General Meeting Thurs 06 Mar

In attendance
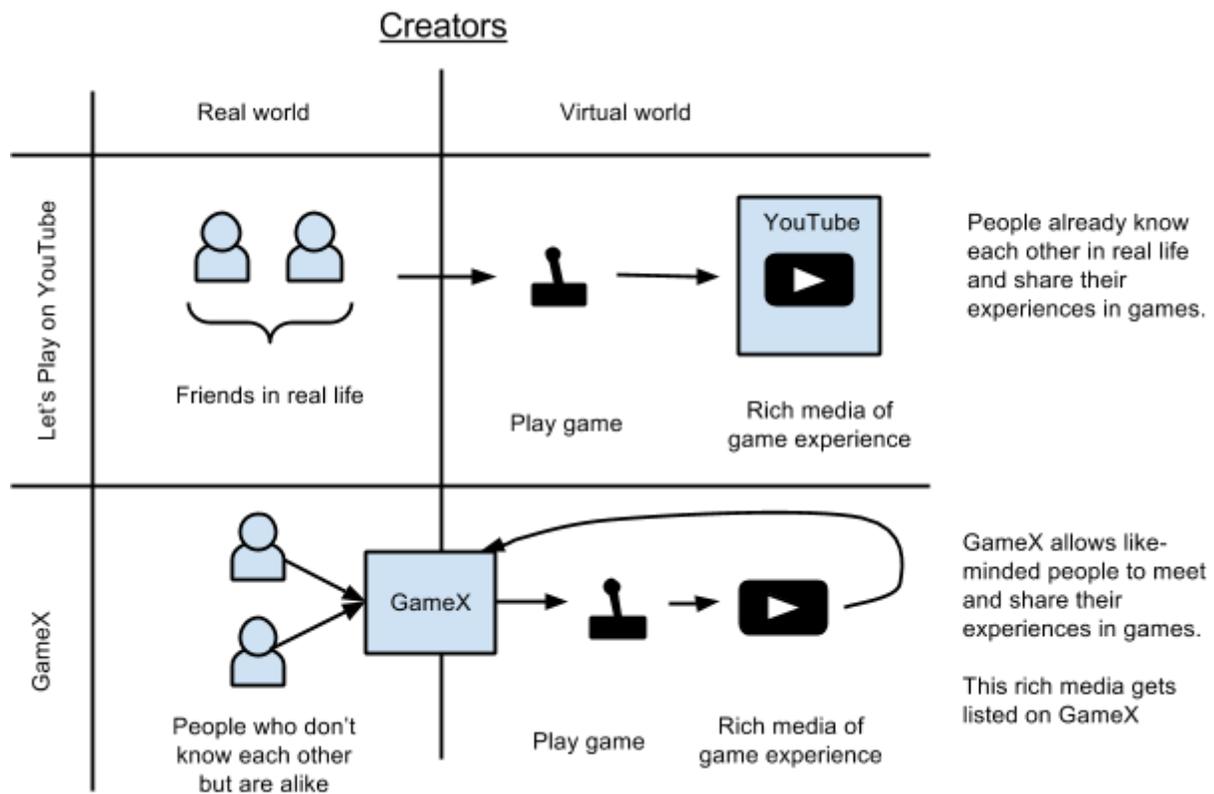