* Pick a social problem you want to change
  + Evaluation forms for HKU
  + A social problem you have discussed
* Brainstorm on different concepts,
* Pick one you can prototype
* Advertise during the next lesson

**Black Piet need to change**

We can make social games where you teach that the become l;ike that because of hard work etc

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Earning XP

We will be handing out XP To teams. Teams get to divide those points among at each other to balance out involvement and effort.

Next week:

* What is your rule for this?
* How is it fair?

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**Being active gives exp**

If you are active in class and try to answers questions honestly. Then you get 25 exp. This can be repeated.

This is a fair rule because you will reward those that actually participate.