Drafting an emerging picture

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Instructions:

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

Covering the orientations	
Compare the left-hand column of the document "Technology configuration inventory" table with the right-hand column of the document "Community characteristics & orientation" table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools?	
How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes	The technology inventory covers the orientations well. Most of the orientations can be facilitated with educational platform tools like Google Classroom or messaging/social media apps. Themes that emerged from both documents were educational engagement as well as social interaction/collaboration.
☒ Are you almost there? ☒ Are there big gaps?	My app will also be an educational tool that addresses community orientations. However, there are many community orientations will not be addressed causing there to be gaps with regard to content creation, access to expertise, and service context. There are big gaps in teaching the UN Sustainable Development Goals in Canadian classrooms. There is also a lack of games teaching sustainable development goals as a whole rather than specific SDGs (environmental games)
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	Diversity in user interests and skills can be an advantage and a potential challenge. Diverse skills can bring creativity and different perspectives but can also lead to distractions if not managed effectively. It is essential to create a balanced environment where users of varying skills and interests can coexist. Consideration for different skill levels must be considered (based on age/win%)
Achieving integration	
Look at all the pieces of your configuration	
What level of integration and interoperability has been achieved?	A high level of integration and interoperability has been achieved. Educational and social tools exist to support knowledge sharing and content creation within this context.
Where are there big gaps	Gaps in conveying knowledge in a meaningful and enjoyable way for younger people seems to be lacking. Social media is a good way to connect knowledge sharing for adults but kids don't use social media like that as much. Games are a

	great way to get information across to kids similar to how Disney animated movies always have a strong theme/message. That is where the gap lies in this context.

Balancing the polarities (Current state)

How is the configuration balanced with respect to each polarity?

Synchronous >>>>>>>> Zoom/in person learning	<<<<<<<<<<<<<<<<<<<<<<<<<<<<**Asynchronous** Google Classroom, messaging apps, social media, games
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> Google classroom, zoom, social media, games	<<<<<<<<< **Reification** Games, social media
Group >>>>>>>>>>>>>>> Zoom, Messaging apps	<<<<<<<<<<<<<<<<< **Individual** Social media apps, games

How well does this balance fit your community?	This balance fits the community fairly well. Reification could be focused on as well as synchronous to balance the polarities a bit better.

Solution seeking

In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way?

More emphasis on reification and synchronous learning.

Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>> Taking turns playing the game	<<<<<<<<< **Asynchronous** Multiplayer functionality
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> Users required to play	<<<<<<<<<<<<<<<<<<<<< **Reification** Character cards representing SDGs, educational content integration
Group >>>>>>>>>>>>>>>>> Groups of 2 people	<<<<<<<<<<<<<<< **Individual** Individual can play the game and learn for themselves

MVP notes

- May be worth it to create a basic ai so players can play against a bot (branch of if statements designed to successfully identify the card in x turns)