**Status Meeting – 7/2/14**

**Haircutting System**

Target launch date: June 2015

All Cuts from Step by Step Complete: July 19, 2014

Instructor Materials First Draft Complete: 8/31/14

Instructor Materials for 4 cuts from 2016 Core: Complete 7/16/14

**Video Production/Photo Shoot**

Target Video Shoot: January 2015

* **Maria to work with Sandy to send out RFPs**
* **Maria to Identify talent**
* Need to include ALL cuts – from the system and the core book
* Need to determine if what we have in plate is enough
* Do we want to use any of this content in the Cos Core Mindtap?

**Haircutting Simulation**

Target launch date: April 2015

Kickoff Meeting: 7/17/14 here with Interplay developers

In depth background meeting with Maria and Interplay developers: 7/18/14

Stage 1 Art: 8/1/14

Working 3D Environment: 9/2/14

Working Sim/Demo for Product Marketing: 2/2/15 (can we beta test in schools with this?)

Beta: 3/1/15

**Do we need/want a sampler product?**

**Beta Testing at schools**

* **Phil to identify and propose 3-5 schools for beta testing**

**SME**

* Identify and recommend SME to Interplay
* **Corina to call Doug and determine what the SME needs are**

**Haircuts to be included**

* Simulation will include 9 haircuts:
  + The Blunt (Core)
  + Graduated Hair cut (Core)
  + Long Layered Hair Cut (Core)
  + Uniform Layer Hair cut (Core)
  + Need to identify 5 more – will be able to make that decision after 8/31 once we receive Skyler’s materials from the system

**Client Scenarios**

* Need to provide scenarios
* **Need to confirm with Interplay how many scenarios they need.**

**Metrics to be tracked and reported on**

* Allow for practice versus testing mode
* Need to determine what actions are tracked, graded and reported on
  + Client consultation & hair analysis: **metrics are TBD. Will we include hair density/texture?**
  + Draping: **Can we evaluate this via simulation?**
  + Tool selection
  + Client head position
  + Sectioning, Parting & Sub-sectioning
  + Hair elevation & Elevation
  + Cutting angle
  + Guideline
  + Amount of hair cut off
  + Tension
  + Cutting Sequence
  + Cross checking
  + Other advanced techniques as dictated by haircuts - TBD
  + Disinfection and cleaning procedures
    - Disinfect tools and surfaces
    - Sweep area
    - **Phil: identify remaining procedures that we can incorporate and test**
  + **Will we address finishing? Question for Interplay at kickoff.**
  + **Will we see a hand in the simulation?**