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
☐ **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.	
☐ **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.	
☐ **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?	-Games can be a getaway from difficult times, it is important that games remain accessible and a safe escape. -Large span of different ages make up the community, this must be kept in mind while designing.
☐ **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?	-Content creators: High -Players: Low/Moderate

	-Media Consumers: Moderate/High
	-Devs: High
	-Combination: High
How spread apart is it in terms of location and time zones?	Extremely, players from South America, North America, Europe, Asia, etc. all participate.
What language(s) do members speak?	Many (see cell above)
What other cultural or other diversity aspects may affect your technology choices?	The game we are focusing on is League of Legends (LoL), it has a major player base in ASIA while we are designing from a western perspective. Our designs may appeal well to the large NA, LATAM, and EU players but it will be a challenge to appeal to an ASIA player base.

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	☐ To be private/secure ☐ Open boundaries ☐ Both private & public spaces	
How does your community need to interact with other communities? Do you need common tools for sharing and learning with them?		The gaming community is well connected to a great deal of other communities based on their use of the internet. The tool we are designing does not need to collaborate with outside communities although it may be an interesting direction to explore in the future.

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?	Very, the community lives for new technology in the form of new games.
What is their capacity for learning new tools?	Quite experienced at learning new tools from using different launchers, overlays, anti-cheats, communication tools, and playing a variety of games.
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	Very diverse, some individuals may only play a single game regularly. Many community members play a diversity of games and use a diversity of tools. Some community members make games and tools. Our goal is that through the use of effective natural mapping and signifiers that our tool is accessible to all skill levels. The community ranges from professionals to hobbyists, some members are extremely knowledgeable about the technologies while some are less so. A reasonable degree of technological skill is generally observable from this community.
How tolerant are members of the adoption of a wide variety of tools?	As stated previously, the community loves the release of new technology in the form of new games. This translates to frequent adoption of new tools. The members of the community are highly tolerant.

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.	The fewer the better. While they are capable and adaptive there is a strong preference for easy to use technologies.
What are your members' technology constraints (e.g., bandwidth, operating systems, etc.)?	Playing games requires decent machines (mostly Windows machines but potentially also Linux or IOS) and bandwidth. Most of the community should have reasonable technological capacity.
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	On their free time at home for playing the games themselves. Anywhere anytime they squeeze it in for consuming community media and participating in discussions (can be done from their phones).

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
☐	☐	☐	☐	☐	☑	**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	☐ Face-to-face/blended ☐ Online synchronous ☐ Online asynchronous	Crucial for participating in the games themselves.
☐	☐	☐	☐	☑	☐	**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.	☐ Single-stream discussions ☐ Multi-topic conversations ☐ Distributed conversations	The community is extremely social, conversation is important. Improving game skill involves learning from others.
☐	☐	☑	☐	☐	☐	**Projects** In some communities' members want to focus on particular topics,	☐ Practice groups ☐ Project teams	Can be extremely important for a small subset of the community. Namely members

						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	☐ Instruction	who create games/game content.
☐	☐	☐	☐	☐	☒	**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	☐ Library ☐ Structured self-publish ☐ Open self-publish ☐ Content integration	Consumption of media related to the game drives interest and participation. Without the content surrounding games who knows where they would be.
☐	☐	☒	☐	☐	☐	**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	☐ Questions & requests ☐ Access to experts ☐ Shared problem solving ☐ Knowledge validation ☐ Apprenticeship & mentoring	Can be extremely important for a subset of the community. Namely members who create games/game content.

(You could also consider expert players, access to expert players is more like a 3 as far as importance goes for increasing skill by learning from those who are good.) |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☒ | **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 | ☐ Connecting ☐ Knowing about people ☐ Interacting informally | Gaming communities are extremely social in nature. Friends lists and online friends you may have never met in person are highly used and valued tools. |
| ☐ | ☐ | ☐ | ☐ | ☒ | ☐ | **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. | ☐ Levels of participation ☐ Personalization ☐ Individual development ☐ Multi-membership | |

						People have different levels of commitment, they take on different roles, and they use tools differently		
☐	☐	☐	☐	☐	☐	**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	☐ Democratic governance ☐ Strong core group ☐ Internal coordination ☐ External facilitation	Self organized by leaders that rise naturally from the membership.
44	☐	☐	☐	☐	☐	**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	☐ Organization as context ☐ Cross-organizational ☐ Other related communities ☐ Public mission	

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