**Reflections on outsourcing**

**Group 8**

The first thought that went into our heads when we thought of what to outsource was this: would we rather have something we thought was easy done, or something that we found hard?

We chose to outsource the design of our project. Our reasoning for this was, that none of us found it something particularly hard to do – and there was also no one who would rather make the design than code functionality. We also agreed that while a pretty design and nice UX is something worth focusing in a project, it is not something that would make or break it – as long as the functionality was there, the design wouldn’t really matter that much.

We signed up on upwork.com in order to find a freelancer. The site is very easy to use, and it has a lot of very cool functionality that makes it easy and safe to do business with a complete stranger. Namely the escrow and milestone system for payments, and the fact that the site has a complete messaging function built in made it attractive for us.

In the process of finding a freelancer, we had made a document with job requirements. This document also included a bullet point that simply said: Hippopotamus. This is a trick we learned. We asked all applicants to tell us the word that stood out in the document was – out of 5 applicants, only one managed to find this word.

Kyle Murphy, a computer science student of a university in Arizona applied, with no previous ratings. After messaging him a bit, we decided to go with him, despite no previous experience on the site. We felt he was trustworthy, that he could do a good job – and also, he speaks English natively – a trait that was very welcome to us.

We decided on using half the allotted budget – 120$. This was mainly due to the fact, that we did not believe the design would require more work than whatever number of hours this equals, and the fact that our chosen freelancer did not have any real previous experience.

We agreed with Kyle that he would do no functionality, only design. We supplied him with the basic idea of the components the site needed to have, and he got to work.

We divided the work into 2 milestones – 1 for supplying us with mockups and some initial ideas and thoughts about the project, and 1 for finishing the work. The first would earn Kyle the first 40$, the second the rest, 80$.  
This worked very well for both parts, since Kyle would get something even if we didn’t like his mockups and ideas, and due to us being more secure in actually receiving some work.