

In order to improve: (Use these to inform design)

- Personas - shelby
- User testing
- How it developed from original concept - aidan
- How it stays within the news/journalism/social domain - aidan
- Discuss reward system/sustainability - diego
 - Play more with rewarding people without money.
 - Doing it out of passion/interest. Emotional design. What the ac count represents.
- How to make it more social or customised - aidan

Grant's comments from wk 8 standup:

- Focus less on implementation, instead on whole concept.
- Do more user testing.
- Tackling things like adoption.