

**5) Peer review and ideas swap:** Now that you have taken a decision on your favourite ideas it is time for other teams in your class to review what you have done and why. They are less passionate about your idea than you are and might be able to spot things you have overlooked so far.

## Task

Take turns in class to ask other teams questions about their ideas. Each team should start out explaining the following three areas in front of the other teams for their 2-3 chosen ideas:

1. What problem are you addressing?
2. What is your new take on it?
3. What specific audience are you aiming for?

Other teams should then probe and question the ideas and the presenting team should take note of any questions they cannot answer and suggestions from other teams on how they could improve their idea.

## 6) Choosing Ideas to proceed on: Eliminate, Validate or Pivot

For each of your ideas decide if you now need to decide as a team to do one of three things:

**Eliminate it** – does not look like a successful App for Good at this time. You should still keep it in your backlog of past ideas – Let’s discuss why...

**Validate it** – Go forward into Scoping to further Validate it. Yeah!!

**Pivot it** – The latest information and conversation leads you to “Pivot” or change it slightly, perhaps going in a slightly different direction. This may require repeating some of our previous steps to make sure it evolves into a “Validate” idea. NOTE: you will be pivoting your ideas as you move along – this is a good thing as you improve them based on the latest information and your increasing experience. This is a natural part of growth as a developer and becoming an “Agile” developer – able to nimbly adapt your design into the best possible product to meet your customers needs best.