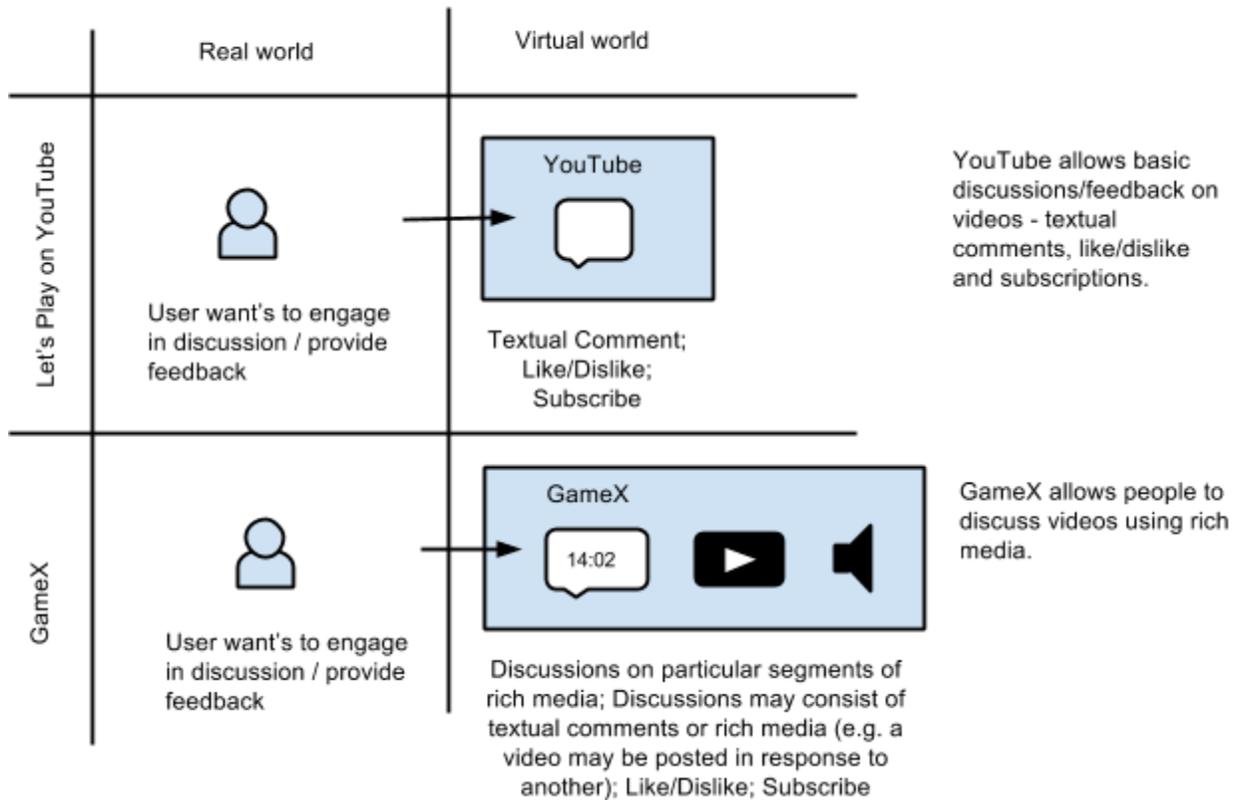Core + Mentor
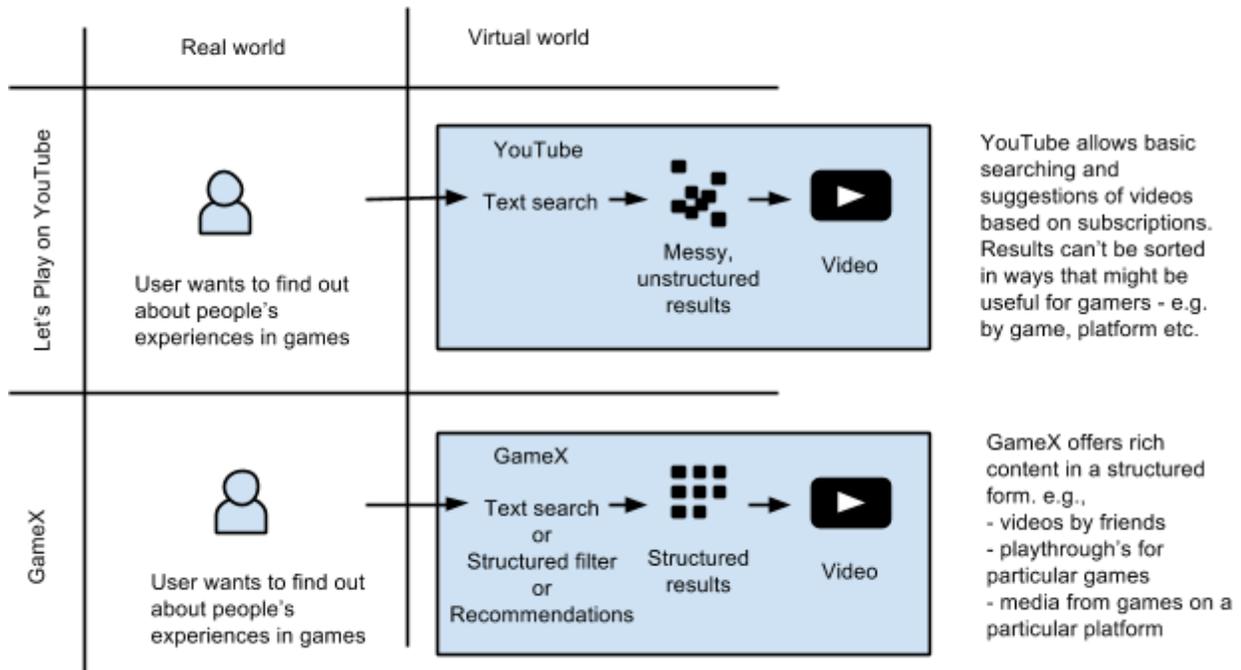
Apologies
Critical friends

