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1.   Model:

I was quite happy with my modeling process this time. The initial intention of our model was to create a simulation to understand Bieber Fever as an infectious disease. We succeeded in this with the use of the SBR model. We then added to the model by adding an H in order to model the "Bieber Haters" also known as anti-fans. Our model did an excellent job of modeling the behavior of fans and haters. The model also did a pretty decent job of modeling the ability of media to affect control over fans. However, we failed to consider this effect in the real world. To clarify, we did not consider if the media could actually exert the amount of control that we provided them with. In general, our project suffered in the aspect of connecting back to the real world. We failed to do a good job of justifying our assumptions. For example, when considering where we got our parameters, we forgot to include our justification in the paper, even though we went through the process of determining the values. In a future iteration, we could have considered the monetary output of being able to control the fans. With more realistic media controls, a model that simulates the profits that could be drawn from this situation could have yielded some interesting information.

2.   Personal Goals:

My learning goals for Project 2 were mainly about appropriately scoping my project while not mitigating the learning opportunities. My other goal for this project was to refine skills that I had picked up so far in ModSim. In terms of scope, I think I did a much better job this time around. I considered my skill level and my partner's skill level and we attempted a project that was very much an appropriate challenge. We found that it wasn't terribly easy, but rather a great learning opportunity. I made progress not only, in the way that I met my goals, but also in the way that I have learned more about how to assess my own and other people's abilities effectively. By picking an appropriately scaled project I was able to really apply and better understand the skills that we had learned so far in our class. However, I realized that this bored me. I like a significant challenge. They force me to push myself harder. It may be beneficial to over scope for project 3 as this will force me to learn more and push myself even harder than I had to so far. I look forward to learning opportunities that are too come

3.   Teaming:

My partner and I worked together quite well for this Project. We effectively worked around our time constraints. In addition, to using our in class time well, we used our time out of class of effectively. It was difficult for us to meet considering my partner was from Wellesley. However, we made up for this by making the most of our in class time. While we weren't terribly specific in our written teaming agreement, we agreed about how to work with each other and what our expectations were of each other. I think we successfully met the expectations of what we each

wanted from this project. With the use of GitHub, we were able to quickly share an updated version of the Jupyter Notebook back and forth as we worked on different parts. In this way, we both made sure that our partner worked on coding parts and parts of the computational essay. This was made possible with the usage of GitHub. With the usage of this system, we were able to make sure that each of us was able to contribute to each part. I think it is important to understand what each of us wanted from the project and then follow through with that. I would like to continue the positive learning environment that my partner and I supported for each other in this project. I think that I can work on choosing to work in areas that I am weaker than in which I already possess skills.