

SINFO: Development Team

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Activities Report

Abstract—SINFO's Development Team was in need of a new member and so I applied to it. After joining the team I participated on several meetings where I was introduced to the team and got to know them and how they worked. Helped the team with the development of a tool for the SINFO members, so that the organization and preparation of everything SINFO related is easier and known to every member. And also participating on the several aspects of the preparations of a few workshops, logistics, helping choosing materials, producing them and conducting these workshops as well, sometimes being among the audience so I could provide support to those having difficulties at one time, and by presenting a workshop to a small audience.

Index Terms—SINFO, Development Team, Workshops, Presentations.

1 INTRODUCTION

ONE of the activities proposed for the course of Independent Studies was to join SINFO's Development Team (devteam), to which I applied and got accepted into. This report will focus on the activities done after being accepted into this organization, to be more specific, the activities done while being a member of their devteam, describing their purpose and how they were conducted.

These activities included meetings, programming sessions, and the preparation and conduction of workshops taking place at Instituto Superior Técnico and at other Universities at Lisbon.

The meetings served as a means to introduce the new members to the team, show them the ongoing projects, the technologies used to produce them and figure out how acquainted the new members are with these technologies before assigning any work to them.

After being assigned work, the members either learned how to work with the used technologies or started working on the projects right away, developing the solutions either by

solving their assigned issues alone or during programming sessions, with these taking place at Instituto Superior Técnico (IST) or remotely via TeamSpeak or Skype.

The devteam was also used as a means to promote both our event, SINFO XXII, and our contest, Innovation Awards (IA), with the conduction of workshops, falling these into two categories, devcamps and regular workshops.

In the following sections we will be describing these activities in bigger detail and by order, since there wasn't a chronological sequence with these activities the order has been decided by complexity, starting with the meetings, following up with the programming sessions/meetups and ending with the workshops.

2 MEETINGS

One of the main and most important activities on this team were the meetings, where everything related to our projects and the workshops we had to prepare and conduct was discussed, also it served as a means to introduce new members to the team, myself included, and to get to know how acquainted new members are with the technologies used to develop the solutions required by the devteam.

These meetings were informal and did not require the whole devteam to attend. We conducted sometimes to introduce new members

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and to get to know them and their skillset so that the "senior" members and coordinators of the team could access the new acquisition, knowing how to assign it.

At these meetings we also discussed the projects we had in our hands, having at the time two important tools that needed attention, the deck, the tool used by SINFO's members to organize and discuss everything related to companies, speakers, members and meetings, and another project related to our workshops that hasn't started yet. And after discussing the technologies used we'd head out to GitHub and create the issues on the repository and start assigning issues to members so everyone would know what work they would have in hands.

Finally these meetings were also a means to prepare and discuss everything related to a workshop, from logistics to conduction, since sometimes the workshops are conducted by guests we just have to prepare the logistic part, if we are to conduct the workshop, depending on the theme we discuss which materials to use, who has to prepare the presentation and who has to conduct it so that it goes smoothly.

3 PROGRAMMING SESSIONS

After having been assigned to work on the deck on our first meeting, I had to learn JavaScript, more specifically Node.js, when learning a new language it is best to follow tutorials, search for help on the Internet or just have a mentor to showing the ropes. Since the tutorials can only take you that far on a project that is already being worked on, I asked the "senior" members of the devteam to gather and show me how they do things so that I could follow in example and share their methodologies, resulting on a consistent and easy to maintain end product.

These sessions usually worked as follows, if we met at IST we'd work in pairs for a little while solving joint issues, that is until both felt secure to work on their own issues autonomously, being able to continue working even at home with no help from the rest of the team. And since meeting all the time at IST was not possible, due to many differences in our schedules, we the members would sometimes

gather remotely using TeamSpeak as a means of verbal communication and a WebApp, called gitter, to share error logs, pieces of code and sometimes screenshots so that we could help each other solve the problems we'd head into, in a timely manner, concluding the proposed milestones without an hitch.

With the help of the other team members and with quite a few of these sessions the deck got finished right in time for the final preparations for the XXII SINFO.

4 WORKSHOPS

Throughout the semester as a means to promote both SINFO and IA we conducted a devcamp and two workshops, one held at IST and a second one held at Faculdade de Ciências da Universidade de Lisboa (FCUL).

The devcamp we organized was a means to promote the IA contest and give its participants a set of tools they could work with for the contest, this devcamp consisted on a series of workshops during a day with a break for lunch and several coffee breaks. Each of these workshops had a duration of 90 minutes and these were conducted by guests, so in this case the only preparations we had to do were logistic, like booking the space for the day, the preparation of the coffee break and promoting the event itself using posters and using the social networks to their fullest extent, as it can be seen bellow on Figure 1.

Now speaking of the other workshops, the first one, held at IST, was a two part workshop on how to build a website, each part had a duration of 90 minutes and the preparations on our side included booking the space, preparing the presentation and deciding on who would conduct it and who would provide assistance to the audience in case they had doubts so it would go smoothly.

The last workshop also had a duration of 90 minutes, and was about programming with JavaScript for newbies as it can be seen on Figure 2, and consisted on a dynamic presentation in which the participants used the browser's console, Google Chrome or Firefox, to do menial programming tasks, if any of the participants had any doubts they would

Do not use contractions!



Figure 1. IA devcamp poster



Figure 3. Node.js workshop's poster



Figure 2. Me conducting the Node.js workshop

which I knew very little about and a version control system which I had only heard about.

AGRADECIMENTOS

Portuguese?

I would like to thank SINFO for taking me in, and the wonderful people from the devteam for making this a learning experience with lots of new knowledge while having lots of fun doing awesome stuff!!

have them answered by the members of the devteam among the crowd, this workshop required quite a bit of preparation since we were expecting a lot of participants and with a lot of participants there are various kinds ranging from those who do not know a thing to those who are knowledgeable and want to learn a bit more. Since it wasn't conducted at IST we just had to do the basic logistic preparation, letting the student association at FCUL know the duration and the theme more in specific, plus we delivered our posters for the event so they could help promote on the social networks and at the university itself.

5 CONCLUSION

Concluding this was an activity rich in both technical knowledge and on softskills, as I had to deal with a new methodology, a language on

In this type of document (technical), the conclusion should start with a summary of the subject addressed and then should highlight the results.