# Original model

Scientists create projects

Volunteers evaluate projects, based on factors such as

* Importance of research to them
* Reputation of researcher and institution
* Location (nationality)

Vetting of projects

Ecosystem of projects

# Problems with original model

Volunteer behavior: static projects

User experience is complicated

Multiple passwords

Need for scientists to do marketing

Marketing, branding for BOINC as a whole

Risk to scientist

# New model

Central entity: serves as

* Single interface for users
* Allocator of computing power to projects

# Keywords

# User experience

New user

Returning user