# Meeting Minutes – Hidden Harms Project

## Date & Time:

*06th March 2019:*

*11:00am – Arrival  
01:00pm – Client Meeting*

## Attendees:

*Daniel Pokladek*  
*George-Heath Collins*

*Michelle Francis (Client)*

## Meeting Overview:

##### Prior Client Meeting:

The team has met prior to the meeting with the client to go over the project and fix and last moment problems that team could have missed. George and Daniel have also worked on porting the app to mobile devices, for this meeting the team has ported the application to a tablet and mobile phone device. Team has originally planned to have the game ported to two tablets, but Daniel couldn’t bring in his tablet thus the team had to borrow one from the University.

The team had a small problem, as most of the tablets were not charged, but in the end, Chris was able to find a fully charged tablet that the team could use. The team has ported the game to a tablet device and a mobile phone to showcase to the client.

##### Meeting the Client:

In the meeting the team has started off by introducing Michelle to the changes Daniel and George have made to the project, and the team has started off by showing the progress on adding multi-language support to the app. At this time the app had support for translated facts, but not the questions, but Michelle was happy to see the progress on that and pointed out that the translation is a key function to reaching wider audience for the app.

Next Michelle has told the team that they will have the possibility to meet with Emma Bond, to showcase the state of the application and the progress, and Michelle has mentioned that University of Suffolk will be hosting a launch event for the app in the IWIC. George and Daniel were happy to hear this and are looking forward to the meeting.

Next Michelle has given the team feedback on the current state of the project; the first thing she has mentioned was about rating player’s knowledge about Hidden Crimes, as she was unsure if this should be done each of the rooms or at the start/end.

Daniel pointed out that it might be easier to have a single question at the end of the app, and that would also be better for the player as they’d only have to answer the question once at the end of the app instead of 4 times.

Michelle has also mentioned that it would be ideal to list the options in the demographic’s menu, so that it looks better. She has also pointed out that it would be better to replace “Nationality” with “Place of Birth” as some people might understand nationality in different ways and this would produce false results in the questionnaire.

Daniel has also pointed out that there needs to be a disclaimer in the app, that tells the users that data is being collected anonymously. George pointed out that it might be good idea to look at other apps that handle data in a similar way, to see how they display the disclaimer.

The team has finished the meeting with scheduling the next meeting, in two weeks’ time, and agreeing on a estimated meeting date with Emma.

## Current Aim:

The team will continue to polish the app and fix any issues that might occur between now and the next meeting. The team will also continue on adding additional language support to the app.

Next meeting due in 2 weeks’ time. More precise date and time: TBC.  
Minute Taker: Daniel Pokladek.