Field notes for design session July 2, 2021

1. We went into small groups to have a 1:1 feedback session. The idea was to have the designers test the build and as they tested they would speak out loud as the lead took notes and recorded the breakout room session. Here are some observations:
2. This was the session with the least attendance so far. Understandable since we are coming to an end. If this had been one of the earliest sessions, I would have been worried.
3. Some teens were able to do the activity after installing the Sidequest software, and others couldn't do it. They had misplaced the cable I had sent, others did not have the computers, and other reasons.
4. I was playing a 'Wizard of Oz' role which was unintended and unplanned, but crucial nonetheless. This has happened in the last 2 session more than the others but it has always been there in some way. I had to move from breakout to breakout room to see what support the groups needed, reassigned people based on needs (technical mostly), answer teens messages in discord, answer facilitators questions in slack, and open and assign breakout rooms (some of the ones that come to mind)
5. We stayed behind to debrief and had some interesting discussions about the 'translation' of designers ideas to the development team and how they were interpreted. One of the designers asked about the link between the emotions and the mechanics of the game.
6. I was wondering if we could have changed the design process and have the teens design more using cospaces but would have left us with less social VR experiences which helped us bond and perhaps made the program more interesting resulting in good attendance.
7. July 16 will be the last session in SPL. I will miss being there with the teens, but I am really happy with all the sessions and the experience that resulted from them imperfect as they might be.
8. We have created a folder for each small group for the recordings. I will post the link below