The Open Source Strategy

Challenge: Create a Plan for Dissemination & Diffusion

Summary:

Origin: Ask Pete (Capstone Project). This artifact is the Strategic Dissemination Roadmap for the Daydream platform. This strategic roadmap outlines the phased dissemination of the Daydream platform, moving from a 'Technical Spike' to a public 'Open Source' launch. It leverages a Non-Profit operational model and a formal University Partnership to ensure the sustainable diffusion of the tool within the educational community.

Reflection:

I addressed the challenge to Create a Plan for Dissemination & Diffusion by creating a comprehensive dissemination plan centered on a 'Phased Rollout Strategy' designed to de-risk the technology before scaling. The roadmap begins with a 'Technical Spike' (Phase 0) to validate the Rust/Bevy architecture, moves to an 'Authoring Core' MVP (Phase 1) for internal testing, and culminates in a 'Public Launch' (Phase 4). This systematic approach ensures that the diffusion of the innovation is driven by stability and user trust, rather than a premature marketing push.To facilitate widespread diffusion, I architected the project's operational model around the 'Gift Ethos' of the Open Source community. By mandating the Apache License 2.0, the plan ensures that the platform remains a permanent public good while allowing for broad adoption and integration. This strategy effectively removes cost barriers for educators, creating a viral mechanism for adoption.

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