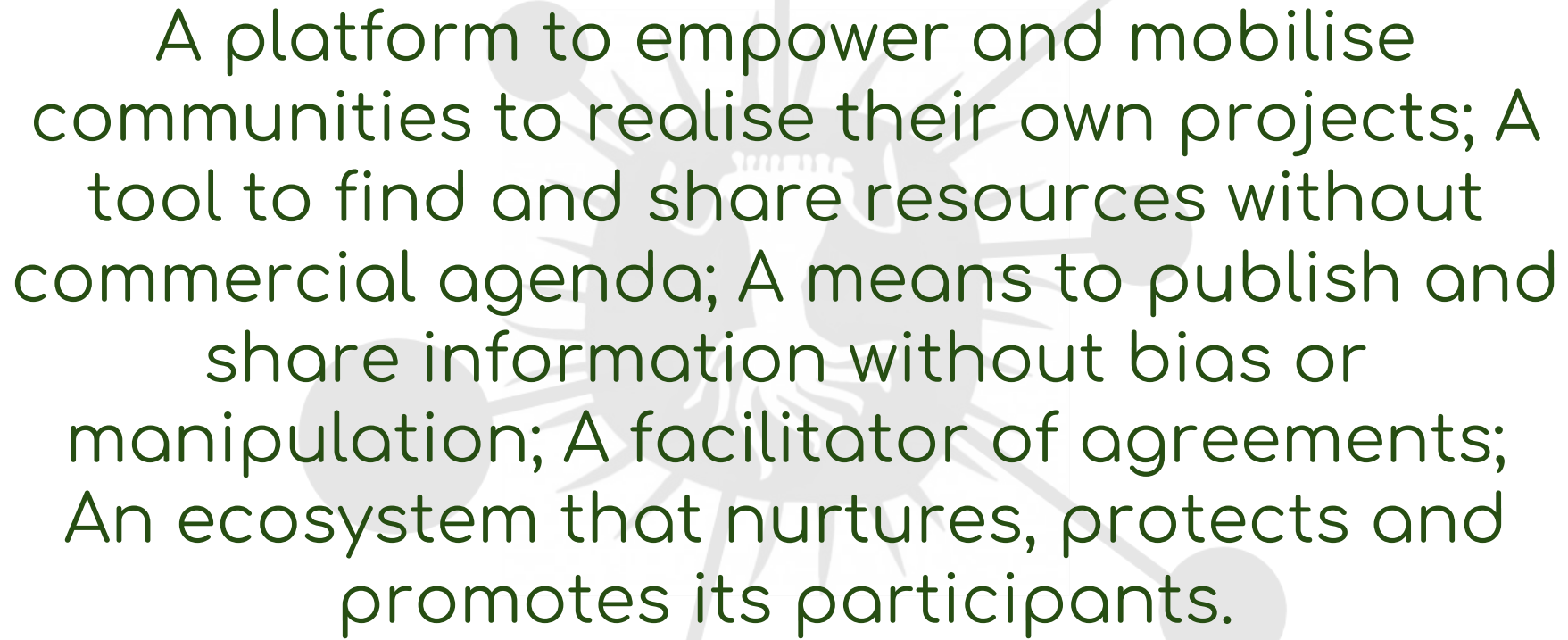# Tribe Mobilisation Infrastructure:

TMI

(It's not what you think, but it kinda is)

A platform to empower and mobilise communities to realise their own projects; A tool to find and share resources without commercial agenda; A means to publish and share information without bias or manipulation; A facilitator of agreements; An ecosystem that nurtures, protects and promotes its participants.

Context

- Burns are a social experiment where participants create a temporary town where there was none.
- The experiment enables and experience that is created through participants contributing artworks, theme camps, mutant vehicles, performances and infrastructure.
- Each project is a daunting undertaking requiring months of planning, organisation, logistics, labour, administration and coordination.
- Projects need to register to qualify for placement within the temporary town, being published online and within the Where To Find guide and to be able to qualify and apply for creative grants.
- Participants within projects need to communicate, coordinate and share workload.
- The organisation provides infrastructure, integrates these projects and facilitates intra project collaboration.

