Drafting an emerging picture

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Community (UN SD goal):	sdg 14
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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

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	The technology seems to be favoring mobile games, and there are very few modern games for web browsers available. Much of the content seems dated. I do not see the reason for this decision. Children do spend more time on mobile devices these days, but we must also consider the hardware available to schools and low-income families. By producing a far-reaching option, more students and teachers will be able to participate. Furthermore, this allows users to access the reading/charity side of our website without having to download an app.
	There are very few multiplayer options. While paper-back activities value group projects and collaboration, most games do not apply this in-class spirit. While they attempt to spur conversation, discussion and questions, I do not think these games are social in any way. They do not build relationships, or encourage partnership. They may verbally encourage it, but the game itself does little for that.
	Most users are not tech savvy, so our game should have a low floor. Most interactive games follow this approach.
	The community of sustainability games do not seem to tie into community cultivation. Once again, I feel like this should be encouraged more. If we expect individuals to come together and pursue SDG goals, we should reflect that encouragement in our game mechanics. It should be a community effort.
☐ Are you almost there? ■ Are there big gaps?	There is a veritable void of games for personal computers. Games do not foster community experiences
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	The range of skills can be very diverse, but will ought to be mainly the uninformed - individuals newly introduced to these topics. This platform aims to be a foundational piece, where users may branch out from as their understanding grows and matures.
	Tech savvy individuals may find ways to game the system, and bring about early completion of the game. This would require moderation and security - so we do not "beat" the game too early in a given cycle.
Achieving integration	

Look at all the pieces of your configuration	
What level of integration and interoperability has been achieved?	It varies from site to site. Many platforms link to dead games or websites and have been neglected for a long time. This is not user friendly for people who are interested in learning more. Many suggested activities link to flash games that no longer work. Users are likely not eager to log-in to many of these platforms, so mine should be similar. I wish to let users play without accounts with the caveat that it would be limited to IP. We would then encourage the use of accounts if an IP based solution was not desirable. This enables us to provide the most multiplayer functionality to the most people without explicitly forcing the creation of accounts.
Where are there big gaps	Dead links and a limited number of alternatives make for very few options. If a teacher is researching fun activities for their class, they will likely opt for an in-class craft given the lacking number of digital options. I would also imagine some "favorites" have also been ruined with the end of flash.

Balancing the polarities (Current state)

How is the configuration balanced with respect to each polarity?

Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> …Synchronous tools?	<<<<<<<<<<<<<<<X<<<<<<<<<<<<<<<<<< **Asynchronous** …Asynchronous tools?
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> …Participation tools?	<<<<<<<<<<<<<<<<X<<<<<<<<<<<<<<<<<<<< **Reification** …Reification tools?
Group >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> …Group tools?	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<X<<<<< **Individual** …Individual tools?
How well does this balance fit your 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 >>>>>>>>>>>>>X>>>>>>>>>>>>>>>>>> …New synchronous tools?	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Asynchronous** …New asynchronous tools?
Participation >>>>>>>>>>>>>X>>>>>>>>>>>>>>>>>> …New participation tools?	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Reification** …New reification tools?
Group >>>>>>X>>>>>>>>>>>>>>>>>>>>>>>>>>>> …New group tools?	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Individual** …New individual tools?

MVP notes

I think a shift in polarities is unique to this community, and might refresh the current library of options. I surmise that an application with traits similar to Curiosity and Scene's pre-movie app will retain a user's attention and encourage daily visits. I believe current games are failing to consider the psychology of their intended audience, which is then nullifying their call-to-action. In a sense, I want to "advertise" activism and retain users with observed and successful tactics (as seen in mobile games). Daily visits will drive the message home more than a one-off activity.