

- Start by telling him the goal of our app and the general experience we have in mind. The goal of our app is to build empathy for people who are experiencing homelessness. The general experience is a mix of VR videos of various spaces and rendered interactive experiences so the user can experience one aspect of homelessness.
- If you wanted someone to become more empathetic towards the homeless population, and you could make them go through any life experience, what would that experience be?
 - So many different manifestations - people think of single white males sleeping outside, walking around downtown
 - Also elders, women with children, youth, sleeping in shelters, sleeping in others' couches
 - Many stories - Someone who lost their job and didn't have savings, someone whose landlord decides to raise their rate 50% to meet the market demand
 - Maybe specify we are portraying this from the view of a homeless person
 - Maybe shift our goal to be smaller but variety of experiences OR make it very clear we are showing a very specific sub-section of the population and we aren't reflecting the general experience of homelessness
 - Unnoticed populations in Seattle
 - Veterans (a lot of progress made nationally, support politically from both sides), chronic population, shelter, elders, family homelessness
- What are some effective ways to dispel common stereotypes about the homeless population in Seattle and what are the most common stereotypes?
 - Gregg believes it is a market situation to some degree
 - Annual federal homelessness report
 - <https://www.hudexchange.info/homelessness-assistance/ahar/#2018-reports>
 - Could help us think about the different populations
- Is there anything specific to the homeless population in Seattle we should highlight?
 - "Does Seattle have any specific failings or unique ways to tackle homelessness vs. other places?"
 - Gregg is anti Seattle is Dying
 - Function of market conditions, not necessarily local governmental failings
 - Look at resources from Gates Foundation
 - We've spent a lot of money and the problem got worse, but to Gregg it shows that the problem is larger than the amount of money/resources
 - Local governments have been an easy target
 - All the cities with the highest homelessness rates are the most expensive to live in
 - Read this!
 - <https://www.mckinsey.com/featured-insights/future-of-cities/the-economics-of-homelessness-in-seattle-and-king-county>

- Analogy of a game of musical chairs - the person that didn't get a chair may have vulnerabilities that explain why they were the ones that didn't get a chair, but really the problem is that there isn't enough chairs
 - What are the biggest homeless shelters and food banks in Seattle? Tell him about our ideas for the experiences and whether he thinks VR video would be ok?
 - Think about if this needs IRB approval to take video / interview material.
 - Gregg thinks we would need to get approval here.
 - It can take a while, hopefully not a non-starter.
 - <https://www.niehs.nih.gov/about/boards/irb/index.cfm>
 - Are there any people you know who were once homeless who would be alright with us interviewing them and having them as one of our experiences?
 - Gregg doesn't know of any specific interviews done by HRI
 - Critical Narratives of Homelessness - Lynne Manzo
 - Are there any resources/contacts that you may have that might allow us to record the area?
 - Chronic vs episodic homelessness (cycling in and out)
 - We can portray these different experiences from the point of view of many different homeless populations so in this case, what are the experiences he would recommend us to portray that are reflective of all/most populations
 - Do you have any ideas for Virtual Reality very impactful experiences that someone might not have thought about?
 - People don't realize how brutal it is in the shelter system
 - A lot of shelters you can stay every night but you have to leave for the day -- you have to line up at 5 and don't have a locker so you have a poor night's sleep because you're watching out for your stuff, and then you have to leave
 - Securing housing for that night is an incredibly stressful process -- if you don't get in to shelter A you go to shelter B and then you are looking for somewhere else to sleep that night
 - Stressful to have that uncertainty *every single night*
- Having a suggested order for the experiences would be helpful so we could link an experience where you get evicted due to market conditions, then

Experience ideas for shelters:

- Trying to find a shelter before they are all full - shows that it can be difficult to get into a shelter
 - Maybe coming from after work - a reason why you couldn't stand in line to get into a shelter
 - Maybe building your tent/camp if you don't get into a shelter

- Getting into a shelter and putting all of your stuff into an unlocked bin
 - Something about making sure your stuff doesn't get stolen?
- Having to pack everything back into your backpack in the morning

Experience ideas for economic aspect of homelessness

- Include narrative of someone who has a job but can't afford rent
 - Someone who paid their bills but their landlord raises their rent to meet market demand