

## **Product Owner Meeting:**

Attendees: Livan Miranda, Allan Martinez, Luis Isaac, Emily Boyle

Start time: 4:40 pm

End time: 5:20 pm

After discussion, the product owner explained his proposal and the requirements needed to create a successful product. We agreed to a meeting the following week to establish how we are going to proceed with the tasks. We discuss creating a timeline for production and testing the software.

The core concept of the project is to measure excitement in virtual reality using the Muse 2 EEG device for brain activity and a think-aloud protocol for verbal reactions in real-time.

For this project, students will create a virtual reality simulation of the Pantheon in Rome, Italy, a building known for its remarkable height and unique lighting. The simulation will include four scenarios that manipulate these variables:

1. A consistent height with no lighting changes,
2. A variable height with no lighting changes,
3. A variable height with lighting changes, and
4. A consistent height with lighting changes.

Once the simulation is created, the setup can easily be adapted to different designs and environments. This system allows for replicating various spaces in virtual reality and measuring people's excitement through brain activity, EEG, and other responses. By doing so, this project provides a platform for exploring the influence of architectural design on human perception and behavior in an engaging and innovative way.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story 1: Establish a design for the project.
- User Story 2: Choose which technology will provide the efficiency for our software.
- User Story 3: Get familiar with the different technologies we will implement in this project.