



Community characteristics & orientation

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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 checked="" 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.	there will be a need for a guided tutorial or introduction to acquaint players with the game mechanics, controls, and why recycling is important, I think there is importance in having a feedback loop to allow a place for players to report bugs and issues with the game, whether this is a blog or a reddit or something of that nature. Personalization is also important to allow players a to visualize and see their recycling turn into a reward that they can keep and drives them to continue playing
<input 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.	
<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>Newbies: Just started playing, learning about recycling and game mechanics. Play on occasional but increasing as they delve into the game.</p> <p>Regular Players: Engage daily or weekly, have a solid understanding of the game its mechanics and maybe have some goals they are striving for or some items they would like to unlock.</p> <p>Mastery Players: players looking to maximize every facet of the game, they know all the best ways to move forward in the game at the fastest pace. They are deeply involved in both the game and the community, participating in discussions, and guiding newbies.</p>
How spread apart is it in terms of location and time zones?	The game can ideally be played anywhere in any place at any time, it has no effect as it's a single player game that requires no connections to play, but will only be made in English for the first iteration of the game
What language(s) do members speak?	Members may speak any language but due to the constraint in this class the game will only be available in English
What other cultural or other diversity aspects may affect your technology choices?	Some players access the game from high-end devices, while others might be on older models or less common platforms. Ensuring the game's compatibility across a range of devices is crucial to allow for anyone to play regardless of the performance capabilities of their device

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

Topic	Your notes
<p>How much do you want to control the boundaries of your community? Does your community need</p> <p> <input type="checkbox"/> To be private/secure <input checked="" type="checkbox"/> Open boundaries <input type="checkbox"/> Both private & public spaces </p>	An open community encourages growth, where new players can join and participate freely. Since there is no multiplier aspect the communities focus is to help each other understand the game and suggest how to make it a better experience by providing feedback to the developers and fostering discussion in open forums
How does your community need to interact with other communities? Do you need common tools for sharing and learning with them?	This game will most likely be a mobile game, this means interacting with communities within the realms of the device the games are played on, this means making the game available across android and ios devices would be ideal but maybe a future MVP if cross compatibility proves difficult

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
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How interested is your community in technology?	Most players are moderately tech-savvy, especially being geared towards a younger audience, kids are very understanding of technology. Some might have more technical interests, especially those who participate in forums or suggest game improvements.
What is their capacity for learning new tools?	The majority of players prefer intuitive tools that don't have a steep learning curve. Regular players and enthusiasts might be more open to exploring advanced features and tools, especially if they enhance the gaming experience.
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	There's a diverse range. Newbies may have basic tech skills and require a more guided approach, while more advanced players might want more diversity and skilled aspects. This diversity could lead to difficulty balancing between a challenging fun game and something that's easy to pick up
How tolerant are members of the adoption of a wide variety of tools?	I think having too many tools is an issue for a simple game like this, new players need to understand and grasp it or they won't stick around but the game can ease you into more complex mechanics the longer you play
How many technological boundaries are they willing to cross, e.g. sign in to more than one web-based tool, learn to use new tools, or give up old favorites? This helps you understand what level of integration you need.	N/A
What are your members' technology constraints (e.g., bandwidth, operating systems, etc.)?	Bandwidth constraints shouldn't be an issue as it is a single player experience, but device operating system needs to be taken into account, the goal is to have it playable on all mobile devices but this scope might shrink.
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	This game is meant to be a one that can be picked up and played for 30 seconds or 30 minutes, and easy to put down if something else comes up. Just meant to fill the time with some educational simple fun that can be picked up and dropped easily

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 checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meetings Many communities place a great emphasis on regular meetings where members engage in shared	<input type="checkbox"/> Face-to-face/blended	I don't think it's important to have meetings between players but if they need a place to discuss things like game



						activities for a specific time. Meetings, and the visible participation of members, assert the community's existence	<input type="checkbox"/> Online synchronous <input checked="" type="checkbox"/> Online asynchronous	mechanics it can be done on something like reddit.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input 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	The discussion should remain to simple discussions regarding a topic such as improvements to the game, understanding of mechanics, reporting of bugs, ect.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input 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 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	<input type="checkbox"/> Practice groups <input type="checkbox"/> Project teams <input type="checkbox"/> Instruction	N/A
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" 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 type="checkbox"/> Structured self-publish <input checked="" type="checkbox"/> Open self-publish <input type="checkbox"/> Content integration	I think this community will be mostly content, it is based on providing entertainment and education through the content of the game
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input 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 type="checkbox"/> Shared problem solving <input type="checkbox"/> Knowledge validation <input type="checkbox"/> Apprenticeship & mentoring	If community members need help they will most likely turn to forums for help with regards to stuff like game strategy and mechanics
<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	<input checked="" type="checkbox"/> Connecting <input type="checkbox"/> Knowing about people	People can connect through a joined likeness the the ideas that the game promotes,



						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 type="checkbox"/> Interacting informally	helping show others the game and teach about recycling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" 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 different roles, and they use tools differently	<input checked="" type="checkbox"/> Levels of participation <input checked="" type="checkbox"/> Personalization <input checked="" type="checkbox"/> Individual development <input type="checkbox"/> Multi-membership	There are different levels of players, ranging from new players and occasional players to daily players who are more advances, this game is meant to be fun for all of them. The personalization throughout the game keeps things interesting and gives the player a goal to look forward to while playing. This game is single player so the player will learn and understand how to play the game better through individual development
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input 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 type="checkbox"/> Democratic governance <input type="checkbox"/> Strong core group <input type="checkbox"/> Internal coordination <input checked="" type="checkbox"/> External facilitation	The community around the game will be formed loosely by the players not facilitated by the development. Any form of community cultivation is external to the platform of the game so if players wish to do it it will be done on their own accord
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" 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 game's primary mission could be to raise awareness about recycling, making it not just an entertainment platform but also an educational tool. By framing the game as serving a public mission, the community can be more proactive in recruiting members, emphasizing the game's impact on raising recycling awareness

Scratchpad (other interesting insights, questions/answers, etc.)



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