Activity 22: Review and Expand Infrastructure

Goals

1. Revisit infrastructure to evaluate and expand how it can support non-directed community activities

Prerequisites

CE Activity 9: *ID Infrastructure for CE*

Related Activities

CE Activity 8: *Determine New Forms of Community Engagement*

CE Activity 13: *Value Propositions for Position Descriptions*

Who Should Participate?

Program management (tactical thinkers)

Length

60-90 minutes

Activity Instructions

1. Review original plan from CE Activity 9: *Identify Infrastructure for Community Engagement*

2. Compare current state to plan (you can use survey feedback or review metrics). Identify gaps to increase non-directed activities.

3. Identify pieces and roles community members could play (governance, active community members and less engaged community members)

   ▪ Providing small ways to engage is an easy way to get wider engagement and lead to greater roles in the future.

4. Target and prioritize infrastructure that supports non-directed community activities. If program staff can create a framework, the impact can go much further. For example,

   ▪ Encourage stakeholders to propose conference presentations by sharing calls for proposals on community lists and sharing slides that include basic platform details (that they can then expand on).

   ▪ Provide template agendas and planning documents for local user group meetups.

5. Consider other infrastructure needed such as staffing or systems (see Activity 13: *Value Propositions for Position Descriptions*)

6. Consider a review of current system infrastructure (wiki, Facebook, website, Jira etc.)

   ▪ Is there too much for current staff/community to support?

   ▪ Are there too many ways to engage so that it is confusing for newcomers?

7. Prioritize the top 2-3 next steps (use sticker voting)

   a. In a sticker vote, each participant is assigned a number of stickers - these can be physical stickers in an in-person event or a specified piece of text (e.g. +1) in a virtual environment. Participants place their stickers or text alongside the options they're voting for, according to the parameters of the exercise (e.g. most important, most likely, most interesting, etc.).