Minutes of the meeting with Pirates: 2-16-2006

AGENDA: Pitched the three ideas to the Pittsburgh Pirates.

ANNOTATIONS:

- First things first: They were completely blown away by the ideas!

- They really liked the Chatting Fans idea and the Team Bus idea.
Apparently, they didn't find the virtual lockers' idea that appealing.

- While the representation of content in the Team Bus idea is more
dynamic, and hence attractive, the Chatting Fan idea kinda seemed to
fit the theatre well, and was certainly slick.

- They liked both the ideas so much that, had it not been for the size
of the theatre (it's quite small), they would have given us two walls
to incorporate both the ideas.

- Just as an FYI: Later, two of their senior officials attended the
meeting briefly (Don, this was immediately after you'd left). They were
briefed about the two ideas. One of them thought the Chatting Fans'
idea to be a better fit for the room. He tried to substantiate his
point with an explanation that all the exhibits are from either a
player's perspective or from the game's perspective. And hence having a
Fan's perspective would be interesting and complementing the theme.
Moreover, the ambience of the stadium (and having fans there) kinda
flowed with the rest of the sitting arrangement in the room.
Nonetheless he added that the bus idea was so interesting that it
should also be implemented somewhere else in the park, if not in the
theatre. On this note, the other official proposed an idea of having a
real-time model of this bus (mobile), which will have all these
interactions, and have it roam around the city. People on the
streets/road can interact with it.

- Nothing is decided as of now. Decision over the same, however, will
be finalized soon, especially after the next meeting where all the
agencies working towards the exhibits will meet, and discuss the
content of their exhibits in detail.

- We don't really have to worry about the *continuity* in the content
of all the exhibits though, especially after Don aptly explained to
Patty the concept of linear vs interactive content in our exhibit,
which makes it clear that continuity issue shouldn't affect us.

- In any case, we have said that we could finish any one of the two
ideas by the deadline which is extended by 17 more days. It is Apr 27
now!

NEXT MEETING:

Agenda:
Discuss the content, and make sure all the agencies are on the same
page.

Date/Time:

1100 am on Thursday 2/23

Deliverable:
We have to work on the content. Don has the script, and so we can work
on the same to creat a basic illustration.

PS: Friendly reminder: Process grades are due Feb 24.