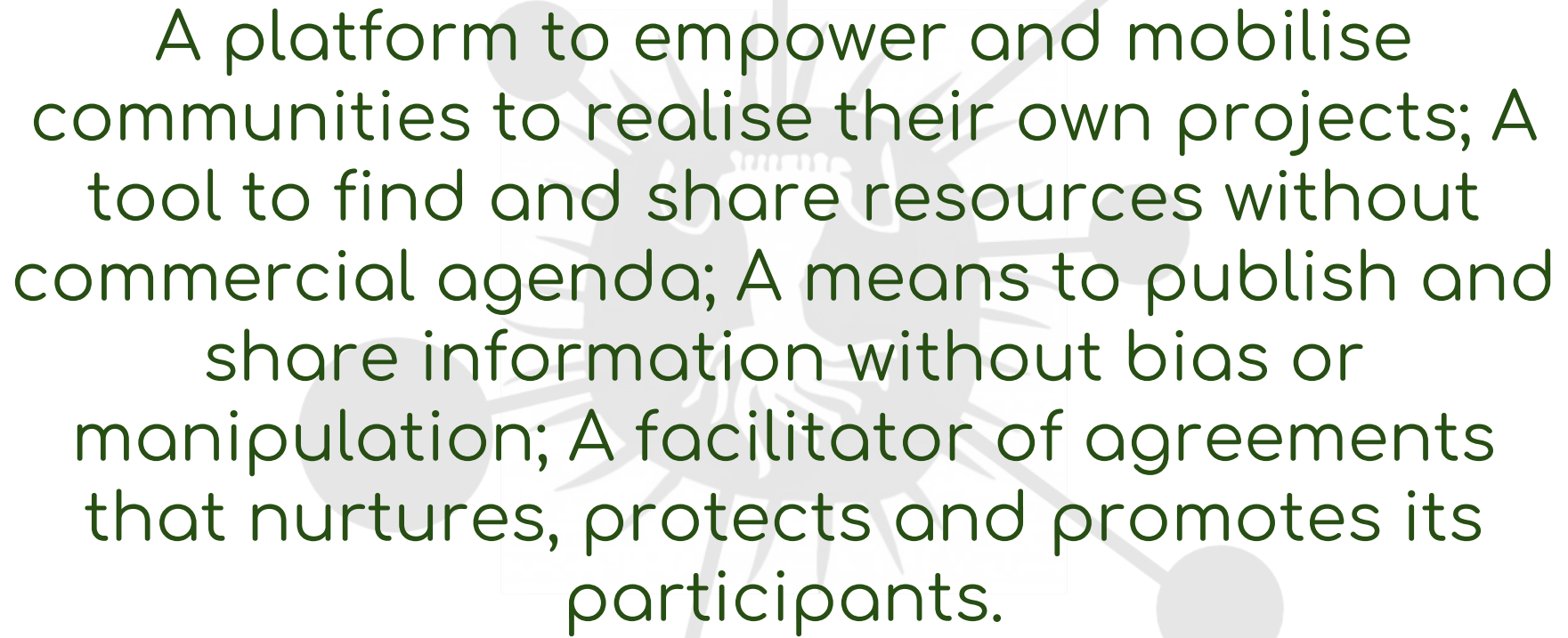


TRIBE MOBILISATION INFRASTRUCTURE:

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 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 adulating
- 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

