



## Making the Factory of Tomorrow



Week 2 – January 27, 2012

# Brainstorming

## A Big Week

Week two kicked off with our first client meeting. Now scheduled every Tuesday at 9 am, we talked with our client representatives, Ron Lesperance and Robert Tilove. Predictably, our discussion revolved around what they want and their responses to a set of questions we had sent them a few days prior. We learned what was and was not successful, in their opinion, in last semester's project and how they envision moving forward given that experience. This meeting left a lot of doors open and a brainstorming session the next day began to get our new ideas out into the open. The end-goal is a very large concept, so our biggest challenge has been finding the most satisfactory components that are doable within the semester.

## Meet the Clients

This week's client meeting consisted of a meet-and-greet with our client representatives and a run-through of what they are hoping to achieve in the long-term. With both Ron and Bob coming from engineering backgrounds, we realized that realism will be important and that realism will have an immediate impact on the scope of our project. Further, in discussing what they envision, we now aim to create a web-based game that is more readily accessible. In our discussions after the meeting and with a large set of goals sent to us from our clients, we have also established that notions of defining efficiency, collaboration, and detail will be the key

components we will have to conquer.

## Adviser Meeting

Our late Thursday afternoon adviser meeting kicked off with a review of what we have completed in regard to our branding and other documentation. We then moved on to a discussion, led by our adviser, Ruth, of how we each envision the final product of this semester. We discussed how we can simplify our approach to satisfy the real core aspects of the project.

## Where We're Going

While these first two weeks have been exercises in getting our bearings, week three's emphasis is going to be narrowing down our ideas and creating a plan of attack. We are also hoping that the week will end with a trip to Michigan to tour our client's facilities.

<http://www.etc.cmu.edu/projects/gm-serious-game/>

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