I've been excited by some of the things that have come out.
Eleanor
Greenhalgh

Femke
Snelting

Can you describe them, why they were exciting?

One of the things that was interesting was the idea of allowing for doubt to emerge, not in the answers that were given, but in the process of repetition. For instance, if you change your answer, how how can we represent that visually? And this is where parallels emerge with the *Design with git* project. Because then, for example, you have a design object which bears traces of its history. History in terms of how certain somebody was, how sure they were. And I found it conceptually, but also visually, interesting to experiment with how a shape could change over time and retain traces of that change.
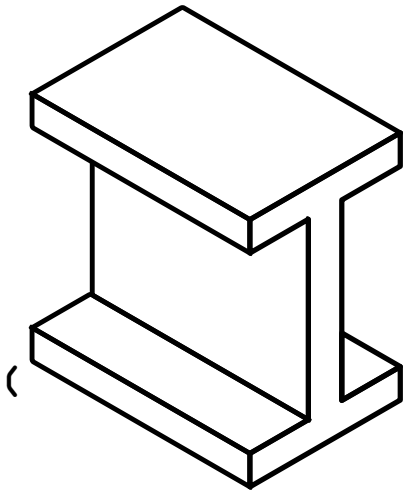
(If 'yes' doesn't
always mean 'yes',
how can we encode 'maybe'?)

Freedom of speech kit
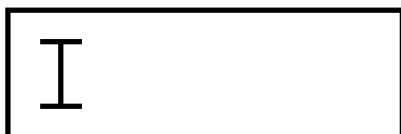
The main goal of the thing is this idea of empowering people. To make it accessible to people. We're not going to finish by the end of Interactivos and this is not an end, but we need to reach the first stage, a working prototype, and then, technically, we need to iterate and make it more robust, see how it behaves in real circumstances, so we can improve the system to make it more solid for real demonstrations. And we also have this open discussion, we have to talk to a lot of people to continue giving the conceptual basis and make it as powerful as we can.

Chema
Blanco