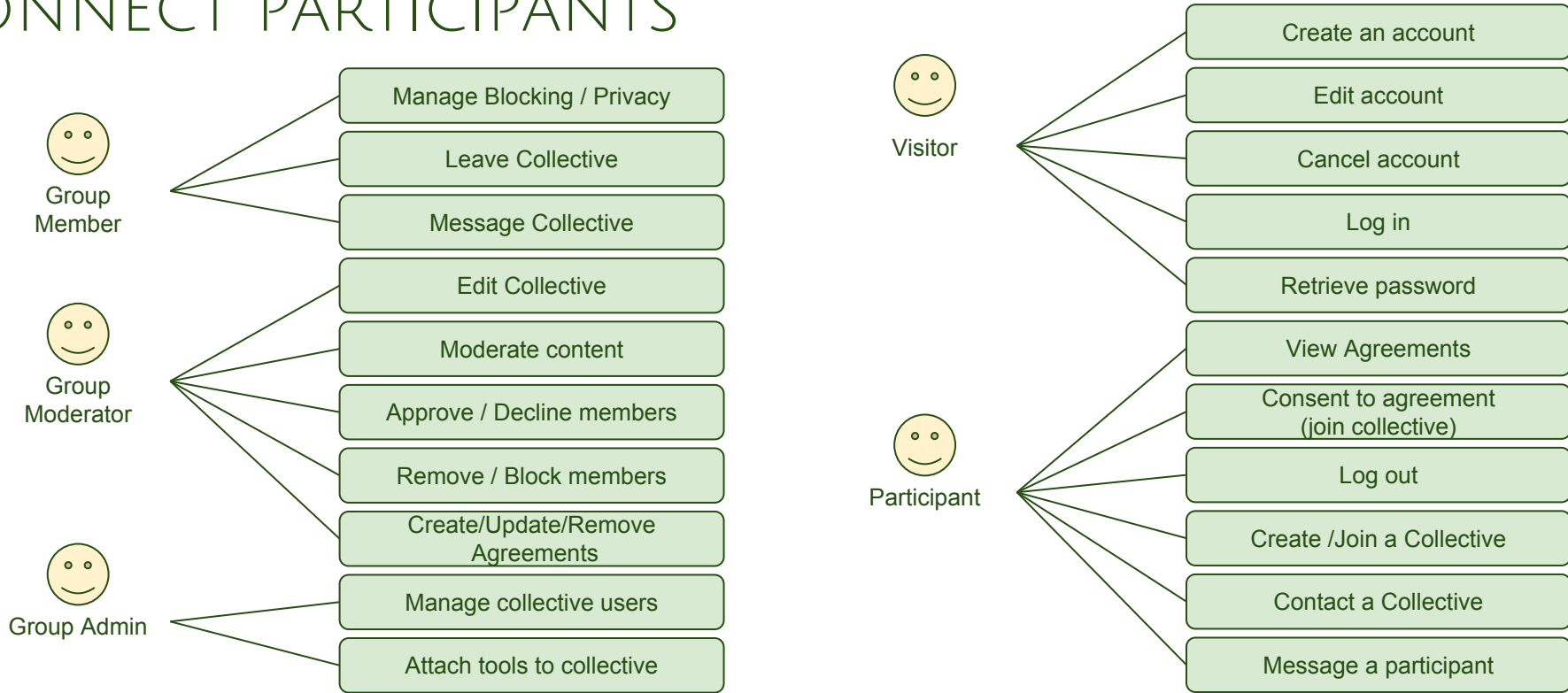
TRIBE MOBILISATION INFRASTRUCTURE TOOLSET

- TRIBE
- PROJECTS
- EVENTS
- INCIDENTS
- INVENTORY
- WEB



TRIBE

AUTHENTICATE, REPRESENT, COLLECT AND CONNECT PARTICIPANTS



PROJECTS

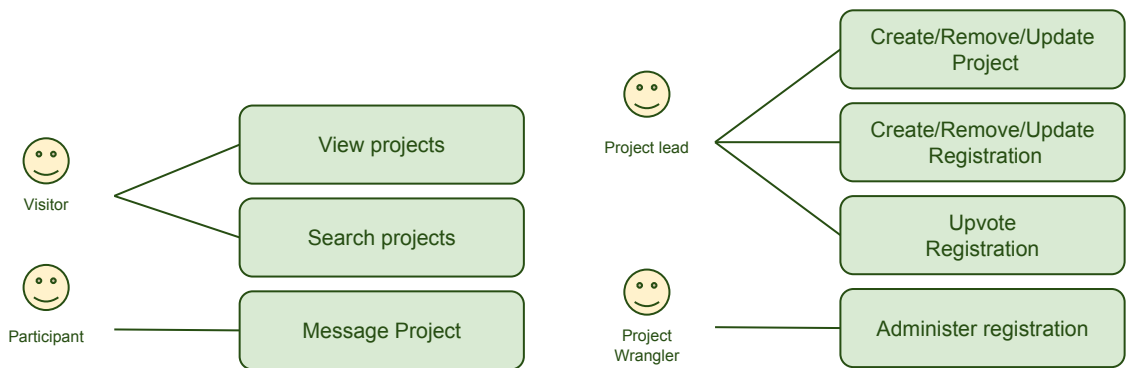
CREATE AND COLLABORATE.

