Title: Designing interfaces among UI designers.

I. First meeting group
II. First meeting group
III. Second meeting group
IV. Third meeting group

What did I learn?

i) Personal interests do not have an impact on a group problem with one person.

ii) One person may be sufficient for creating a whole group.

iii) System owner is the person who can destroy the system.

iv) It pays to be kind.

⇒ This approach works at NASA, but does not work at all at IITI. Why? In industry
The problem can be the moments, but the fact that the idea of discussing papers is not a good idea in the first place.

1) Think about something that is not a good idea

2) Try to enforce it

3) The paper is subjective and conflicts arise

4) Random mistakes cause the system to break down

What did I learn from this paper?

- The paper makes ridiculous.
- I had difficulties reading and preparing.
- I have not read any of the papers in my research.
What makes this discussion feel intense
from the point of view of T&M?

1. The CRIPpure
2. The project method frame
3. The reading group

Purpose of group

- meet, discuss, exchange ideas.
- getting brainwashed.
- it varied, except that people were and getting brainwashed.

Discussion paper is good of me are taking a common position, it does not must.
Three writing groups have edited first.