**Analysis of collaborative activities during the task**

This was a very interesting characteristic of this assignment, especially because it's very rare to find that we are allowed to share code amongst ourselves. I started this assignment a little later than some of my colleagues, they started to chat through discord their solutions and they began sharing snippets that I decided to read and check out. When I started to do the analysis myself, I started to note that I was automatically replicating everything I saw in the discord, basically having no imagination or creativity around a different approach that I wanted to take. This began to make me note how strong the influence of other people's ideas can bias and blind us into not making the effort of creating our own, making us think that the solution we already saw is the only possibility. I feel that this is problematic given that in our current world, we are surrounded by the scientific method, which is basically founded by this same idea of sharing all creations and ideas to the rest of the world, so that "people can build from there and not reinvent the wheel" but, this could also be hindering our creativity, limiting us to only create based on others ideas or improving slightly upon another creation, but thinking outside the box can become increasingly more complicated.

On the other hand, I feel that this collaborative analysis in a 1:1 method did allow me to improve my work and my ideas. I discussed about my work wit**h Hriday and Urmika.** While we had this discussion, we stated to build from each other’s ideas, reaching better ideas each time, but not hindering or blocking our creativity or imagination, but instead, buttressing it and taking it to a next level, we would also find bad ideas that the other would point out and with good arguments we would eventually discard it. I feel that it is very interesting that the method in which there is an exchange of ideas, we can find hindering or improvement of our ideas. In my case, I discovered that working with big communities and reading everything that is out there, it will limit me as there is no participation, discussion, nor build=up. But when working with a select few, I feel that things change and with good discussion things can improve and creativity is not hindered.

Specifically for my work, I took ideas both from my interaction with discord and through my 1:1 conversation. From Charles Reinertson’s post in discord, I got the idea to smooth the data to remove trends and the idea to use FB Prophet library to find change points and trends of the data. From my 1:1 conversation with Urmika, while we thought what to do, we came up with interesting ideas about how to analyze this data to model “voluntary masking”, from here we came up with the idea to use the CDC and county level mask enforcements (if they existed) to use as data points to compare the timeseries with some more general enforcement or recommendation. To not reinvent the wheel, and because it is a silly syntactical piece of code, I used the code that Urmika created to show the dates of masks enforcement overlapping the original FB Prophet graph.