

Core Meeting 1

Time: 3rd March 2014, 15:00-16:00

Location: 04/1035

In Attendance

Core team: Peter West, Noura Na, Steed Crazyq

Supervisor: Robert Blair

Topics

- Introductions
 - Rob has previous expertise in mechanical engineering and was a critical friend in last year's social nets
- Clarification of purpose of the project
 - Ensure wiki is followed <https://secure.ecs.soton.ac.uk/noteswiki/w/COMP6051/Portfolio>
 - Discussion of purpose
 - is it to be charitable, profitable?
- Discussion of project ideas so far
 - recap of ideas that have been discussed and decision for gaming theme
 - discussed target audience and planned survey
 - it was realised that there are differing understandings of what a social network may consist of
 - is it simply a forum?
 - is it a place to share gaming experiences (i.e., videos)?

Actions for next meeting

- Considerations of ideas
- 2 blog posts
 - Welcome post
 - Idea discussion (whiteboard)

Next meeting

- Express any doubts with the gaming idea
- Put forward any alternatives
- Make an ultimate decision
- Decide purpose (business/charity etc) - becomes clearer later?
- Gantt chart
 - responsibilities - e.g. room booking, resources
 - rob - which meetings to attend
- Plan for blog posts
 - theme
 - all blog posts on the blog (not in google folder)
 - blog approach - publish first, edit later?

- role of critical friends
 - using categories as sections (intro, planning, design etc)
 - using tags (user interface, architecture, project management, research etc)
- Survey plan
- Survey ethics
- Technical points
 - pictures for blog
 - has everyone seen the google folder
 - all documents (including minutes) to go in google folder
- Team photo!