day) and studies on ergonomics.

**Health informatics**

Several groups have not yet used and cited a single piece of information.

In which context does the development of your system take place? In several papers the ADMIRE project is mentioned but not explained or cited. Any idea about the market? how many patients/researchers are concerned? In which countries? Other possible applications etc.

Search studies about similar data-combination projects, to show the added value and benefits for both patients and researchers. Do not only search for possible tools that can be used.

Search studies of patients’ preferences concerning "web help" systems to explain some possible data accuracy problems etc.

**Programming life**

Several groups have not yet used and cited a single piece of information.

In which context does the development of your project take place? Search studies to understand the importance of genome visualisation and the possible limitation of existing tools.

Make sure you back up any statements about users’ needs or preferences with references to research.

**Multimedia services**

Several groups have not yet used and cited a single piece of information.

In which context do you develop your product? Search information about the (online) music market for example statistics and trends (competitors differentiation).

Search studies about customer behaviour to explain your choices and not only competitors product. Studies on similar subject (if music is not available) could also be interesting.

**Virtual Humans for serious gaming**

See general feedback