Debates Reflection

I learned a vast amount of information from the recent platform debates. I realized that tons of platforms are succeeding but don’t have a positive revenue. I was in the GoFundMe team, and I was surprised to learn that Peloton earned $1.8 revenue in 2020. I didn’t realize how big Peloton was and thought they grew with the pandemic (which they did) because most of us haven’t heard of it until we were in quarantine. It also shocked me that people subscribe to Peloton workouts because they cost a lot of money, and many apps/websites offer free workouts. I also thought it was interesting to learn about Reef because I haven’t heard of them prior to the debates. It’s interesting how Reef transforms parking lots into multiple services like ghost kitchens, package distribution, and helicopter landing pads. However, I was more surprised that Reef beat Twitch because Twitch is a popular streaming service, and many companies tried to compete with Twitch but ultimately ended up shutting down. Gaming is something that I think will always exist, and new games mean more people playing. If someone loves playing games, then they can create a career out of streaming, which many people have done.

One of the challenges I encountered with the debates is creating the PowerPoint slides because it’s hard to monitor your teammates' work, especially when they do it last minute. Another challenge we had was we were essentially down a teammate because he was unavailable for the presentation. However, regardless of these challenges, I think we did decent, except for the timing. That is something we could’ve worked on, but because GoFundMe is private, it was hard to focus on the finances, and we had to talk a lot about why people used GoFundMe. As for the evaluation, everybody did their fair share of the work, and it was evenly distributed.

**Teammate Evaluation:**

Ashley Choi: 33/33

Joseph Jaconetta: 33/33

William Chen (Me): 33/33