

These are the notes recorded by Kaitlyn Crawford during the meetings with group members, Joanne Marston and Marco Lawrence, and supervisor Dr Hussein Suleman while working on the School of Rock Art honours project in 2012.

Meeting (Getting Started):

- How effectively can we build learning systems based on education?
- We need to find out who works in the Geomatics lab where the cave scans are stored and contact them.
- The project is partially testing effectiveness and partially a proof of concept.

Meeting (About the Prototype):

- Design is driven by clear research focus or requirements analysis
- When building a prototype, try to make something more general rather than committing to something early. You don't want to constrain yourselves early on.
- Marco:
 - Carousel? Aren't they round? Does looping make sense?
 - Think about branching into sub-tours.
 - Why an iframe? It allows easier integration with the cave. Need to think about this.
- Joanne:
 - What is your end goal? A realistic and usable book.
 - What other features can be considered?
 - What makes it interesting? It can be automatically illustrated with the images and metadata.
 - Should it be touch? The Kindle app has natural page turning that gives high quality and fast response.
 - Should the stories be edited? Stick to the originals for vocabulary and mapping to the images (implicit mapping)
- Kaitlyn:
 - Should the pop up appear inside the canvas or outside of it?
 - Expanding and contracting the surrounding framework needs to be dependent on the screen size.

Meeting (About the Design Process):

- Design must be grounded in a process. It must either be guided by users or by existing designs.
 - If by a focus group then it should be by a multi-domain focus group.
 - Deep analysis of existing systems needs a defined process.
- The design process from now onwards should take place as part of a design – iteration – evaluation cycle.
- Link the last design phase with the previous evaluation. Find other ways to improve the design.
- The 2nd iteration includes the major functionality.
- The 3rd iteration should consist of the whole system.

- Discussed the location of the actual data and the possibility of making thumbnails, etc.
- Kaitlyn:
 - Should users be able to fly or teleport?
 - Think out of the box. It is Virtual Reality so don't stick to the physical but don't make it too strange.

Meeting (On focus groups):

- One focus group that incorporates developer experts, design experts and the end user perspective (first years)
 - Check the department website for students who have built similar systems
- Record the backgrounds of participants, not names.
- Do research on how to run a focus group.

Meeting (On user centred focus group):

- Discussed reasons for only using experts in the initial focus group.
- For the user centred focus group:
 - Start from a blank slate.
 - Use a low fidelity prototype. Possibly give them the components of the interface and ask them to put it together.
 - Be more specific in the questions.
 - Give them screenshots of what we have or the idea.
- We need to think about the design, operation and the feature set.
- Figure out the feature set before we begin implementation.
- Discussed searching through a database query.
- Discussed the scale issue with the caves.
- Discussed integration between the systems.

Meeting (With the stakeholders):

- Discussed the different processes involved with information:
 - Acquisition: Not relevant for our project
 - Curation: Most tools collapse when you reach a certain scale factor
 - Dissemination: Simple, search-based systems
- Considered the possibility of having many models at different resolutions and swapping between them according to a user's distance to allow them to view high detail models.
- Considered the possibility of allowing users to accumulate information during the tour.

Meeting (After focus group):

- Integration?
 - Links between the three systems
 - Could be any media. Including visual and textual.
 - Workspace allowing organisation of the data you want to use? Allows nice integration.
- Marco:

- What happens after they chose elephants? They build a guided tour
- Will it structure a way through existing tours?
- Media will be filtered for different types.
- Will there be some categorization of what is available? Websites, images, etc.
- Will there be a readme or tutorial? There will be a sample tour for explanation.
- Joanne:
 - What images could be used for the background and such? Look at Pippa Skotnes, she has a website on the Bleek and Lloyd collections. Department of Fine Arts.

Meeting (On the timeline):

- Discussed the timeline to follow in the remaining weeks.
- Set internal deadlines for the chapters and evaluations.

Meeting (25/09):

- Discussed concerns about the data:
 - There is only metadata for every site but not every image
 - Searching for elephants will return many images, only some of which will contain elephants.
 - Searching can therefore not be purely automatic.
 - Automatically prune folders that do not contain mages.
 - Should site forms be included? No. They may contain sensitive information and there is no reason for a user to find it useful.
 - Need to filter out site forms.
 - Contact Phiri about the data.
- 2nd Evaluation:
 - Assessment of the current system.
 - Needs to be done by the end of this week.
 - Intended to check usability and the critical instance.
 - Still take design information from the users.
 - User experience questions should assess:
 - Satisfaction
 - Future use
 - Frustration
 - Understandability
 - Intuitiveness
 - Should be done with simple criteria and a 10 point rating system on one page with a handful of people.

Meeting (10/10 – On the design chapter):

- Should contain an introduction to design.
- Should describe the tools used and the infrastructure requirements.
- Should describe the design principles followed (if any).
- Should describe the design process.
 - The process followed was iterative with overlaps between the iterations

- Finally, it should describe the actual design
 - Multiple sections
 - Initial design
 - Formative evaluations
 - 2nd iteration
 - Formative evaluation
 - Final design describing an overview of the system, the interface, workflow and backend.

Meeting (On the Evaluation Process):

- Ngoni is the most recent person to make a survey.
- Have separate sections of the questionnaire for each system. (If we use the same user for the whole system)
- Can view previous surveys on the banzai server.
- Can build a survey on the samba server.
- Use tables to gain emotional responses.

Meeting (On Thesis and Evaluation):

- Discussed the mark breakdown and how to choose where to place our marks.
- Supervisor informed us that our second drafts had to be in by Saturday (27/10).
- Possible solutions to file access problems:
 - Make a copy of the files in our folders.
 - Make a symbolic link.
 - Hard code it.
- Categorising:
 - Searching in the other direction
 - Bad results for this can show that the metadata is bad. This can give less sound results.
- Future work:
 - Transform the metadata
 - Represent the information as a graph of implicit vs. Explicit information (flatten the graph to 2D or make it a transverse graph).