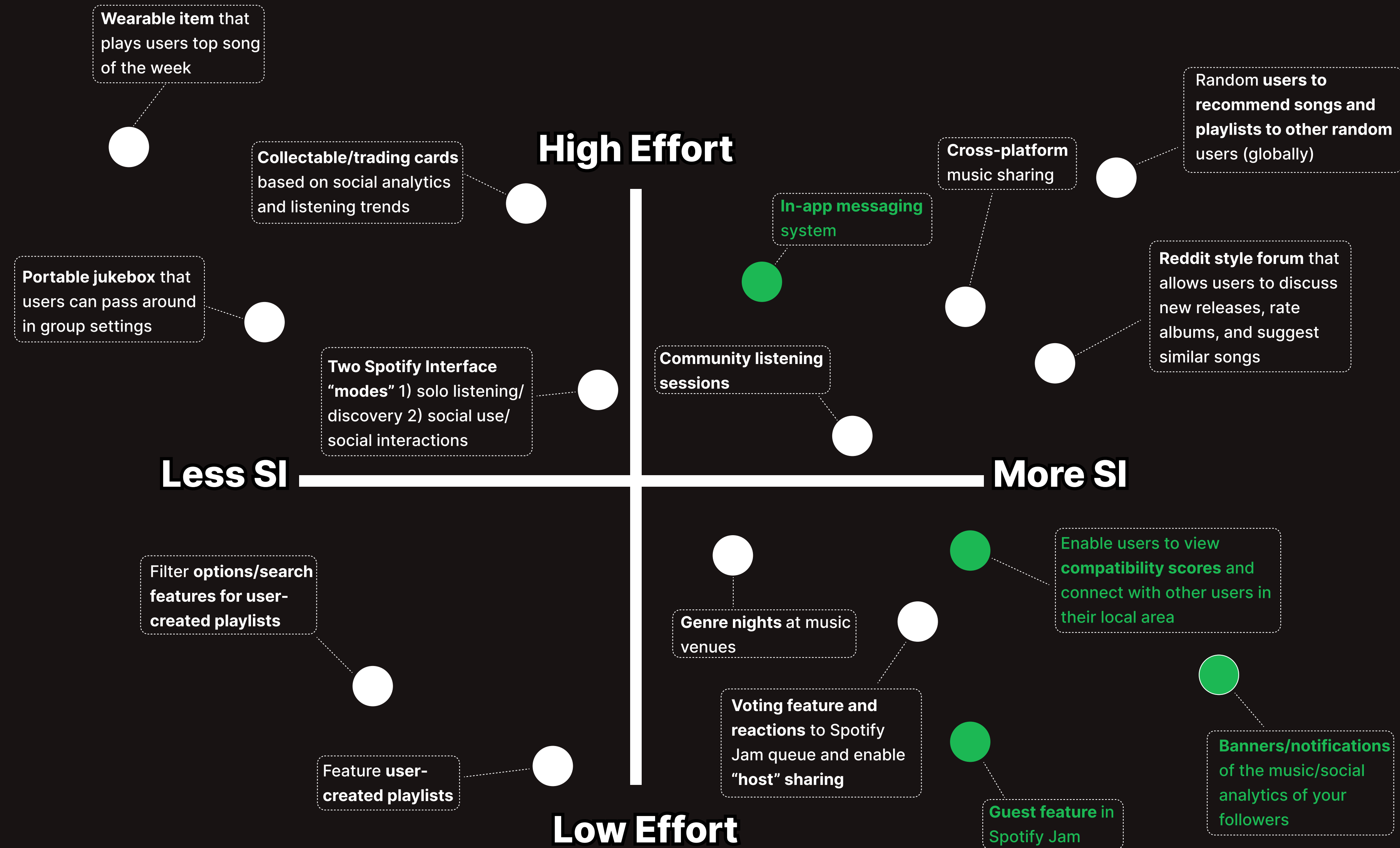


- Identified **16 different feature** ideas within the axes of **effort** and **social interaction (SI)**:

- high effort, less SI (4)
- low effort, less SI (2)
- high effort, more SI (5)
- low effort, more SI (5)**



Prioritisation Matrix

Part 4: UX Strategy & Design Prototyping