



ENSE 405

Activity #2: Community characteristics & orientation

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 Community (UN SD goal): 3. Good Health and well-being
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Instructions

Research the community you are most interested in exploring using links from the UN Sustainable Goals website (<https://www.un.org/sustainabledevelopment/>) and others. In your exhaustive research, answer the following.

Community characteristics		
Community life-cycle (current state)		
Where is your community in its life-cycle?	What you need to focus on:	Special needs
<input type="checkbox"/> Just forming Need basic tools to connect, but not sure from there	Research and/or discuss the potential of some basic tools with members, explore what ideas it might give them, and see what they might bring in with them.	
<input checked="" type="checkbox"/> Self-designing Information stage, but with a strong sense of what it wants to accomplish	Contribute ideas to the design. Analyze systematically the implications of their community design for technology, infrastructure, and technology skills.	The community is in the state right now where the problem is well defined. One of the goals is to reduce non-communicable disease through prevention. The goal given gave me idea that the application I should be working on should be related to knowledge sharing or app that inspire people to be physically active.
<input type="checkbox"/> Growing & restless Ready to add new functionality to its tool configuration	Try to make this a community reflection and self-design event. Does their restlessness suggest a major change, such as a transition to a new platform?	
<input type="checkbox"/> Stable and adapting Just needing some new tools	How much disruption will the community tolerate? How will the new tools be integrated into or affect existing practices?	
Constitution		
Diversity: How diverse is the community?		
Topic	Your notes	



What are the different types of members and what are their levels of participation?	<p>Generation Z - Mostly active because in today's generation where people care to have an aesthetic body.</p> <p>Generation Y – Moderately active and maybe the same reason in Gen Z</p> <p>Gen X to Veterans – Moderate to low active considering in this demographic where people maybe busy</p>
How spread apart is it in terms of location and time zones?	The time zones and location shouldn't be a concern due to local community will be the targeted area.
What language(s) do members speak?	The language will be English. Though not many countries use English as for their main language, English is still considered as Universal.
What other cultural or other diversity aspects may affect your technology choices?	My technological choices will be affected, or influence based on age demographics. For instance, Gen X to Veterans generation is not used to Flat design and therefore may affect the app usage time.

Openness: How connected to the outside world is your community?

Topic		Your notes
How much do you want to control the boundaries of your community? Does your community need	<input checked="" type="checkbox"/> To be private/secure <input type="checkbox"/> Open boundaries <input type="checkbox"/> Both private & public spaces	I want it to be private and should be only available to a specific community. I envision this to similar to VarageSale application where users can only register/view the application if there are in the area.
How does your community need to interact with other communities? Do you need common tools for sharing and learning with them?		Interacting with other communities may need tools like email or messaging mechanism

Technology aspirations

Technology savvy, tolerance, & constraints: What are your community's technology interests and skills and patience thereof? What are the constraints imposed by technology factors?

Topic	Your notes
How interested is your community in technology?	The interest of the community should be acceptable enough when new technology is introduced.
What is their capacity for learning new tools?	I believe the community should be introduced to a design that they can relate to physical world. If executed properly, then learning curve should be low.
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	As described earlier, user's ability to learn new technology will be heavily influenced by age demographic. To avoid conflict or difficulties, I plan to design technology that users are already accustomed to.
How tolerant are members of the adoption of a wide variety of tools?	Maybe not so much. If members failed to adopt such tools, the technology introduced may not be used at all.
How many technological boundaries are they willing to cross, e.g. sign in to more than	To avoid difficulties, the plan is to only have one credentials across the platform. This is to avoid of hassle logging in every time the user decided to use the application.



one web-based tool, learn to use new tools, or give up old favorites? This helps you understand what level of integration you need.	Again, the idea is to keep things simple and easy to use. Though, I believe that making things simple is hard.
What are your members' technology constraints (e.g., bandwidth, operating systems, etc.)?	Constraints would be internet connection and possibly hardware too. There are technology features that are only available in a specific range (e.g. No later than ios/android version).
How much time are members able to be online and from where (office, home, field)? Some people have limited online time, or are able to be online only in specific locations. Others are always on. Very diverse situations can affect participation	The spent time in app may vary depending on where the user is located. For instance, users that are working from home or learning from home may spend more time using the app. In contrast, users that are in the field may only use the app at the end of the day or during the activity itself.

