Technology configuration inventory

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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	Platform type or name		
Supported activities	**Tools**	**Key features**	**Usage notes**
Go Dot Engine	Game development engine	Lightweight, supports 2D/3D, optimized for web	Chosen for its flexibility and web compatibility
Web browsers	Chrome, Edge, Firefox, Safari	No installation required, runs on school computers, tablets, and mobile devices.	Ensures accessibility across devices

Stand-alone tool	Tool type or name		
Supported activities	**Tool**	**Key features**	**Usage notes**
Game Engine	GoDot	Supports animations, decision-making mechanics	Used for creating the interactive game experience
Graphics & UI design	Adobe Illustrator, Photoshop, or open-source tools like Inkscape	Vector graphics, high-quality visuals	Ensures visually engaging and child-friendly UI