Weekly Report 1

August 26th – September 20th, 2019

Group 33 | ARIA (Augmented Reality Insight into Athletics)

General Information

Advisor

Dr. Diane Rover

Team Members

Katie Perkins – Team Lead
Nate Irmiter – Stakeholder Communicator
Bailey Righi – Product Manager
Willem Paul – Standardization Manager
Caroline Rankin – Meeting Facilitator

Weekly Summary

Since the beginning of the school year, our team has been working on organizing the requirements of the application, planning meetings with our advisor/athletic trainers, and trying to get equipment for our application. We were able to have a meeting with Dr. Rover on where we want to go with the application. One change in the project that we've had is in the name (it was previously "Training the Trainer").

Past Week Accomplishments

Katie

This week I refined our project scope after meeting with the athletic trainer. I also reached out to Dr. Zambreno to get more information on hardware options, as well as the ATHENA Lab to see if we could meet with them and see if any of their research would be useful.

Nate

This week I stopped by the VRAC to follow up on a lead for the HoloLens. Unfortunately, they informed us that we won't be able to get access to one through that avenue, so I've been trying to get in contact with other people and help facilitate acquiring a new device.

Bailey

I reached out to an athletic trainer to schedule a meeting so our team could ask him questions to help guide the direction of our project. As an athlete myself, I helped facilitate the meeting by clarifying concepts for each side of the conversation.

Willem

This week, I helped gather rough requirements and began learning the basics of Unity to get a better sense of what will need to be done when it comes time to develop our product.

Caroline

I kept track of meeting minutes and organized files for the group.

Pending Issues

Katie

Microsoft is unable to donate a Hololens 2 to us, so we need to figure out how to either get a Hololens 1 or an Oculus Rift S.

Nate

No pending issues.

Bailey

We had to put off our meeting with the athletic trainer because he was busy leading up to the Iowa football game.

Willem

No pending issues.

Caroline

No pending issues.

Individual Contributions

Please note that we had a late start to our project due to limited availability of our faculty advisor and the athletic trainer at the beginning of the school year.

Name	Hours This Week	Cumulative Hours
Katie	4	4
Nate	4	4
Bailey	3	3
Willem	4	4
Caroline	4	4

Plans for the Upcoming Week

Katie

Talk to Dr. Zambreno about what the process would be for getting a HoloLens from Microsoft or getting an Oculus Rift S, send a follow-up email to the ATHENA lab, start learning how Unity works, and work on the project design.

Nate

Work with Unity more so that I can get an idea of how we're going to implement our project.

Bailey

Do Unity tutorials. Help with design process.

Willem

Reach out to Stephen Gilbert to ask about potentially borrowing equipment and about UI/UX design considerations for AR/VR applications. Play around with Unity to learn more about Unity development.

Caroline

Update the Trello board and organize the Drive for next week.

Summary of Our Weekly Advisor Meeting

At our advisor meeting we were able to introduce ourselves and discuss what the end goal of our application should be (Are we aiming too high? Do we need to add more work?). We also asked about our use of hardware and discussed using AR vs. VR. The cost to do Augmented Reality lead us to also talk about the hardware we could use and the budget we have to use a HoloLens 2.