**MINUTE**

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| Date: 14.05.2019 | Time: 13:00 | Place:**PŁ, B9, room 352** |

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| **Meeting called by:** | Anna Preczyńska | **Note taker:** | Mariusz Pisarski |
| **Facilitator:** | Piotr Napieralski | **Leader:** | Michał Suliborski |
| **Attendees:** | Michał Suliborski, Ania Preczyńska, Yuri Shcheoholiev, Mariusz Pisarski | | |
| **Meeting purpose:** | Presenting the effects of previous work and improving the way of creating applications. | | |

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| **Agenda item:** | Presenting the design of the application prototype after testing it using the help of the target group. | | | | |
| Leader: | Anna Preczyńska | | | | |
| Discussion: | Ania started the discussion, by presenting a new design of an application. Colours in the entire application was changed. Yellow background at the introductory screen (presenting the logo of a team) was replaced by the white background with blue inscription. The main screen was also changed from grey to blue. Ania changed “Start” inscription on the starting button into the shape of a photo camera. She also resigned from all gradients, leaving the button in the plain gray colour. Bars demonstrating emotions were changed not only in colour. They were thickened a little, the border around them were darkened and the whole background was brightened, which as a result made the bars visually clearer. | | | | |
| Conclusions: | The team approved new design of the application. Its simplicity would result in easier understanding of its functions, because of lack of additional distractions. We also decided to insert a second button in the title screen, with the shape of a video camera, which would represent the “Live” function of the application. This functionality would no longer be inserted in the options screen. | | | | |
| Action items: | Change of the design; Change of the application’s logic | Person responsible: | Anna Preczyńska;  Michał Suliborski | Deadline: | Next meeting |

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| **Agenda item:** | Presenting current progress when creating application algorithms. | | | | |
| Leader: | Michał Suliborski | | | | |
| Discussion: | Michał started from presenting the state of the application’s logic to the rest of the team. It appeared that he managed to overcome the problem with access to Google Vision server. The application is able to freely use the facedetector library. It also uses the TensorFlow Lite library, in order to distinguish and classify emotions. At first the program tries to recognised the face itself and when it meets one, it zooms in the face and finally by analysing its patterns decides, which emotion does the face represent. In fact, the results appeared more accurate in case of dead object recognition, then of emotions recognition. It was also clear that in some inexplicable situation the program was crashing. | | | | |
| Conclusions: | The application was ready for further development. Many aspects of it appeared to work properly. Some of them has to be fixed however. The accuracy should be somehow improved. In order to do that, we agreed to look for the bigger database with faces and emotions. We also need to figure out why the program crashes in some cases. Another aspect, which was decided during the discussion, was that it was a high time to implement the interface into the application. | | | | |
| Action items: | Correction of the source code; Implementation of the interface into application | Person responsible: | Michał Suliborski; Anna Preczyńska; Yurii Shcheoholiev | Deadline: | Next meeting |

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| **Agenda item:** | Creating the SWOT analysis. | | | | |
| Leader: | Mariusz Pisarski | | | | |
| Discussion: | Discussion started with the description of the SWOT analysis rules. By brainstorming every team member tried to notice the strengths, weakness, opportunities and threats of the team. The ideas were listed in the table consisting of four different fields (for each of SWOT entries) and reduced by those, which the rest of the team found false, about the team. | | | | |
| Conclusions: | According to SWOT analysis our team has a balance between its strengths, weaknesses, opportunities and threats. But there are significantly more points in our strengths, which gives us hope to successfully finish our problem based learning project and create indeed worthy application. The SWOT analysis still has to be put into a computer format for the PBL subject purposes. | | | | |
| Action items: | Creating the computer format of the SWAT analysis | Person responsible: | Mariusz Pisarski | Deadline: | 17.06.2019 |

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| **Date of the next meeting:**  21.05.2019 |

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| **Special notes:** |  |