

SeGaBu – Serious Game R&D project 2017

## **Hire.me - peer and mentor support camified application**

### **Kick off meeting 12.9.2017 @16 Tellus Edge (Face-to-face)**

Project Group:

Anni Ahonen, android  
Toni Närhi back end  
Aatos Lang android  
Joni Pennala android

Agenda:

1. Participants introduction
  - a. Customer roles: Aryan and Ilkka technical expert, Juho content expert, Eeva content and test, Petri scientific leader, customer
2. Presentation of the SeGaBu project (Juho/Aryan/Eeva)
  - a. Goals
  - b. Technical: like summer school project: modularity
  - c. Test events (14 Nov Match Making event, te-keskus)
3. Skills and wishes of the students
4. Practical issues: working place, equipment, software, program language, meetings (sg and internal), backup, working space, version control-kit hub.
5. Deliverable later:
  - a. Results of summer school game project work
  - b. Specified guidelines based on students skills and motivation

“Project group has freedom to design and then develop the application within certain guidelines that will be specified later “

Expertise knowledge: knowledge of the substance area, topic area research

- Young unemployed
- <https://www.recruitment-international.co.uk/blog/2016/09/78-percent-of-young-people-find-job-hunting-process-difficult-says-totaljobs>
- job search theory/strategy

Next tasks:

- get to know previous code and platform
- first steering group 28.9. 2 pm - 4 pm (plan/expertise document),