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CSS 301  
Assignment #4 pre-writing  
due November 6, 2017

1. **TOPIC:**
   1. Crowdsourcing open liscensed alternatives to for profit Learning management services (ie alternatives to Canvas)
2. **PROBLEM:**
   1. Current financial resources for education are very tight. We need to be investing that money in a system that emphasizes the production of tools and teaching resources that not only aid teachers in being more efficient with the time it takes to prepare a course, but also engage the student population in the process of developing a system that places their benefit as the primary objective.
3. **WHO HAS THE PROBLEM:**
   1. While this problem affects students and teachers directly, the task of solving the problem falls upon our state’s financial policy makers. They have the difficult task to evaluate and then invest in a better alternative, which is never a sure thing for a project that large.  
        
      I’m still deciding on this next bit, so I’ll have to ask that you bear with me as I give only terse descriptions.  
        
      Perhaps even before the policy makers can take on the task of choosing an alternative to invest in, the problem is actually in the hands of the higher education students whom already have the skills, incentives, and hopefully the opportunity to code the foundation of such a project. But to do so as an unfunded student, when you will have to compete with established entities is indeed daunting.
4. **AUDIENCE:**
   1. For this assignment I am unsure if I want to write to state congressional representatives or higher education students such as my classmates.
      1. If I write a solution for the congress persons, I’d end up writing a process patterned solution that describes how and why they should be evaluating alternative LMS providers.
      2. If I end up writing to my peers, I’ll probably end up writing a more technically centered piece that incorporates some c/c pattern in order to illustrate the impacts they could potentially have on society with nothing more than a few hours of every month from now till they graduate.
5. **AUDIENCE ANALYSIS:**
   1. If I write to the congress persons, I will keep all technical terminology as simplified as possible, and in all likely hood will still need to provide some short definitions for terms specific to the subject.
   2. if I write to my peers, I will likely need to address the needed skillsets for this project, ie what the language stack would likely be. I would also be presenting the argument on a webpage that allows for easy sharing, petition signing, and the convenience of linking any ambiguous terms to a wiki-description.
6. **DELIVERY:**
   1. After thinking about it, this is a message that would be best presented on a webpage. Though, a specifically addressed letter to the key members of the congressional committee for education spending would also need to be created. Said letter would ultimately be a short, conscise declaration of the argument, it’s supporting facts, directions to the website, and a formal invitation to contact me directly with any questions or concerns they might have in the project.
7. **AUTHOR:**
   1. Honestly, the solution to the problem would depend upon me attempting to publish a meta-analysis based upon publications on pedagogy, online educational tools, and the factors that lead to the decay of relevant skilled labor across the mid-western united states, which serve as poignant examples of what may one day become of the Millennial generation if we don’t start building tools for rapid repurposing of obsoleted skill sets in the labor market.
8. **SOLUTION:**
   1. Create an open liscensed platform for the cultivation and development of course management tools aimed at expanding teacher outreach, while reducing the time instructors spend setting up courses online.  
        
      This will accelerate the the essential process of creating effective online learning resources for aging minds that no longer learn as easily as they used to. At the same time, it will open the doors for students to directly impact their own learning environment by building the tools and resources through which they will interact with instructor generated course material.