Projects:

- Artworks
- Performances
- Theme camps
- Mutant vehicles
- ...

Registrations:

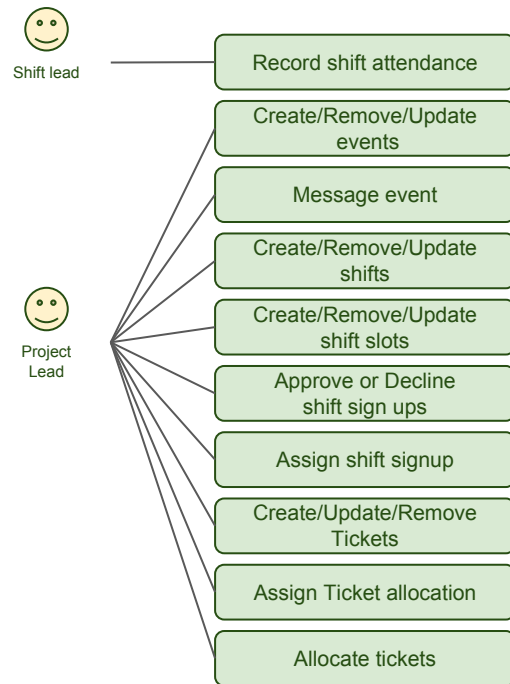
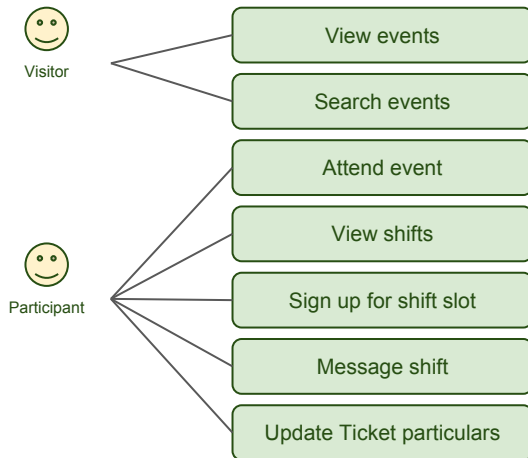
- Projects
- Flights
- Vendors
- Vehicles
- Camps
- ...



EVENTS

COORDINATE AND PARTICIPATE.

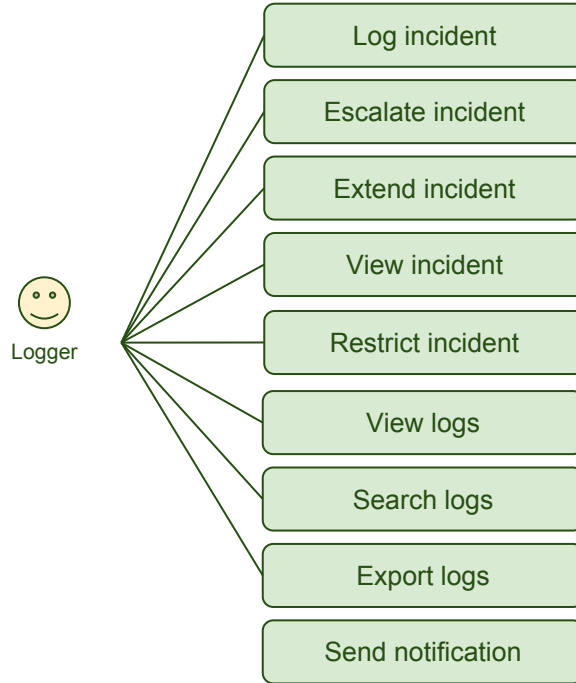
- Event scheduling.
- Shift
 - Scheduling
 - Signup
 - Attendance
 - Reporting.



