App Inventor - Community outreach recommendations

Link: http://bit.ly/ai-outreach

Community of Practice: what are the things we DO.

1. Support the growing community.
2. Identify existing communities that would be empowered by and be an asset to the existing community.
3. How do we reach people we don't know about
4. Identify what communities you come up against, and figure out how to invite them in.

How do we support the practice?

Through tools and activities

What are the groups we are interested in and what actions can support them:

(what are YOU interested in that we didn't include, how does it relate to what is below?)

K-12 Teacher PD: Teacher professional development to reach even more: brainstormed

e.g. High school for example: art – media, not just computer science!
- ScratchED-like support - sustained online community of practice
- Events
- Webinars
- Support materials
- Direct support for professional development credit
- Technical support that respects their professionalism.
- Equipment – infrastructure. – Digital Wish
- Community for information, support and re-inventing
- Experiences DOING the curriculum (with teacher overlay)
- Teacher experiences -- stories about what works and doesn't work beyond posting curriculum --- lessons from the trenches.
- Developing and sustaining baseline competencies, and going beyond.
- Classroom management (safety, logins etc. --- not just assessment).
- Contests, Badges, certification, competency rather than normative based assessment.

Youth Out of school time

- **(**Community centers, Libraries, Museums, Summer camps)
- Can't assume teaching skills, dealing with skills (content and classroom management)

Workforce development

- Focus on entrepreneurship, technical development

- Relies on self-initiative of the student
- Connection with real world job opportunities, existing programs etc.
- Local communities, face-to-face, target groups
- Issues of certification, self-paced

Programming for social good

- focus on apps for health, social development, community organizing, e-governance, etc.
- access to technology by the affected groups
- foster reciprocal collaboration.-- co-design -- initiatives connecting technical folks with community (technical mentorships, community workshops, higher ed classes, etc.)

Methodological

No one approach fits all, identify activities/initiatives that are
- face-to-face
- online activities
- synchronous
- asynchronous

Technical

Language support
* blocks and environment in Spanish, Portuguese, etc
* ability to translate text within apps

Team/group support
* multiple authors per project
* merge, copy/paste capabilities
* Build on already-existing projects (recognizing authorship)
* ability to make projects private to specific groups/classrooms

Accessibility
* work in offline environments
* low-cost equipment (or no mobile phones) in multiple platforms

Support for reflection and experimentation
* simple version control mechanism
* journal of activities
* project descriptions (meta-info)
* ability to print projects (with screens, scripts, components)

Promotion and recognition
* Integration with Facebook, Twitter, etc
** commands from inside the app
** promote the app from within the gallery
* easy way to flag inappropriateness

Domain-orientation
* Sample projects that make sense

* Modules that make sense (sensors, social networking, survey, data visualization, voice, special effects, etc.)

Infrastructure and support

Grants to allow groups and individuals to
* learn about what's possible (fairs, design contests, public space, online videos, etc)
* experiment without the pressure from other ongoing commitments

Mechanisms to access resources and mentors
* gallery with portfolios
* mailing lists
* personal profiles

Portal similar to Scratch Ed

Printed materials

Mechanisms to provide relevant badging, certification mechanisms