**Tiltfactor meeting 8/20/14**

Trish, William, Mike, Suki, Max, Mary

**Agenda**

Tiltfactor updates the BHL team on our progress with core mechanics prototypes and known-bad generation algorithms.  Working on these prototypes brought up a few points for further clarification:

* Discuss Tiltfactor access to pages where OCR did a particularly bad job, with two transcriptions
* Double check on capitalization preferences
* Discuss preferences for special characters (â, Æ)

Do we want users to transcribe characters umlaut, and fractions? –Mike says Search ignores diacritics, AE might be different. Our decision will impact how they design the algorithm because it needs to know what is considered correct or incorrect inputs. No decision yet but need to make a decision soon.

Punctuation – Should we ask users to transcribe punctuation such as periods, commas exactly as seen? Yes we will ask users to include punctuation because those will be useful in reassembling the pages.

Capitalization – do we want users to capitalize the first word of a letter? Yes all caps because that’s how transcription is typically done. This will help with error matrix.

Mary points out the more rules we require the less fun it fast paced it could be. We could stagger the experience to make it so that early in the game they are given more words they don’t have punctuation or additional characters then as they advance we give them more.

Tiltfactor would like to see pages where OCR does really bad job. Trish explained we will not be sending them the worst OCR but only those where the accuracy score is pretty good with a few differences. William will send to them 2 OCR outputs from the same page.

The BHL team makes the final decision on which two games/tools Tiltfactor will pursue, specifically answering the question: “How will the project handle both OCR and full page transcription corrections?”

We have looked at the 3 options Max sent and feel that we really need an automated solution. Any manual solution, including the tool that Tiltfactor is proposing, would be very time consuming for users and tedious (not sure we could even get users to want to spend time on that type of task) so we are interested in an automated solution and right now TILT2 looks to be the only option. The problem with TILT2 is its not developed enough to test. We have emailed the developers to see if we can get more info about testing and their timeline. So not ready to make a final decision yet but leaning towards having Tiltfactor develop 2 games since that is the purpose of the IMLS funds for the game developer.

For now Tiltfactor can move forward with Game 1

Decisions to make

 Mobile platforms vs. desktop – does BHL have data on what devices users access the site with? Mike says 90% computer and 10% mobile split between IoS and Android. If we want users to type answer into game its hard on mobile. Do we design primarily for mobile or desktop? Trish wondered if we design for one does that totally eliminate the other option? Mary explained they while it doesn’t eliminate it it will not be as optimal on the other platform.

Mobile could be valuable because players can do it in their off hours and leisure time. Do we go with purely typing or occasionally typing? Might want both Mary says ZenTag which is about typing is very popular with users and has huge uptake . If we do both games then we could do desktop and typing for non-gamers and mobile and nontyping for gamer.

Contract

The statement of work outlines which games or tools we will have Tiltfactor design. It seems like it doesn’t lock us into making a decision on the tools or games now before we can sign right? Yes.

Trish send suggested changes to Christine and cc Mary changes to subcontract.

Uploading bulk images to Flickr – talk to Mahendra at British Library - Tiltfactor will do an e introduction for us