NEEDS OF THE ORGANISATION

- Convenient & Effective communication
- A self organising community
- Centralised information
- Crowdsourced adulting
- Process Automation
- Useful reporting
- No Resistance (it is futile)

Needs of the Participants

Systems that support and enable:

- The right information at the right time
- Getting to the desert well prepared
- Collaborating effectively
- Making awesome stuff
- Do less paperwork
- Be autonomous
- Set stuff on fire

INSIGHTS

Connection centric

- At the core of a community is its participants, the collectives they form and information they share.

Universal tool set

- The same toolset the organisation requires to organise the festival is required by participants to organise their own projects.
- Just as the organisation coordinates volunteers, events and projects, so does the community within their own projects.

INSIGHTS

Profile proliferation

- These collectives have classifiable purpose expressed through profiles.
- Membership to collectives require specialised information that may also be expressed through profiles.
- Profiles may include Artworks in the case of Collectives; Ranger profile in the case of participants.

A community fundamentally depends on forging agreements

- Each project registration, volunteer participation and any association or membership is based on some form of agreement.
- Agreements exist between members of a collective, between collectives and between participants.
- These agreements represent the connections between participants, participants and collectives as well as between collectives.
- Examples of these agreements may include project registrations in the case of collectives; Ranger code of conduct in the case of participants.
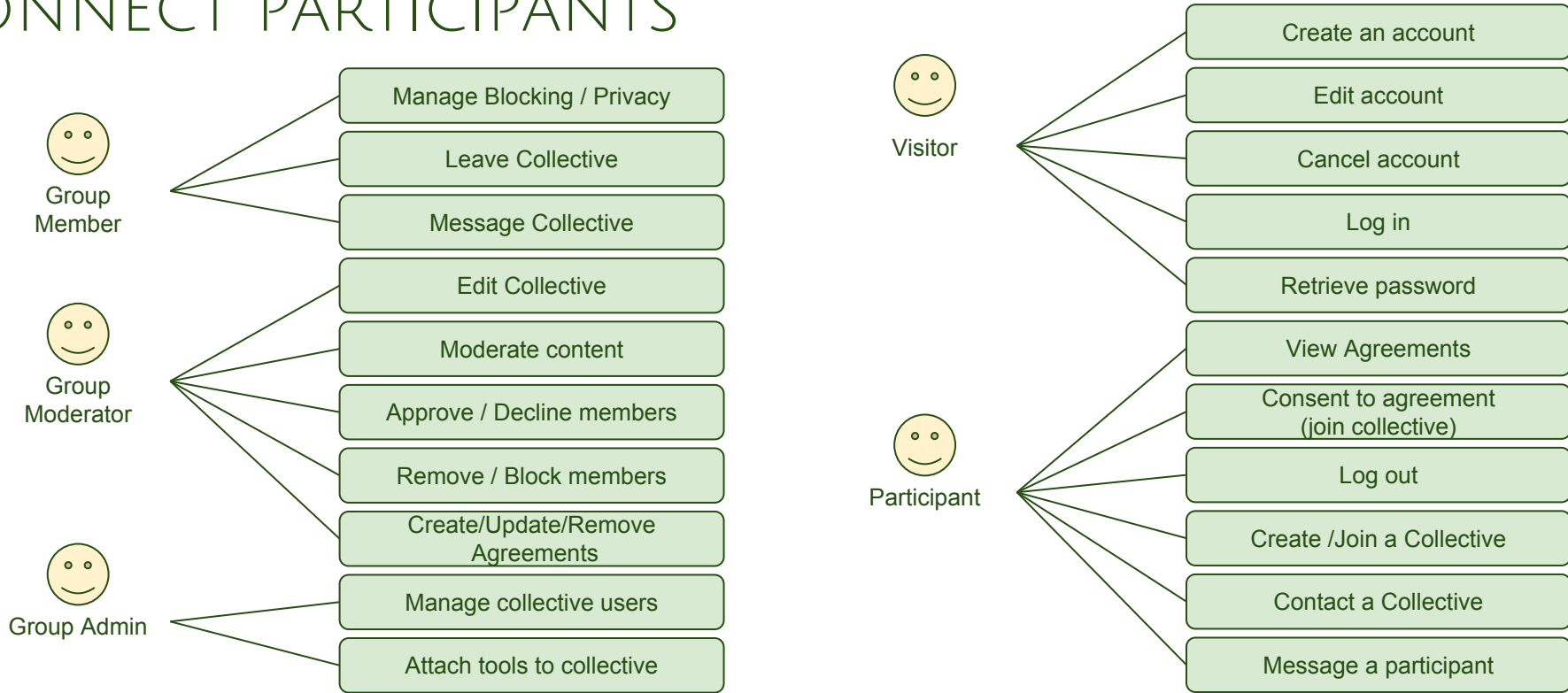
TMI
Tribe Mobilisation Infrastructure
Toolset