Community orientation

Relevance to community: Use the range from 0 (no relevance) to 5 (high relevance) to determine what matters most to the community. Look at these from the perspectives of the different types of members (under "constitution"). Also discuss the "value-added" to each member group

0	1	2	3	4	5	Orientations	Variants	Key activities/your notes
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meetings Many communities place a great emphasis on regular meetings where members engage in shared activities for a specific time. Meetings, and the visible participation of members, assert the community's existence	<input type="checkbox"/> Face-to-face/blended <input type="checkbox"/> Online synchronous <input checked="" type="checkbox"/> Online asynchronous	Though meeting is important aspect of community, in ideal world synchronous meeting is the proffered option. However, due to what is happening at the moment, async meetings should suffice the needs.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Open-ended conversation Some communities maintain ongoing conversations as their primary vehicles for learning. Open-ended conversations are common when a community is co-located and people keep the conversation going as they "bump" into each other.	<input checked="" type="checkbox"/> Single-stream discussions <input type="checkbox"/> Multi-topic conversations <input type="checkbox"/> Distributed conversations	<ul style="list-style-type: none"> - Users are able to create topics related to the community - Users can join to an existing topic/conversation So, the platform should be multi-topic, but at the same time organized in different categories.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Projects In some communities' members want to focus on particular topics, go deep, and collaborate on projects to solve problems or	<input checked="" type="checkbox"/> Practice groups <input type="checkbox"/> Project teams <input type="checkbox"/> Instruction	Users can go to a project topic that they're interested in. As such, the user will be able to contribute or share knowledge



						produce useful artifacts. Learning is not just a matter of sharing knowledge or discussing issues. Members need to do things together in order to develop their practice. Projects usually involve a subgroup within the community		about the group topic. This is also important and hence will get a rating of 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Content Some communities are primarily interested in creating, sharing, and providing access to documents, tools, and other content. Valuable and well-organized content is a useful resource for members	<input type="checkbox"/> Library <input checked="" type="checkbox"/> Structured self-publish <input type="checkbox"/> Open self-publish <input type="checkbox"/> Content integration	The content created should be formatted in such a way where user who wanted to post content do not feel they're constraint to some kind of rule.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Access to expertise Some communities create value by providing focused and timely access to expertise in the community's domain, whether internally or externally. Communities with this orientation focus on answering questions, fulfilling requests for advice, or engaging in collaborative, just-in-time problem solving	<input checked="" type="checkbox"/> Questions & requests <input type="checkbox"/> Access to experts <input checked="" type="checkbox"/> Shared problem solving <input type="checkbox"/> Knowledge validation <input type="checkbox"/> Apprenticeship & mentoring	The community members can ask, or answer question based on the topic. However, the answer does not have to be answered in timely manner. The community should not feel that they need to respond questions as soon as possible.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Relationships Some communities focus on relationship building among members as the basis for both ongoing learning and being available to each other. This orientation emphasizes the interpersonal aspect of learning together. Communities with this orientation place a high value on knowing each other personally, emphasizing networking, trust building, and mutual discovery	<input checked="" type="checkbox"/> Connecting <input checked="" type="checkbox"/> Knowing about people <input type="checkbox"/> Interacting informally	Since the technology I envision catered only in a community. I expect the relationship is highly relevant. The chance of knowing each other is highly expected.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Individual participation Learning together happens in the context of a group, but it is realized in the experience of individuals. People bring different backgrounds, communication styles, and aspirations to their participation in a community. People have different levels of commitment, they take on	<input type="checkbox"/> Levels of participation <input checked="" type="checkbox"/> Personalization <input type="checkbox"/> Individual development <input type="checkbox"/> Multi-membership	This is highly relevant as things can be executed in different ways.



						different roles, and they use tools differently		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Community cultivation Some communities are happy with loose self-organization and unplanned evolution, while others thrive on attention to community cultivation. They have a need to reflect on the effectiveness and health of the community to make things better, joined with a willingness to work on it	<input checked="" type="checkbox"/> Democratic governance <input type="checkbox"/> Strong core group <input type="checkbox"/> Internal coordination <input type="checkbox"/> External facilitation	The idea is to have a community that are govern by user's own will.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Service context In some cases, serving a specific context becomes central to the community's identity and the ways it operates. They may live inside an organization, whose charter their practice needs to serve. They may have a mission to provide learning resources to the world or to recruit members widely. Or they may seek interactions with other communities whose domain complements their own	<input type="checkbox"/> Organization as context <input type="checkbox"/> Cross-organizational <input type="checkbox"/> Other related communities <input checked="" type="checkbox"/> Public mission	The goal is to build a community where people can motivate other people.
Scratchpad (other interesting insights, questions/answers, etc.)								