Follow up 9/2/2011 meeting

Attendees: Clamann, Gil, Jeon, Kaber, Lee, Ma, Qin, Tupler, Yu, Zhu

Hello everyone,
As a follow-up to the meeting on 9/2/2011, below are the notes and the action items I recorded. Please advise if I have missed anything.

Meeting Notes

1. Review of Current Tasking for the experiment
   1) Michael & Gil
      i. Recruiting & Scheduling
      ii. Updating website for experiment schedule
         1. Gathering schedules from team members
   2) Zeno & Janet
      i. Responsible for Pre- and Post-testing portion of the experiment
         1. ROCF, BD, EFT
      ii. Caesar will be responsible after Zeno’s leave
   3) Biwen & Caesar
      i. Responsible for training & therapy session of the experiment
      ii. Linus will be responsible instead of Caesar
   4) Michael, Gil & Linus
      i. Backup for the experiment

2. Demonstration of the highlighted block feature
   1) (Dr. Kaber)
      i. Current highlighted areas are not rigid. This means that highlighted blocks only need to show related surfaces to the solution when click stimulus figure.
   2) (Dr. Tupler)
      i. Need to use consistent color for each highlighting.
         1. Stimulus figure, grid & highlighted block.
   3) During the test, an expected solution was shown on the upper-right side of the desk. However, this is very confusing to a subject. We should remove this feature.

3. Usability test results:
   1) Rolling block was confusing.
   2) Grab by button click and release by touch was the best.

4. Experiment preparation
   1) Experiment condition
      i. Three levels
1. Native block test
2. Augmented VR – Motor
   a. 1:2 gain
   b. Grab by click & release by touch
3. Augmented VR – Visual
   a. 1:2 gain
   b. Grab by click & release by touch
   c. Highlighted grid
   d. Highlighted block

2) Training session
   i. Two types of training (motor & visual)
      1. Motor-skill training:
         a. Use simple block (or dice) to move one location to next another location
         b. Evaluate time & accuracy
            i. Use average from the team (Fitt’s law)
            c. Repeat until they get appropriate time and accuracy.
      2. Visual-aid training:
         a. Demonstrate the visual training.

3) Remove MR (matrix reasoning)
   i. Remove MR
   ii. Use EFT (embedded figure test)
      1. Get booklet from the cabinet.
         a. See this link for more information:

3. Update experimenter’s instruction.

5. Tasking for the experiment preparation:
   1) Update instruction:
      i. For new augmented VRs: Biwen & Caesar
      ii. For EFT: Zeno & Janet
      iii. For Training (Motor & Visual): Michael
   2) Update VR program:
      i. Linus: modify highlighted block
   3) Develop new motor skill training program:
      i. Linus & Gil
   4) (All) Test motor skill training program in order to get Fitt’s law parameters or average time and accuracy.
These are all the items that I noted or recalled from the meeting. If you have other points, please let me know.

Guk-Ho Gil