Next step – open up the gmail account that is generic with a good password, set up server account through “digital ocean” – Rachel’s server is set up in Toronto as they have similar data laws.

Open a dedicated gmail account:

e.g. [uondutchauction@gmail.com](mailto:uondutchauction@gmail.com)

Du7ch4uct!0n

Then see if we can run the old and new server concurrently. If so, the final stage will be to open up two or three more that will allow us to test multiple groups simultaneously.

End date for testing:

* The end date for journal submission approx. 1st October – but there’s possibility of an extension.
* Therefore, be great to have this wrapped up in 4 to 6 weeks (i.e., 1st October)

When we run the individual, we need internet connection, it’s you v the computer, data saves straight to usb, Rachel then uses her computer to bring them all together to host the group. But the usb issue isn’t an issue anymore, now that we have a server(?)

We run the (faulty) player v computer first to serve as practice round.

Find the most up to date versions of the experiment – go through scripts to make sure they’re alright.

Ami to chase money for the server and the participants.

Rachel needs to find the most appropriate experiments (coding check).