

Meeting Minutes

Date: 10/2/2018

Attendees: Hailey Johnson, Tonia Dousey

Meeting:

- Q: Should we base our color scheme on research?
 - Not necessarily, it is a good place to start, but shouldn't focus on research
 - Don't need a rainbow of color
 - She will send example applications so we can get an idea
 - Q: Is a countdown a good idea?
 - Yes, it will help with everyone but specifically the younger users
 - Keep it short, either 3-2-1 or 4-3-2-1, but no higher than 4.
 - Let it take up the screen, no reason not to and it makes it easier on us
 - Q: We want animations during the calculation process, so it doesn't appear to be slow, is this a good idea?
 - Yes! It keeps interaction and the attention of the users.
 - Have a couple different characters associated with different difficulty levels
 - Make it a game if possible
 - Give a ribbon in line with the score provided to therapist after each phrase
 - Don't need a difference for boys girls or ages, can just shoot for 8-10 range for the animations.
 - Q: Should the next button say next or have an arrow?
 - Have both, an arrow for the younger users so it can be recognizable and the word for the older users
 - Q: Is it a good idea to show overall progress of sessions (ex wii) at the end of each session?
 - Yes, this provides an influence of intrinsic motivation. This is something that can be backed up by science for why it is a good aspect to have.
 - She knows a paper we can publish in with the GUI, if we finish
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To Do by end of week:

- Tonia
 - Send example applications
- Hailey
 - Email Aleksandra Hollingshead for therapy words and difficulty levels
 - Possibly email Andrew Scheef as well

Everyone:

- Task

***Highlight important things