

# **1 Introduction**

Context/Need/Gap/Hero Funnel. [**matthis'retinal'2022**]

## **1.1 Intellectual Merit**

How we will advance knowledge

## **2 Broader Impacts**

How we will help the world

## **3 Objectives**

Like Specific Aims - what are the primary activities/deliverables?

## 4 Current Context

### 4.1 Technological Context

### 4.2 Social Context

### 4.3 Ethical Context

#### 4.3.1 The Problem of Universities

#### 4.3.2 The Problem of Journals

#### 4.3.3 On Gardens and Cottage Industries

### 4.4 Need and Gap

## 5 Objectives and Long term vision

### 5.1 Aspirational Goals

#### 5.1.1 FreeMoCap =¿ Best MoCap

#### 5.1.2 All-levels accessible

#### 5.1.3 Covert Education

#### 5.1.4 Generative Organizational Structure

## 6 Guiding Principles

### 6.1 Universal Design / Universal Access

### 6.2 No artificial scarcity

### 6.3 Community Focus

### 6.4 Aggressively Open Source

## 7 The FreeMoCap Project (FMC)

### 7.1 Artifacts

#### 7.1.1 FreeMoCap Softwares

FreeMoCap Core Software (FMC-Core) Sub-Skelly Softwares

7.1.2 Documentation and Educational Material

7.1.3 Datasets and derived models

7.2 The FreeMoCap Community (FMC-C)

7.3 The FreeMoCap Foundation (FMC-F)

7.3.1 Organization

7.3.2 Governance

7.3.3 Responsibilities

7.3.4 Licensing Model

## 8 Planned Activities and Objectives

8.1 Ecosystem establishment and growth

8.1.1 Userbase Analysis/Engagement

8.1.2 AI Pseudo-Mentorship (SkellyBot)

8.2 Community Building

8.2.1 Annual Workshop/Conference: FreeMoCamp/Con

8.2.2 Community Challenges

8.2.3 Community Grants Program

8.2.4 Gamification and achievement-based badges

8.3 Organization and Governance

8.3.1 Build admin infrastructure

8.3.2 Develop SOPs

8.3.3 Establish core maintainer roles and support

8.3.4 Develop 'Skelly Enhancement Proposal'[SEP] system

8.4 Continuous Development, integration, Evaluation

8.4.1 Development

8.4.2 Integration

8.4.3 Evaluation

Tests Validation Diagnostics

8.5 Sustainability

8.5.1 Goals and Metrics

Community Growth Organizational Stability Software Performance Revenue streams

## 8.6 Security and Privacy

### 8.7 Security

### 8.8 Privacy