INCIDENTS

INCIDENT LOGGING, DISSEMINATION & ESCALATION

- Log and review incidents
- Timeline reporting
- Incident alerts



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

Approve/Decline a vendor

Approve or Decline Bookings

Create/Remove/Update
Asset

Check Assets out

Check Assets in

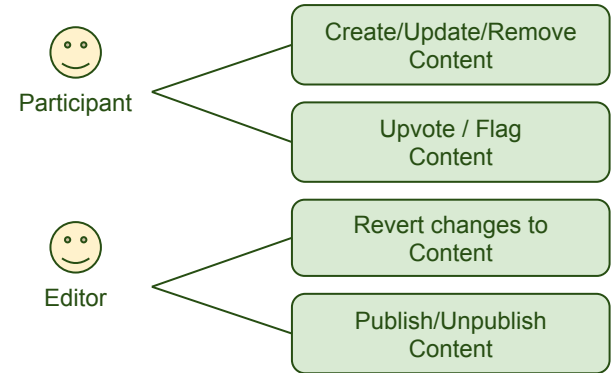
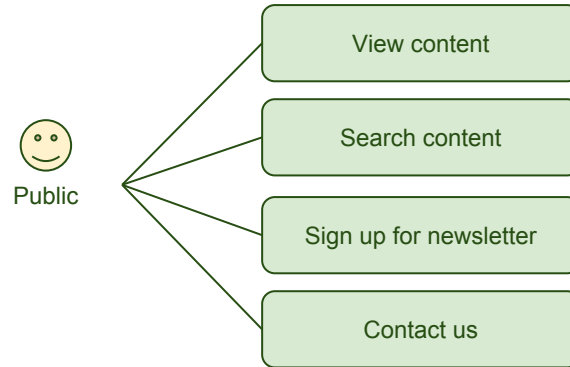


Quartermaster

WEB

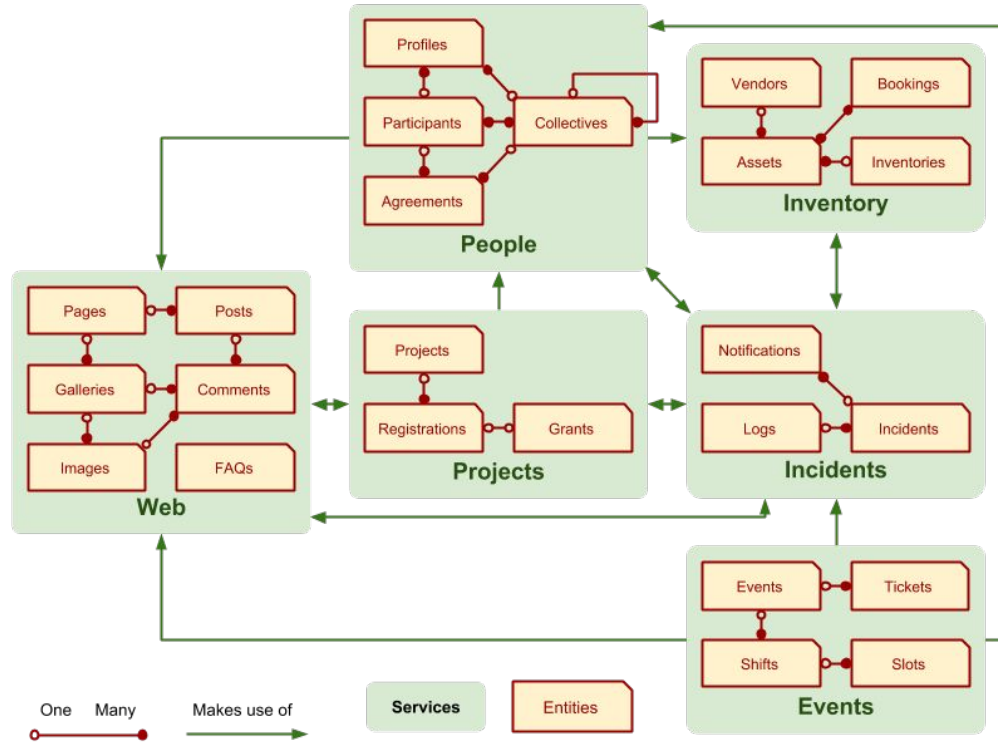
SHARE, SHOWCASE AND CONVERSE.

- Web, Article and Gallery publishing
- Commenting



DATA REQUIREMENTS

STATED DATA REQUIREMENTS



DATA REQUIREMENTS

NORMALISED DATA REQUIREMENTS

