University of Regina | FACULTY OF ENGINEERING & APPLIED SCIENCE

Ideas and Concepts Discussed in the Lectures

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Community (UN SD goal): ACADEMICS / ENGINEERS / PROFESSIONALS INTERESTED IN SDG's
PARTNERSHIPS FOR THE GOALS -> TO SUPPORT 16 OTHER SDG's

Digital Habitat / Community of Practice	This was the "focus" of the EngiConnect project - everything designed keeping the community of practice in mind; and attempting to create the "perfect" digital habitat; It is similar to the previous course I took where you must always keep your "North Star" customer in mind when developing various features and tools in your application.
Gamification	The idea of gamification was integrated into my project in two main places. The first one is likes and dislikes; it's a form of "score" that is used to encourage users to post higher quality content to get a better "score". The second method this was integrated was with the use of credential verification; this can be seen as a user "badge" that they can show others.
Metadata / Data	Metadata is an important aspect of knowledge management within each post, especially replies - a user wouldn't be able to identify the author, and searching for a specific reply or post would be more difficult. For EngiConnect, a platform meant for partnerships, metadata is important in discerning one individual's content from others - it would also be impossible to understand the data collected such as which SDGs have the most "interest" without it - SDG tags being data about the post data (data about data).
Knowledge Management	All applications in the world are mostly just "glorified knowledge management systems" For example, Amazon is a knowledge manager for sales and products, OneShot Golf (where I work) is a knowledge manager of robots and user information, and most government IT teams are knowledge managers of operational information. All in all, EngiConnect is knowledge management of user interactions regarding various SDGs therefore I incorporated many knowledge management principles such as "single source of truth" and "knowledge is sharing" which means that the point of knowledge is to share - EngiConnect allows for almost all information (discluding personal data) to be retrievable via public API.
Plan, Do, Study, Act	PDSA is a continuous improvement cycle that was used in guiding the development of EngiConnect. It involves planning changes, implementing them, studying the results, and acting based on insights. This iterative process ensures features evolve based on real-world usage and community feedback; this was most importantly used during the improvement of the user experience by adjusting various buttons, scrolls, and screen dimensions.
Progressive Learning	Progressive learning in EngiConnect involves a continuous and adaptive approach to knowledge acquisition. This allows users to learn from others in a continuous, yet self-guided manner that encourages discussions - this is the way it was designed to align with the more modern method of progressive learning
Bazaar	Adopting a bazaar approach, EngiConnect creates a collaborative space where users actively shape the platform. This includes user-generated content, open discussions, and participatory decision-making. Embracing the principles of the bazaar leverages the collective intelligence of the community (engineers, academics, and professionals), fostering a dynamic digital habitat for SDG solution development discussions - this was implemented by allowing the public ablity to view and interact with the information as opposed to the cathedral.