* When you have a work item that involves a new technology that you’ve never worked with, Make a work item specifically for researching that new technology and assign it to sprint before the sprint is actually do
* Research sprint:
  + Work items are just to research technologies you need in the upcoming sprint
  + Typically should take less time than a normal sprint
  + Prototyping: just a barebone snapshot of the technology and how you might need to use it for your feature/project
  + Measure progress by actual concrete things that you can do with the technology
    - Ex: can I route a basic map, can I render this image, etc.
* Percent Error:
  + Should be converging to zero as the project progresses
  + If it doesn’t converge, that means you’re not properly addressing team’s issues
* TODO
  + PRODUCTION ENVIRONMENT – MOST IMPORTANT
  + Start assigning research sprints
    - NEED TO HAVE <20% percentage error CONSISTENTLY across sprints