## PBL + Reflexivity

Opportunity/The Problem What are you doing?	In order to achieve a more comprehensive proof of concept we will put the production of
	colour under growth control.
Considerations/Prior Knowledge How did you become aware of the application/technology/idea?  Why are you doing it?  Consider the following dimensions when considering the impact of the "opportunity":  - Societal  - Economic  - Environmental  - Ethical  - Material  - all of the physical objects that people create and give meaning to  - Emotional	After discussion with our supervisors it was decided that it would be most efficient to put the production of our chromophores under the control of the gp2 growth regulation module of our circuitry. This allows for what we decided was sufficient proof of concept. There are no real social, economic, environmental or ethical implications. The emotional implications are that of a very visual application that both the igem community and potentially the public can relate to.
What do we need to know? Why does this decision/problem need to be made/solved?	It was important to ensure our strategy for proof of concept was as streamlined as possible to convey our system within the time constraints.
Alternatives/Research & Learn How could you do it/move forward differently?	It would have been possible to attach the chromophore production to another module of the circuit.
Solve the Problem What are the options to respond to the stimulus?	Potential responses include carrying out the assembly to put these two systems together and test the results.
Report/Present	
Outcomes/Reflect & Evaluate Who might care what you do and how you do it? What happens now?	The igem community would care as we believe our results will resonate better with them and therefore convey the full potential of our system better.  We implement the colour application with our growth regulation module.

## PBL + Reflexivity

Opportunity/The Problem What are you doing?	We are reaching out to the public via a survey in order to gain more feedback on our go-culture game.
Considerations/Prior Knowledge How did you become aware of the application/technology/idea?  Why are you doing it?  Consider the following dimensions when considering the impact of the "opportunity":  - Societal  - Economic  - Environmental  - Ethical  - Material  - all of the physical objects that people create and give meaning to  - Emotional	Having always been aware of the extent of social media, it seemed like a natural progression to ask for feedback from the public on our game. In order to reach those individuals that have downloaded and played our game we used those social media platforms that we originally reached them through (facebook and twitter). There are no economic, environmental, ethical or emotional impacts of this choice. Socially we have hopefully allowed the public to feedback on the game and make it better for future releases.
What do we need to know? Why does this decision/problem need to be made/solved?	Feedback is crucial in improving the game for future releases.
Alternatives/Research & Learn How could you do it/move forward differently?	Alternatively we could simply improve the game as we see fit or leave it as it is.
Solve the Problem What are the options to respond to the stimulus?	Options to respond to the stimulus are to listen to the feedback and improve the game accordingly or, although not recommended, ignore the feedback.
Report/Present	
Outcomes/Reflect & Evaluate Who might care what you do and how you do it?	Players of the game will care if we improve the game as this improves their experience and enjoyment from playing.  We now wait for the feedback to come in and

What happens now?	change the game accordingly.
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## Team Organization

Opportunity/The Problem What is the problem? How did you become aware of the problem?	Leading up to the "Wikifreeze" team organization is more important than ever. We need to address some of the lack of team organization.  We realized that any people were unaware of some of the progress in the different parts of the project. There was some work which was done twice, because members of the team were not communicating efficiently about their work.
Prior Knowledge/What do we know?	There is a lack of communication amongst members of the team and ineffective goal setting.
What do we need to know?	How to communicate better and set realistic goals.
Research & Learn	We should use team management software. We should discuss, and breakdown goals into more manageable pieces.
Considerations Why does this problem need to be solved?  Consider the following dimensions when considering the impact of the "problem":  - Societal - Economic - Environmental - Ethical - Material - all of the physical objects that people create and give meaning to - Emotional	Our team needs to be more organized or we will not meet our deadline of the 19th of October.  Societal: If we don't solve our organizational issues, we will not present our project in the best light possible on the wiki. We will also not be able to be an inspiring example for future iGEM teams.
Alternatives How could you do it/move forward differently?	We could continue to work on our separate projects, and assume that people will contact

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What are the options to respond to the stimulus?	other people on the team to update them on their work now that they are aware of the issue.
	We could continue to work the same way.
Outcomes Who might care what you do and how you do it?	Our Pl's, the judges, and future iGEM teams from Imperial will look up to us as an example of how to organize their own teams.
What happens now?	
Solve the Problem What is the solution?	We use team management software to better organize our team.
Report/Present What is the plan to move forward?	We implement team meetings and use management software to organize our team.
Reflect & Evaluate Start the process again.	-