SPONSOR/CLIENT MEETING 1

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| Date | 20th July 2017 |
| Time | 3.30pm |
| Venue | Swissbake |
| Attendees | Professor Tay, Jamie, Boon Thai  Ming Rui, Chin Rui, Qimin |
| Absentees | Amelia, Ervin, Ricky |
| Agenda | 1. Introduction 2. Brief on client requirements 3. Q&A |

AGENDA

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| No. | Task | Follow-Up |
| 1 | Introduction | NA |
| 2 | Brief on client requirements  Gamification for NUS Medicine Students – Web App, MCQ/Open-ended style  A game to test students’ clinical acumen eg. Pain in stomach => Causes? Heart attack, appendicitis etc  Proactive roleplay (acting as the MO), dynamic scenarios eg. Another patient suddenly collapses.  App should provide explanations to support correct answers, and possibly explain why an answer is wrong  Prof oversight, allow them to insert references from past cases  Why is this app necessary? Most apps on the market are not specific to Singapore-based diseases  App should also have the capability of displaying scans for students to interpret  Different difficulties => beginner & advanced  Students should provide both Answer + Rationale (NLP is needed to analyse the correctness of rationale, but not a hard requirement)  Maintenance issues – documentation is of utmost importance as we will not be maintaining this  Problem: Store data of students’ performance, while maintaining their anonymity  Prof wants to prove improvement by tracking certain KPI (Analytics)  Track learning improvement across individuals, across cohorts, and overall progress  Idea: Maybe map Fb name ABC to learner #1  Require details like year of student  Modularity/simplicity for students to input new ideas/case scenarios, and profs & seniors will edit & vet  Profs will receive emails to vet, if chosen as reviewer by student who submitted the case  UX requirement: must be easy & intuitive for profs to vet  Reference: Life in a fast game  For proposal:  Consider costs across several years, what tier of servers, commercial libraries/tools  Budget of $3000 for the project for 3 years  State assumption for projected # of users to be supported by the server | To brief rest of the group and draft up proposal |
| 3 | Q&A  Q: Will all the medicine faculty professors be involved?  A: Most likely they will be supportive  Q: Will this be an internal app just for NUS med students?  A: If successful, will be released to public  Q: Possible to use for IDP?  A: Yes, but need to make it a very toned-down version for IDP. Can make use of IDP to conduct surveys on how the medicine students would like the app to function and what they actually need (UX) | NA |

The meeting was adjourned at 5.30 pm. These minutes will be circulated and adopted if there are no amendments reported in the next three days.

Prepared by,

Wang Qimin

Vetted by,

Ming Rui