**Roles**

Naturally, when undertaking large projects, the groups responsible for such projects would be in favour of assigning roles to individual group members. In our case, we view the project that we are working on to be more of a learning experience for all of us to benefit from. We all have a diverse range of skills, however, those skills may not be entirely applicable to this project. As a result, it seems more appropriate to leave the concept of role allocation out of this project in preference of a more “open” approach to how we progress with our work schedule. Members can choose to work on any aspect they think they can make a contribution to and if they require assistance in doing so, they need simply request help from a fellow member.

This is our current way of thinking. This is not to say that our plans will not change once we actually embark on a project such as this. We could come to realize that role allocation is a more efficient and thus more practical approach to tackling the workload. If this were to be the case, we would of course set roles but they would not be set in stone. The requirements for completing certain stages of this project, such as prior experience or special knowledge, may change as frequently as on a weekly basis. Therefore, new roles would need to be tailored just as frequently. Essentially, we’d adapt as it is deemed fit to do so.

In consideration of this, once we commence work on this project, we should arrange discussions where ideas of essential roles may be brought to the table. The frequency of which the jobs at hand change and evolve would act as a suggestion for how frequently we should hold such discussions. For example, in the initial stages, the role of Lead Developer could be most suitable for Liam and the role of User Interface Designer could be most suitable for Rachel. In Liam’s case, this would be due to the fact that out of all of our members, he best understands what this kind of a project is going to involve. Rachel has a background in Psychology. Her skills in this area can definitely aid in the creation of our User Interface.

In conclusion to the topic of roles, yes, we acknowledge the necessity of role allocation when it is deemed necessary, but if it is not, it isn’t going to be an area of focus for us.