**MINUTE**

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| Date: 11.05.2019 | Time: 10:00 | Place: **Fundacja z ASPIracjami, ul.Obywatelska 57** |

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| **Meeting called by:** | Mariusz Pisarski | **Note taker:** | Mariusz Pisarski |
| **Facilitator:** | Ilona Kraska (vice-chairwomen of ASPI Foundation) | **Leader:** | Yurii Shcheoholiev |
| **Attendees:** | Michał Suliborski, Ania Preczyńska, Yuri Shcheoholiev, Mariusz Pisarski | | |
| **Meeting purpose:** | Introducing the main concept of the project to vice-chairwomen of ASPI Foundation. Presenting the first prototype of the application to the main potential stakeholders (autistic people). Collecting information based on the questionnaires and opinions of the respondents. | | |

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| **Agenda item:** | Presenting the main concept and basic terms used by the application to the vice-chairwomen of the foundation. | | | | |
| Leader: | Michał Suliborski, Anna Przeczyńska, Yurii Shcheoholiev | | | | |
| Discussion: | After introducing the team to vice-chairwomen, Michał began to describe the application’s functionalities. He began by describing the main purpose of the application (the ability to recognise emotions from the facial expression). He also explained that it may be used as a part of a therapy, as well as help in everyday life of an authistic person. He then started explaining its main functionalities and options, including real time emotion recognition and by taking a photo of a person. It was followed by explanation of a deep learning method and libraries used in the application. During the explanation Yurii and Ania presented first design of interface and application working. | | | | |
| Conclusions: | Miss Kraska seemed amused by the idea. She showed high interest in the project. She explained that she has never heard of any similar idea before and that she is interested in the final outcome. | | | | |
| Action items: |  | Person responsible: |  | Deadline: |  |

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| **Agenda item:** | Introducing the team and team’s purposes to the stakeholders and presenting the concept of the application, its functionalities and usage to the stakeholders. | | | | |
| Leader: | Michał Suliborski, Mariusz Pisarski | | | | |
| Discussion: | Mariusz introduced each member of the team, the main concept of a project in progress. After that Michał began the short description of an application. Many functionalities were not described in order to check, if the interface is intuitive enough to be used without precise explanation. | | | | |
| Conclusions: | The attendants seemed to like the idea of an application. | | | | |
| Action items: | -------------------- | Person responsible: | -------------------- | Deadline: | -------------------- |

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| **Agenda item:** | Testing functionalities of the application and design by the stakeholders. (Collecting informations about their opinions) | | | | |
| Leader: | Anna Przeczyńska, Yurii Shcheoholiev | | | | |
| Discussion: | The application and design was presented to every attendant of the meeting separately. Yurii explained only the main functionalities and then left them to independently discover the rest of the functionalities. After that, Ania asked questions concerning the design, colours, interface, logic of the application and potential ideas, which might be implemented in the further development. | | | | |
| Conclusions: | The application received quite positive feedback. Respondents expressed their positive attitude towards the idea. Many of them, however brought our attention towards some flaws in the design and logic of an application. Generally the coloristic seamed unpleasant to them. Some of them suggested using a gradient as a background of a title screen. Questioned people also disliked the design of a “Start” button in the title screen (One even suggested to put the logo of a team instead of “Start” inscription). Some of the respondents found the bars showing emotions to be too blurred, because the colour of their border was similar to the colour of the background. Most of the attendants did not know what is the actual purpose of the “Live” functionality and asked about that many times. | | | | |
| Action items: | -------------------- | Person responsible: | -------------------- | Deadline: | -------------------- |

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| **Agenda item:** | Discussing the results collected during tests of the application. | | | | |
| Leader: | Michał Suliborski, Mariusz Pisarski | | | | |
| Discussion: | After presentation of the application to the potential stakeholders, the team began private discussion in order to exchange impressions about the tests. Ania presented all the observations listed in real time, while the presentation of a program. MIchał also noted that some of questioned people focused on bars showing different emotions, which appeared to be an authistic issue. He also found it surprising that none of the respondents found the logo of the team, presented at the beginning of the application scary or creepy, for we considered it quite probable in case of authistic youth. | | | | |
| Conclusions: | We decided to implement multiple changes in the application design and logic. In the title screen we decided to place the shape of a photo camera, instead of “Start” inscription. Everyone also agreed that the function “Live” should be changed in a form, more logical for the authistic people. No one, however, had the idea on how to do it, so this aspect was left for everyone reanalyse. In the further development, the colors would be changed from yellow to much more bluish design. The bars, showing reports about detected emotions, also needed to be changed. The background would be changed into a brighter one and the borders into darker ones. | | | | |
| Action items: | Change of the design; | Person responsible: | Anna Preczyńska; Michał Suliborski | Deadline: | Next meeting |

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| **Date of the next meeting:**  14.05.2019 |

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| **Special notes:** |  |