- Tribe
- Projects
- Events
- Incidents
- Inventory
- Web

TRIBE
AUTHENTICATE, REPRESENT, COLLECT AND CONNECT PARTICIPANTS

Group Member
- Manage Blocking / Privacy
- Leave Collective
- Message Collective

Group Moderator
- Edit Collective
- Moderate content
- Approve / Decline members
- Remove / Block members
- Create/Update/Remove Agreements

Group Admin
- Manage collective users
- Attach tools to collective

Visitor
- Create an account
- Edit account
- Cancel account
- Log in
- Retrieve password

Participant
- View Agreements
- Consent to agreement (join collective)
- Log out
- Create /Join a Collective
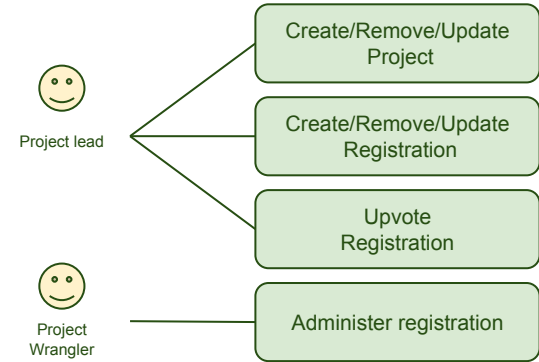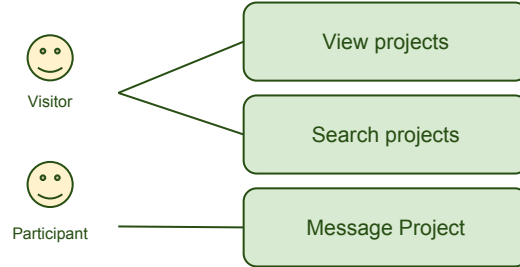- Contact a Collective
- Message a participant

PROJECTS
CREATE AND COLLABORATE.

Projects:
- Artworks
- Performances
- Theme camps
- Mutant vehicles
- …

Registrations:
- Projects
- Flights
- Vendors
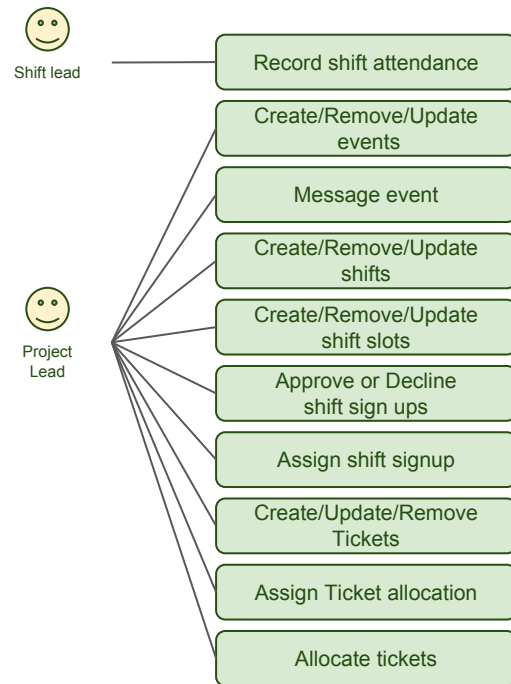- Vehicles
- Camps

…

Visitor
- View projects
- Search projects

Participant
- Message Project

Project lead
- Create/Remove/Update Project
- Create/Remove/Update Registration
- Upvote Registration

Project Wrangler
- Administer registration

EVENTS
COORDINATE AND PARTICIPATE.

- Event scheduling.
- Shift
  - Scheduling
  - Signup
  - Attendance
  - Reporting.

