**MINUTE**

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| Date: 19.03.2019 | Time: 13:00 | Place:**PŁ, B9, room 352** |

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| **Meeting called by:** | Mariusz Pisarski | **Note taker:** | Yurii Shcheoholiev |
| **Facilitator:** | Piotr Napieralski | **Leader:** | Michał Suliborski |
| **Attendees:** | Michał Suliborski, Ania Preczyńska, Yuri Shcheoholiev, Mariusz Pisarski | | |
| **Meeting purpose:** | Discussion on the collected research materials | | |

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| **Agenda item:** | Presenting the results of the research considering types of biofeedback and ways to obtain them | | | | |
| Leader: | Mariusz Pisarski | | | | |
| Discussion: | Mariusz presented types of biofeedback and ways to obtain them | | | | |
| Conclusions: | We got to know how to use biofeedback properly | | | | |
| Action items: | -------------------- | Person responsible: | ------------------- | Deadline: | -------------------- |

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| **Agenda item:** | Presenting the results of the research considering ways of emotion detection | | | | |
| Leader: | Mariusz Pisarski | | | | |
| Discussion: | Mariusz presented ways of emotion detection in accordance to previous discussion about biofeedback | | | | |
| Conclusions: | Special devices are needed in order to gather enough information to detect emotion | | | | |
| Action items: | -------------------- | Person responsible: | -------------------- | Deadline: | -------------------- |

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| **Agenda item:** | Presenting the results of the research considering affective computer science | | | | |
| Leader: | Yurii Shcheoholiev | | | | |
| Discussion: | Yurii presented definition of affective computing and how it relates with our project | | | | |
| Conclusions: | Affective computing is study that makes devices more user friendly and gives them human features | | | | |
| Action items: | -------------------- | Person responsible: | -------------------- | Deadline: | -------------------- |

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| **Agenda item:** | Presenting the results of the research considering general perception of emotions | | | | |
| Leader: | Anna Preczyńska | | | | |
| Discussion: | It turned out that the emotions are not so easy to describe. Especially because they are complex and connected to each other. | | | | |
| Conclusions: | We decided that either we can work on basic emotions, or go deeper into micro emotions. | | | | |
| Action items: | -------------------- | Person responsible: | -------------------- | Deadline: | -------------------- |

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| **Agenda item:** | Presenting the results of the research considering bio-processes involved in emotions | | | | |
| Leader: | Anna Preczyńska | | | | |
| Discussion: | Discussion was about the main methods of measuring bio-processes. Unfortunately the idea of QR Radio was dismissed, due to its poor availability and huge costs of the device. | | | | |
| Conclusions: | We need to do another research about the devices that we can use to measure the emotion level. | | | | |
| Action items: | Writing an email to our supervisor asking for the devices we can use. | Person responsible: | Anna Preczyńska | Deadline: | 26.03.2019 |

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| **Agenda item:** | Presenting the results of the research considering machine learning | | | | |
| Leader: | Michał Suliborski | | | | |
| Discussion: | Michał explained how the machine learning works in general with providing some examples(apples and oranges). Than he presented the 3 most simple and used algorithms of the machine learning:  • Tree  • Rot of NN(Euclidean distance)  • Node to node  Next he followed up with Python code examples. | | | | |
| Conclusions: | We got to know the technology possibilities therefore we could reasonably state possible course of the project | | | | |
| Action items: | presenting working demo of machine learning possibilities | Person responsible: | Michał Suliborski | Deadline: | 26.03.2019 |

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| **Agenda item:** | Discussion considering further direction of project development | | | | |
| Leader: | Michał Suliborski | | | | |
| Discussion: | Everyone shared their ideas and after thorough discussion we decided on course of the project | | | | |
| Conclusions: | We decided to write a mobile application detecting emotions and test its accuracy using biofeedback detecting devices | | | | |
| Action items: | further research considering machine learning | Person responsible: | Michał Suliborski | Deadline: | 26.03.2019 |