**Feedback**

**Geert Jan – 15 March**

He generally likes the idea and the creative coding approach. It would be good to individually look for inspiration and compare the things we find. That way we can see if there are similarities and common interests. Besides that, it’s important to **do lots of experiments**. We could look at <https://krom.studio> who use creative coding. Examples of other things we could investigate would be ml5 posenet, <https://ouchhh.tv> , teamlab, affectiva, openpose and kinect. Another thing he pointed out was that we must figure out what kind of interaction we would like. Do we want something to do with movement or touching a screen, for example. Geert Jan also shared this video: <https://vimeo.com/1007230>

**Geert Jan – 17 March**

Hey guys! I was reading up on your notes above (great way of sharing, keep it up, thanks!) and I think you'll have to either...

* make a decision on you **both using Processing with Java** (because it's more used in that way, so much more documentation and libraries available). I think it wouldn't be very hard for Anas to work with this, but that's not for me to decide.
* or **find a way of connecting the two**. Both Python and Processing have lots of ways to connect with other devices / software, for example using network protocols. Then you could approach it more as an architecture of interconnected services. For example visualisations running in processing and image analysis running in Python, sending messages back and forth over TCP / OSC / websockets / …

**Collegial dialogue – 17 March**

During a meeting we split up into two groups and presented our project idea. After that our classmates and Erik discussed it and gave some useful feedback. The feedback we got was that it’s interesting to work with facial expression and reading peoples moods. They were also curious to see what you could do with it. **The idea needs to be a bit more defined**, and the application wasn’t very clear yet. **It would be good to look at how it would impact people (how would the user feel)**. Another thing they pointed out is that the idea could get a step further. We could look at how it could become a bigger part of people’s lives or society. Lastly, they discussed if using the basic emotions would be enough and most people seemed to agree on that.

**Erik – 17 March**

We asked what the possibilities were to use OpenCV and Python with Processing and Erik gave us a few options.

1. We could figure out how to use OpenCV in Processing and write the code in Java.
2. Another option would be to use storage output file from Python and import into Processing. A downside of this is that it could cause latency.
3. We could also see if there are ways to make the animations in Python. An example is Pygame.
4. Besides that, we could look at ways to make animations outside of Processing. It would also be good to look into Max: <https://cycling74.com/>

**Judith – 18 March**

We wanted some help with our concept and especially with the story we would like to tell and where we could use our installation. We figured out that we want to use openness to create connections. We want people to show their feelings. We could use a good question such as **"Do you dare to show your true colours?**" or " **Do you dare to show your true animal?**". **It's good to have it in a public space where people aren't forced to do it but by doing it in public, we can dare them to interact with it and show the real them**. This encourages them to put themselves in a vulnerable position but also makes them see that it’s okay to experience the emotions you do. **It could be on a big screen but could also be a two-sided screen**, so you see another person’s emotion and they look at yours to help with getting the deeper connection. **We could also use dynamic video and change it based on the persons emotion.** For the visuals it just takes some research and experimenting. The idea to also implement sound/music to make it for everyone is something we should investigate further.

**Presentation – 19 March**

In a presentation we explained our idea and we briefly explained our planning for the upcoming weeks. **We got very positive feedback and people liked the idea**. We asked if there was any advice about whether one screen or a double-sided screen would work best. The feedback was that it’s difficult to decide which experience would work the best at this point and it would take some experiments to see if we reached the effect we would like. Also, they loved the title “**Do you dare to show your true colours?**”. One thing Mijke pointed out was that the visualizations should be true because we often put on a mask and that there is a lot of taboo about sharing emotions. We might have to make compromises to break through that wall a little bit. For us, **openness is the most important and we need to experiment with that.** While doing those we should have no expectations and just see how people react. Kevin said it was very cool but could be used as a funny face mirror. This is something that just depends on how you see the emotions and visualizations. Bart also brought up a good point about that it could be used in a negative way by companies to advertise. Mijke also said that we could have each emotion have their own colour but make the visualizations something to play with. Another thing that could add to the experience would be a ticket where the person can see what they just experienced and what it means. This could make the user think about whether it was accurate or not.

**Mijke – 22 March**

Mijke gave us feedback on our planning, and she told us that she likes our approach. She did say that we could make it a bit **more detailed**. **We could add when we want feedback** **and from who**, so it’s not just in our heads and it would be easier to work towards that feedback session. For this we can send the teacher a message to plan a meeting. It would also be good to **update our requirements at the end of the week** after discussing the experiments to see if we missed anything. Another thing we could do is **tag our channel** so every member, including the teachers, will get a notification about our summaries and are more likely to see it.

**Geert Jan – 22 March**

We showed Geert Jan our progress with the server-client connection between Python and Java. He said that we could use a data structure and a json to send the data, but we have to see if we can also just send a string.

**Ronald – 23 March**

We explained our project idea to Ronald and showed what we’ve done so far. He said it was good to see that we decided to use Python and Java because there was more available. This decision is something we should write about in our portfolio, because it shows that we didn’t just make a random choice. Ronald also pointed out that we could think about using a touch screen to interact with the user. If we would put together the emotion detection side and the visuals that we’ve made so far, we would already have a prototype for our project. That’s why it's good that we have plans to expand more by using sound, for example.