Visitor
- View events
- Search events

Participant
- Attend event
- View shifts
- Sign up for shift slot
- Message shift
- Update Ticket particulars

Shift lead
- Record shift attendance

Project Lead
- Create/Remove/Update events
- Message event
- Create/Remove/Update shifts
- Create/Remove/Update shift slots
- Approve or Decline shift sign ups
- Assign shift signup
- Create/Update/Remove Tickets
- Assign Ticket allocation
- Allocate tickets

Incidents
Incident logging, Dissemination & Escalation

- Log and review incidents
- Timeline reporting
- Incident alerts

Logger

- Log incident
- Escalate incident
- Extend incident
- View incident
- Restrict incident
- View logs
- Search logs
- Export logs
- Send notification
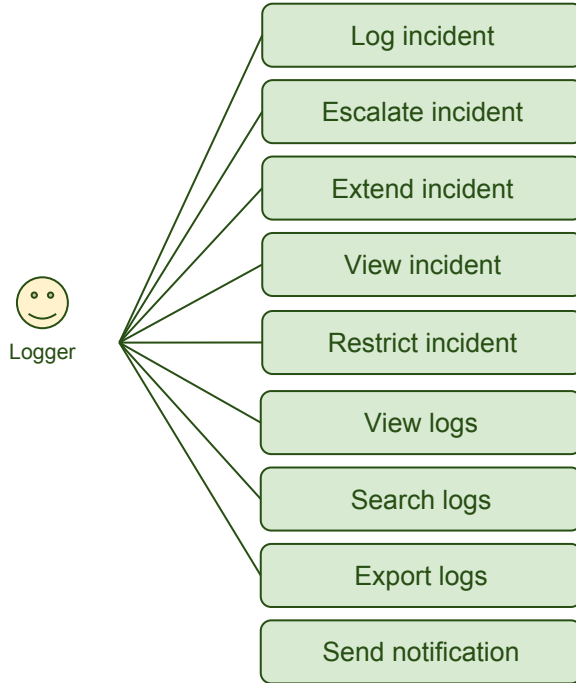
INVENTORY
MANAGE, TRACK AND TRACE ASSETS AND INVENTORY.

- Vendors
- Assets
- Bookings

Participant
- Search & view Vendors
- Register Vendor

Project lead
- View Assets
- View Asset history
- Search Assets
- Create/Remove/Update Booking

Quartermaster
- Approve/Decline a vendor
- Approve or Decline Bookings
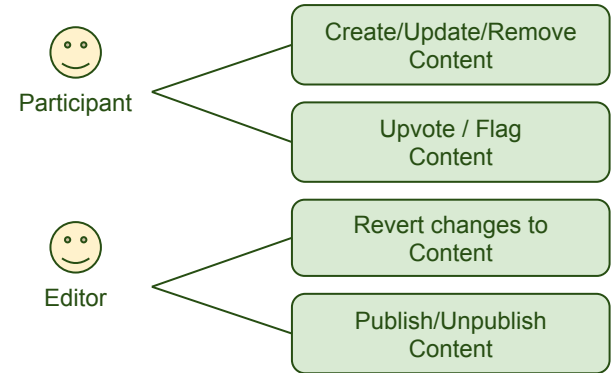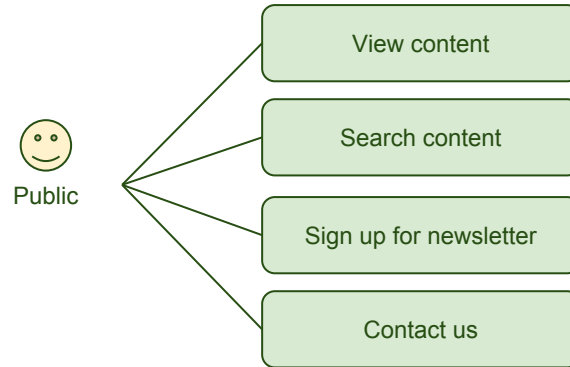- Create/Remove/Update Asset
- Check Assets out
- Check Assets in

WEB
SHARE, SHOWCASE AND CONVERSE.

- Web, Article and Gallery publishing
- Commenting

DATA REQUIREMENTS
STATED DATA REQUIREMENTS

Data Requirements
Normalised data requirements

Article
Post
Gallery
Log entry
Poll
Document
Etc.

Participant
Ranger
Volunteer
DPW
Member
Etc.
Profile

Artwork
Performance
Mutant Vehicle
Theme Camp
Camp
Etc.
Profile

profile

user   schema   post   collective

agreement

11 Principles
Ranger
Conduct
Membership
DPW Application
OPS N.D.A.
Etc.

Comment

Artwork,
Performance,
Mutant Vehicle,
Theme Camp,
Camp,
Etc.
Registration,
Budget,
Contract