# **Virtual Workshop: Defining OneStream Developers**

## Objective

Identify the tasks/activities of Developers who create solutions with OneStream. Categorize the tasks/activities by role types and experience / skill level required.

## Why Is This Important?

**If you ask five people at OneStream "what is a OneStream developer," you're likely to receive five different answers.** 🤔 As we build a Developer Education program, we must have clear definitions of our target audience, or we're sure to miss the mark. 🎯.

## Agenda

### 1. Introduction

* Welcome and introductions
* Review of the workshop's objective and agenda

### 2. Brainstorm Activities on Miro

Collaborative brainstorming exercises [on Miro](https://miro.com/app/board/uXjVIrwjlB8=/)

* **Exercise 1**: Identify people (role or title) who create/build/develop on OneStream.
  + **Dialog**: After the exercise, group these items
* **Exercise 2:** Identify activities of people who create/build/develop on OneStream.
  + **Dialog**: discuss beginner, intermediate, advanced, and what that means
* **Exercise 3**: Using the matrix, categorize activities based on the required technical expertise and by OneStream experience by dragging the activity to the appropriate location on the grid.
  + How much technical expertise is required to complete the activity?
  + How much OneStream experience is required to complete the activity?
* **Exercise 4**: Using the dots to vote, map the roles to the associated activities by dragging the role’s dot to the activity.

3. Outcomes, Next Steps, and Wrap-up

* Review and confirm the definitions and role descriptions.
* Discuss how these outcomes will be used to shape the developer education strategy.
* Define next steps for documentation and distribution of the workshop results.