**Judith – 25 March**

We explained our idea for a lo-fi prototype and what exactly we wanted to test. She said it **would be best to just test the interaction part, and not to ask for suggestions since it can be very difficult to think of any at this point in our project**. It is good to see that the emotion detection is already working, because this way **we have more time to focus on the experience part of the project**. We could **create some kind of story with the visuals and use sound to add to the intensity of the emotion**.

**Mijke – 29 March**

We showed Mijke our prototype and explained the feedback we got from the test. Just like one of the test persons she said we could **make the visuals interact, since this is easier and more fun than just starting a conversation about your emotions**. This interaction could then be the start of the conversation but also change the emotions based on this interaction.

**Ronald – 30 March**

We showed Ronald our progress and got some feedback. **He said we could use recursion to remember the previous location of the rectangle and a draw rectangle before the next rectangle to make the visuals look smoother.** Overall, he liked the project, and we can definitely have something nice next week, since we have already shown it works.

**Geert Jan – 31 March**

We asked for help with the performance of our visuals. Geert Jan said **we could use lerp to make it smoother**. He explained us a way to do it by writing some code, which we can now use to improve our own code to see if it would work.

**Erik – 31 March**

We showed Erik our project so far and he liked it. **One thing we should do, is try it on a big screen to really see what it would be like**. Also, it would be good to think about giving feedback to the user while they experience it. It would be nice to really create the experience already with our prototype.

**Geert Jan – 1 April**

We got feedback on our design process. Overall a good overview and quite correct links to the learning outcomes. Some of the terms are still very general, while others clearly apply to your current project. One thing that pops out is that the realisation part is clearly less 'crowded' than the others. I think **'decomposition' and 'integration' also fit very well in your project**. I think **'Sound and colour research' fits better with LO3 than 2, because it's more targeted towards the design**. But if a detail like that is the only negative thing I can come up with, I think you've done a good job

**Judith – 1 April**

We asked Judith about our concept to see if there were still things we could work on. She said that overall, it was good, but we should **have a brainstorm about the word ‘fun’ since this is something that came up**. The brainstorm will help with figuring out how to make it fun, with visuals for example.

**Geert Jan – 7 April**

We showed Geert Jan our progress with the visuals and got some feedback

* We could start the visuals with the actual emotion to empathize and transition to a happier one.
* The fear emotion could move/shiver a bit faster because it's not very clear.
* Right now, we shouldn't focus on the sound. If we want to add it we could transition between audio files by turning the volume on and off.
* To help the performance we could try ending the if statement right after it collected the data and draw outside of that.
* For the hi-fi prototype we have to think about how we would want the end product to look and see how we could show it in the prototype, for example with cardboard and a screen.

**Erik – 7 April**

We explained what we are working on and showed the visuals.

* Could look at musical compositions to figure out how to make the visuals move.
* To make the visuals interesting we could make them more asymmetrical
* It's a good idea to make multiple visuals and ask people for feedback to see which emotion they associate it with.

**Eva – 8 April**

* The visuals look very nice. The eruption of the angry emotion really shows what it’s like to be angry and the second part of the angry emotion is more calming.
* The visuals have a nice atmosphere and are clear, simple and straightforward.
* The project can be used in a lot of different ways and locations. An idea would be to use the project in schools, to allow kids to express their emotions to the teacher without using words.
* By connecting with ourselves and our emotions we can see how we would respond to the emotions. This can help with thinking of visuals. Sad visuals would then be more down and heavy, whereas surprise would be happier and more exciting.
* Our project is also a great example of creative technology

**Mijke – 12 April**

* The anger explosive emotion could be faster and the more calming one should be a bit slower.
* It's good that the happy emotion would move with the user's face, so it doesn't stay in the same place. Also, the happy emotion with a second layer of lines/dots is more interesting.
* The sad and fear emotions seem more for kids, because of the more cartoon style. This is a good idea for a child friendly version, but it is important to make a choice between that, or the more abstract animations for adults. Since we have experimented a lot, it's important to focus on the actual product now.
* To make our product lovable the experience part is very important. The way we present it plays a big role in that, so that's something to think about and to sketch. It could be presented on a screen with black cloth or in a lab, but this depends on whether we can be at school or not.
* It would be a good idea to ask people to show emotions to see which ones they would make. This way we get an idea of which emotions are the most important to make our product lovable.

**Geert Jan – 14 April**

* The happy emotion has less impact than the anger one. To change that we could try adding swirls on the outside of the circle.
* The rain animation is very simple but elegant. There are possibilities to tweak it by for example making the rain denser where the face is.
* It's good to figure out what the location would be. For example, it could be in a library or a museum.
* Making a 3D sketch is also a good idea to really show what it would look like. In that we can show if it would be one screen or multiple individual screens.

**Rehearsal presentation – 15 April (Judith & Eva)**

* With our project we can explain the pyramid of freedom, connection and openness very well.
* Like the concept question because it makes you think and answer it for yourself. When do you dare to show your emotions and when not.
* Making people standing on a specific spot can feel like an audition or trial, which can feel forced and not comfortable. The idea of indicating where the area is to participate is good, but it could be something other than specific spots.
* By making people stand in a certain area to participate we encourage them.

**Mijke – 19 April**

* For our presentation it’s good to keep it with one person. We could ask Erik or Ronald to see how we might be able to make it work with two screens, but we do have to keep in mind that there needs to be 1.5m distance.
* We should just keep it simple and show the concept of visualizing emotions.
* We could use a big screen in a corner or a straight wall, so the camera doesn’t pick up on other faces or objects. The person can then stand behind the screen to experience the project.