**Drafting an emerging picture**

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| Community & UN SDG(s): | Eye Vision Care Community, focusing on UN SDG #3: Good Health and Well-Being, SDG #4: Quality Education, and SDG #8: Decent Work and Economic Growth |
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**Instructions:**

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

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| **Covering the orientations** | | |
| Compare the left-hand column of the document “Technology configuration inventory” table with the right-hand column of the document “Community characteristics & orientation” table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools? | | |
| How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues’ notes | **Meeting (Relevance 1):** None of the platforms offer features for meetings, virtual events, or webinars about eye care.  **Open-ended conversation (Relevance 4):** The community expresses a desire for discussions on various eye care topics. None of the mentioned platforms have features for facilitating such open-ended conversations.  **Project (Relevance 3):** My notes stated the members are interested in setting up eye exercise challenges or projects. While EyeGym offers individual eye training programs, it's not clear if users can create or share their own challenges.  **Content (Relevance 5):** There is a strong demand for relevant content. EyeGym provides specific eye exercises, and Healthline offers a variety of health-related articles and videos, making both platforms valuable content sources.  **Access to expertise (Relevance 4):** The community seeks a platform where experts can provide insights and answer questions. Although Healthline delivers comprehensive articles, there's no direct mention of a Q&A feature or direct access to experts on any platform.  **Relationship (Relevance 3):** Building personal connections is a priority for the community. While direct relationship-building tools aren't evident on the mentioned platforms, repeated interactions on any site can foster relationships.  **Individual participation (Relevance 5):** Individual participation: There's an emphasis on personalized exercise routines and tracking one's progress. EyeGym directly addresses this need with its individual training programs, drills, and progress tracking. Both Eye Relax and Eye Recovery Training app also supports individual activities with an game or exercises, exercise log, and score traker.  **Community cultivation (Relevance 4):** The community values a dedicated and coordinated core group. EyeGym and Eye Recovery Training (IOS App) gamification might encourage regular participation, potentially leading to a cohesive and active user community.  **Service context (Relevance 5):** All of the platforms serve the overarching goal of promoting better health, aligning with the community's mission to improve eye health. | |
| Are you almost there?  Are there big gaps? | I believe that I am closer to aligning with the community's needs, but there are some gaps. Specifically, in terms of open-ended conversation, the platforms currently available do not support tools or features that facilitate open-ended, multi-topic discussions about eye care. Additionally, there is no direct mechanism for community members to seek advice, ask questions, or gain insights from experts in the field when it comes to direct expert access. | |
| What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction? | Targeted users are university students and office workers, so the range of skills is extremely diverse. University students generally have foundational knowledge, are tech-savvy, and are attracted to gamified experiences. Office workers possess diverse skills based on their profession and often prioritize efficient, user-friendly platforms aligned with their work goals.  The pace at which each group learns or engages can differ. Students might prefer more in-depth discussions or slower-paced learning, whereas office workers may seek quick, actionable insights. | |
| **Achieving integration** | | |
| Look at all the pieces of your configuration | | |
| What level of integration and interoperability has been achieved? | **Eye Relax: Exercise eyesight (IOS App)** integrates with Apple's HealthKit and Siri, allowing for data syncing and voice control. This enhances its interoperability with the iOS ecosystem.  **EyeGym** appears to function independently, offering its assessments, training, and feedback. There's no mention of integration with external platforms or tools.  **Healthline** functions mainly as an information and review platform. It doesn’t seem to interact or integrate with any external tools or platforms directly.  **Eye Recovery Training (IOS App)** also seems to operate independently, focusing on game-based training. | |
| Where are there big gaps | While each tool/platform has a distinct purpose, they exist in isolation. Integrating them could result in a more seamless experience. For instance, Healthline could recommend Eye Relax or Eye Recovery Training based on articles about eye health. | |
| **Balancing the polarities (Current state)** | | |
| How is the configuration balanced with respect to each polarity? | | |
| **Synchronous** >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>  …Synchronous tools?   * Live coaching/consulting session * Monitoring &Feedback (immediate progress bar updates) | | <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Asynchronous**  …Asynchronous tools?   * Training & Exercise modules * Free Assessments * Blogs and Articles * Educational Videos * Product Review |
| **Participation** >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>  …Participation tools?   * Training & Exercise * Monitoring & Feedback | | <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Reification**  …Reification tools?   * Achievement & Motivation * Health & Wellness Articles * Subscription |
| **Group** >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>  …Group tools?   * N/A | | <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Individual**  …Individual tools?   * Eye Training & Exercise |
| How well does this balance fit your community? | The current condition meets the community's demands fairly well, with an emphasis on asynchronous and individual engagement. Improvements can be made in group participation, where many interactions can happen within the community. | |
| **Solution seeking** | | |
| In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way? | | |
| **Synchronous** >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>  …New synchronous tools?   * N/A – does not really need in the community or not frequently used | | <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Asynchronous**  …New asynchronous tools?   * Forums & Discussion board |
| **Participation** >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>  …New participation tools?   * Forum & Discussion board * Comment and reply features | | <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Reification**  …New reification tools?   * N/A |
| **Group** >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>  …New group tools?   * Forum & Discussion board | | <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Individual**  …New individual tools? |
| **MVP notes** | | |
| **MVP 1:** Implement basic eye exercise animations.  **MVP 2:** construct forum board that allow user to post and view  **MVP 3:** (If time allows) Adding feature on Eye exercise such as tracking and achievement and Commenting, likes, share buttons on the posting section. | | |