Date: 23 Mar 2018

Time: 12.30pm

Venue: SMU SIS 4048

Attendees: Gerald Tan
Bertran Queck
Yeo Yi Xiang
Jamie Chew
Toh Yi An
Hwee Xian

Notes:	1. User Test 4 updates
	    a. Must know how to explain outliers
	2. X-factor
	3. Demo
	    a. Learning cube, sliding
	    b. Pre/post, timed quizzes
	    c. Supervisor suggested that maybe we state progress for the pre/post quizzes (e.g. q4/10)
	4. Proof of Deployment
	    a. Need to incentivise students so that they can get a better score for post test
	5. Bugs
	    a. If you perform the timed quiz again (for the same function), the correct answer doesn't show
	6. Admin Platform
	    a. Sponsor doesn't want to track the scores of all students?
	    b. Use of admin platform is for BOTH students & prof so that it doesn't make sense to display also
	    c. Sponsor has his own platform to view scores also within the game manager
	    d. Thus no use case for quiz leaderboard in admin platform
	    e. Then what is this 'scoreboard' for? —> For lab sessions, we can see everyone's pre/post results
	    f. Possible suggestion: Don't have to show individual scores, but maybe we can display the stats of average scores per question
	7. How do you show that the AI has increased overtime?
	8. Weighing the importance between our project components/scope vs How we fulfil sponsor's requirements
	    a. Benefits to students, prof

	b. Next question is, learning platform for what?
	9. Other concerns
	    a. Conversational banking. So when we present the Admin analytics, dashboard, its supposed to teach about AI, but it doesn't really teach its concept.
	    b. Link between AI and conversational banking
	    c. As an educator, what are you concerned about?
	    d. What are the parts that students are weak in?

The meeting was adjourned at 1.30pm. These minutes will be circulated and adopted if there are no amendments reported in the next three days.

Prepared by,
Jamie