**Ideas for interactive elements in Bayesian Book**

1. A race between MH, HMC, and Gibbs, in terms of the number of effective samples.
2. Tool to allow user to see the effect of hierarchical priors on lower level parameters.
3. Tool that does MCMC for a user across a range of simple problems by directing integrating via quadrature.
4. Game created in unreal/python, that is ‘guess that distribution’.
5. Can we make a game out of Bayesian inference?
6. Conjugate prior prior, likelihood, posterior, posterior predictive tool.