Ideas and concepts discussed in the lectures in your project conceptualization and work

1. Gamification – I used Gamification by implementing features such as material and post tags on posts, the material tags act like an "inventory" like a game becoming green if its available in your area. Likes and dislikes act like a social incentive. Gamification increases the amount of engagement and participation in a platform form by implementing game design elements.

2. Group Undertaking – Group Undertaking is the ability of the community to go from sharing to collaboration to collective action naturally. I made it so that the barrier to participate in the platform was both low effort and low time commitment so that it was as easy as possible for the community to contribute to posts and replies.

3. Progressive Learning – Progressive learning is student centric and emphasizes experiential learning over lectures. Earth Wells implements this by presenting information as issues that the user can take a look at and then click into the materials that interests them and learn more about them. Or they could try to build a natural water filter with help from the community. This allows people to pick their own path in learning.

4. Knowledge Management – Knowledge Management is done in many different ways in Earth Wells it is primarily done through meta data, meta data is data that contextualises and provides meaning to information and data. The meta data on Earth Wells is the date of posting the author and repliers names and the location data.

5. Plan, Do, Study, Act and Iteration – I utilized these both during the planning and execution part of the project. I revaluated my project after MVP #1 which led me down a different path than originally a path that is more beneficial to my users. I may have never realized I needed to focus on a different feature if I wasn't doing an iterative design and following plan, do, study, act.