* Provide example of “nothing” in the tutorial
* Provide multiple examples of nothing in the field guide
* Provide more examples of ships and humpbacks in the field guide
* Add instruction to the multiple choice selections that users can include notes of other sounds they may have heard in the “Talk” page
* Use consistent max volume across all clips in tutorial, field guide, and workflow
* Ask Zooniverse developers to adjust position of scrolling lines
* Add option to play sound at different speeds (option available in Hawk Talk)
* Add note to use headphones and explain laptop speakers may not reliable reproduce all frequencies
* Include a map where the sounds come from