



## Technology configuration inventory

Name: Brandon Hillbom

Community & UN SDG(s): Quality education and partnerships for the goals

Date: October 9, 2023

### Instructions

It is useful to inventory the current technology configuration of the community, i.e., the current technology that the people working, learning, advancing knowledge (etc.) in the specific area you are engineering software for are using, as a way to understand the community better and what matters to them better. If yours is a new community, it may not have any specific technology yet, but even for brand new communities, the current configuration may not be empty, for instance if general tools like email or phone are going to be used. You can use a version of the table on the next page to inventory and analyze the current configuration of your community:

1. Get the big picture. Research the area and make a list of all the platforms and stand-alone tools in your community's configuration as best you can
2. For each platform, list the tools and check the ones that are being used. Why are some not being used? Are there duplicates? Are there issues around integration between tools?
3. To the left, make a note of which community activities/orientations the tools currently support in your community
4. To the right, identify the key features of tools. Are some of these features commonly or rarely used? What are the reasons for that?
5. Assess actual tool use if you can. Identify which are dominant and which are only used by smaller groups and individuals.

**NOTE:** Add new rows as needed below. Please know your search should be as exhaustive as possible given the area you are researching

Platform	Mobile Devices		
Supported activities	Tools	Key features	Usage notes
Using sustainable tools from the app store, playing games, participating in SDG events/challenges	IOS/Android	Gaming applications, social media (11u primarily). Commonly used as dopamine hits and addictive/distracting technology pulls users in (gamification/rewards)	Primary device for game and online interaction.
Platform	Web Browsers		
Supported activities	Tools	Key features	Usage notes
Accessing educational resources and engaging in discussions regarding sustainability	Chrome, safari, Firefox, Edge, etc.	Access to educational contents/forums. Commonly used as a supplement to the phone.	Used for accessing web based resources relating to SDGs, games, etc.

Stand-alone tool	Social media apps		
Supported activities	Tool	Key features	Usage notes
Sharing community updates/SDG related content, socialization/connection with other people	Instagram, Snapchat, BeReal, TikTok, etc.	Social sharing and engagement features like posting, knowledge sharing, etc.	Widely used. However, this will represent a smaller portion of students (typically older) as social media requires 13+ (not typically followed)
Stand-alone tool	Messaging apps		
Supported activities	Tool	Key features	Usage notes
Private group discussions among community members	WhatsApp, messenger, etc.	Instant messaging and group chat functionality	Used for quick communication
Stand-alone tool	Educational tools		
Supported activities	Tool	Key features	Usage notes
Accessing additional learning resources	Google Classroom, Edmodo, etc.	Learning management system features, including assignments and resources	Used for supplementary educational content
Stand-alone tool	Video conferencing tools		
Supported activities	Tool	Key features	Usage notes
Participating in virtual events/meetings	Zoom, Google Meet	Video conferencing and screen sharing capabilities	Used for hosting/attending virtual meetings/events