Minutes
- No doubts were expressed with the gaming idea, nor any alternatives proposed - gaming chosen as the general field for the project
- Ideas broken down and written on board
- Consideration of alternatives
  - What can we build on alternatives

Creators

Contributors

	Real world	Virtual world	
Let's Play on YouTube	User want's to engage in discussion / provide feedback	**YouTube** Textual Comment; Like/Dislike; Subscribe	YouTube allows basic discussions/feedback on videos - textual comments, like/dislike and subscriptions.
GameX	User want's to engage in discussion / provide feedback	**GameX** 14:02 Discussions on particular segments of rich media; Discussions may consist of textual comments or rich media (e.g. a video may be posted in response to another); Like/Dislike; Subscribe	GameX allows people to discuss videos using rich media.

Viewers

	Real world	Virtual world	
Let's Play on YouTube	User wants to find out about people's experiences in games	**YouTube** Text search → Messy, unstructured results → Video	YouTube allows basic searching and suggestions of videos based on subscriptions. Results can't be sorted in ways that might be useful for gamers - e.g. by game, platform etc.
GameX	User wants to find out about people's experiences in games	**GameX** Text search or Structured filter or Recommendations → Structured results → Video	GameX offers rich content in a structured form. e.g., - videos by friends - playthrough's for particular games - media from games on a particular platform

- Decide purpose (business/charity etc) - becomes clearer later?

- Working title - GameX
- Possible issues which will need to be researched
  - Age restriction
  - Legal
  - Moderation - report button
- Targeting the university gaming club in our survey
- Consideration of the social aspect which is currently exists between members of gaming community in YouTube.
- Knowing the motivation behind those players, why do they post their experiences? e.g. to build their identity or to make money or because of other reasons
- Need for a platform with built-in features that serve the interactions between game players
- The stakeholders are: game players (sharers) , game developers and regular viewers
- Some thoughts about the business model: freemium model and some discussions about hosting games which is expensive because we have to buy licences for users
- Informal collaborative learning is an important aspect

Actions for Monday's meeting:
- Blog:
  - Noura to create blog posts on gaming idea discussion and some acedemic background research
  - Steed to create blog post on motivation for researching social networks
  - Peter to create blog post on similar systems
  - Everyone to check over blog posts
- Send photos to Peter for blog
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Next meeting
- 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!