**SURF Meeting Minutes**

**Time and Date:** 10:00 – 10:10 Monday, 29 November 2021

**Venue: Office**

**Members:** Yue Li (YL), Xingbo Wei (XW)

# Preparations

1. Paper reading:
   1. ﻿Integrated Questionnaires: Maintaining Presence in Game ﻿Environments for Self-Reported Data Acquisition
      1. Research Background: In order to collect the data points during gameplay, the player will be interrupted, potentially causing unintentional side effects. Author suggest an integration questionnaire into games.
      2. Measure Methods: ﻿immersive tendencies questionnaire (ITQ), ﻿Presence Questionnaire (PQ)
      3. Result: The measurement of physiological data and the automatic analysis thereof will always prove less of a disruption to the sense of presence.
      4. Useful point: questionnaires are often the only – or most efficient – option of collecting user data; the resulting self-reported data then commonly consists of Likert scale items, association pairs, and a number of other survey methods. The acquisition of accurate user data often requires timely assessment.
2. The function that user can control the questionnaire distance by stick.
3. User can choose the answer by ray. (Have bug)

# DISCUSSION

**Xingbo**

* YL think XW’s process is slowly last week, she asks XW implement the pie interaction way and stick interaction way next week.

# Actions

1. Developing:
   1. Implement pie interaction way: user can choose answer option by ray when fill scale item.
   2. Implement the stick interaction way: user can choose the answer option by stick.
   3. Fix the bug.
2. Paper reading.

# Next meeting

9:30 – 11:00am, Monday, 6 Dec 2021

**V8.0**

Minutes taker: Xingbo Wei

Date: 29 November 2021

## For approval

Yue Li