



Technology configuration inventory

Name: Nicolas Ansell
Community & UN SDG(s): 12, Responsible Consumption and Production
Date: Oct 20th

Instructions

It is useful to inventory the current technology configuration of the community, i.e., the current technology that the people working, learning, advancing knowledge (etc.) in the specific area you are engineering software for are using, as a way to understand the community better and what matters to them better. If yours is a new community, it may not have any specific technology yet, but even for brand new communities, the current configuration may not be empty, for instance if general tools like email or phone are going to be used. You can use a version of the table on the next page to inventory and analyze the current configuration of your community:

1. Get the big picture. Research the area and make a list of all the platforms and stand-alone tools in your community's configuration as best you can
2. For each platform, list the tools and check the ones that are being used. Why are some not being used? Are there duplicates? Are there issues around integration between tools?
3. To the left, make a note of which community activities/orientations the tools currently support in your community
4. To the right, identify the key features of tools. Are some of these features commonly or rarely used? What are the reasons for that?
5. Assess actual tool use if you can. Identify which are dominant and which are only used by smaller groups and individuals.

NOTE: Add new rows as needed below. Please know your search should be as exhaustive as possible given the area you are researching

Platform	Mobile Devices		
Supported activities	Tools	Key features	Usage notes
Gaming	Mobile Game Platforms (Android App Stores, Apple App Store)	Simple controls, easy to pick up, notify users when things happen while they are away	Great for on the go players, lets players without a lot of time a quick game to play for a few minutes
Social interaction	Social Media(Instagram, Twitter(X), Facebook, ect.)	Share progress in game on social media	Easily sharable to help the game reach a wider audience
Research on Recycling	Mobile Browsers	Researching more about the recycling facts they learn about in the game	Players can easily open up a browser on their phone to do more research about what they learn



University
of Regina



FACULTY OF ENGINEERING
& APPLIED SCIENCE

Stand-alone tool	Tool type or name		
Supported activities	Tool	Key features	Usage notes