Meeting Minutes

1. Reviewed current tasks
   1.1. The experimenter instructions and script for the Matrix Reasoning test have been completed and verified with a pilot. May will be following up with Dr. Tupler for a final proofread and guidance for a few details not included in the commercial materials.
   1.2. Inconsistencies between the Block Design scoring algorithm and manual scoring were discussed. Designs with a 45-degree offset (the last two 9-block designs) may not be being scored correctly. Gukho will be checking and updating the scoring.
   1.3. ROCF task has been updated and the scoring has been implemented. Dr. Kaber is following up with Yingjie to confirm the functionality and Linus will work with Dr. Tupler to verify the automated scoring accuracy.
   1.4. Revisited the Phantom bounceback issue. Linus and Dr. Lee will be meeting to discuss possible solutions. If a solution takes too much time, we will update the instructions to warn subjects about the error and move forward.

2. Project updates
   2.1. May will meet with Dr. Tupler to review the Matrix Reasoning procedures by 12/10.
   2.2. Linus will meet with Dr. Tupler to review the complex figure scoring output by 12/10.
   2.3. Dr. Lee is familiar with the haptic control issue that causes it to suddenly jolt the stylus. He will be working with Linus to resolve it.
   2.4. The current Block Design instructions need to be updated for use with the VR (Zhu 12/10).
   2.5. Some of the current software tasks (other than the augmented haptic modifications) are not in the current bug list. The bug list needs to be updated to reference the current requirements (Clamann 12/7).
   2.6. A pilot integrating the existing tasks needs to be completed by the next meeting (12/17). This will include the (1) complex figure, (2) Matrix Reasoning and (3) WAIS-III Block Design tasks and the (4) basic VR condition. The four components need to be completed by Monday, December 13 for us to complete this test.

3. Software updates
   3.1.1. Finalize the BD lighting values (Clamann 12/10).
   3.1.2. Resolve the low priority items on the bug list (Clamann 12/10).
   3.1.3. Resolve the remaining issues from the bug list (Jeon 12/10).
   3.1.4. Correct the scoring algorithm (Gil 12/10).
   3.1.5. Complete the augmented haptic condition (Jeon 1/7).