**Elicitation Methods**

Elicitation methods are essential techniques/tools for User Research. Based on your team project provide a contrast of an elicitation technique used by the team based on an artifact on the project's repo. The goal of this reflection is to provide clear information regarding how close (or far) the team followed. Provide a constructive criticism how the technique and resulting artifact could be improved. Provide following points:

- **Considerations of the original technique.**

- **How your team did implement the technique?**

- **Outcome of the technique (based on artifacts). What could be improved?**

- **Reflect how you could improve the technique/method/artifacts/items to collect data and analyze information, estimation time to process whole information, mistakes detected during the execution, etc.**

I think surveys are a great elicitation method to get quantifiable data, are very easy to do and participate in, and very effective collecting information from a lot of people. Because it's one of the most popular techniques, it is a normal thing to do for the participants to consider responding to.

We created a simple survey to get to know our public to our musician application, we make it short to get the participation of people fearing that they didn't want to answer it. We sent it to the musician we know so the answers weren't that many, but the information was what we needed. If we wanted it  to be more participants, we should have done something to hook the attention of people  get them to answer and not just ignore the survey. Another thing to consider maybe were the number of questions, I personally think we hit the sweet spot to get the information we needed and not annoy the participants.  About the processing, it wasn't that hard as getting the participants because Google Forms processed everything except the qualitative related answers.