

Design and Technical Roadmap - Platform Co-op Development Kit

Summary

This roadmap is a living, continuously-refined document that outlines the design and development tasks and timelines for the Platform Cooperative Development Kit. It is a high level document that structures the project's activities into short 1-3 month sprints. After each milestone, we will revisit the timeline and refine it based on feedback from our co-designers. A [visual timeline](#) is also available.

Roadmap

November 2018

Activities

- Synthesis of responses to questions posed to the platform cooperative community about project website UX
- Two co-design workshops with SEWA in India (Dana and Michelle from IDRC will attend)
 - First session with in-home beauty workers (who are starting a new cooperative)
 - Second session with Members of the SEWA federation of co-ops

Outcomes

- Summary of feedback from platform cooperative community about website UX posted to project wiki
- Design specifications and feature lists, co-created by SEWA participants, for the governance and scheduling tools

December 2018

Activities

- Iterative design of UX for the Platform Cooperative Development Kit website
- Synthesize and share the results of the co-design workshops with SEWA in November

Outcomes

- A summary synthesis blog post/wiki page containing outcomes, next steps, and design sketches and stories from the co-design workshops with SEWA

January & February 2019

Activities

- Refined designs of the new website
 - Focus will be on reworking/updating existing key content on the site (such as updated navigation, improved look and feel, cooperative stories)

Outcomes

- Prototype of the new website to further discussion

March & April 2019

Activities

- Create a collection of embedded co-design activities and design prompts to be used by Cataki, Co-Rise, and the Cooperative Life
- Redevelop the website using a modern CMS framework (such as WordPress or Hugo)

Outcomes

- Embedded co-design activities and structure available for use by partner co-ops

May & June 2019

Activities

- Cataki, Co-Rise, The Co-operative Life and Rethink will lead and facilitate embedded co-design activities with their communities/members

- Synthesize and share the results of the first round of embedded co-design
- Design initial user experience for the Learning Commons
- Continue the design and development of new website features/UX

Outcomes

- Launch initial "minimum viable user experience" (MVUX) of the new website (first of several incremental releases adding more features and content to the site)
- Initial design prototypes for the learning commons
- A summary synthesis blog post/wiki page containing outcomes, next steps, and design sketches and stories from the co-design with Cataki, Co-Rise, The Co-operative Life and Rethink

July & August 2019

Activities

- Design team will continue to design new website features/UX
- Start the design and development of the scheduling tool
- Release of a "minimum viable" version of the learning commons
- Project website updated in response to feedback from the community

Outcomes

- Design prototypes and requirements for the scheduling tool
- Launch of initial version of the Learning Commons

September, October, November 2019

Activities

- Initial design prototypes for scheduling tool
- Plan a series of feedback and co-design sessions ("Phase 2 co-design") with participating cooperatives focused on the scheduling tool, governance tool, learning commons, and website
- Participating cooperatives will provide feedback and design refinements to the scheduling tool, governance tool, learning commons and website via phase 2 co-design activities
- Development will implement the scheduling tool and governance tool
- Design team will continue to design governance and scheduling tools

Outcomes

- Launch of initial version of the scheduling tool

December 2019, January & February 2020

Activities

- Development team will continue to implement the governance and scheduling tools
- Design team will continue to design governance and scheduling tools
- Start design and development of the new interactive cooperative map for the website
 - Initial UX design of map
 - Environmental scan and comparative evaluation of mapping technologies/tools
 - Technical "spikes" using various mapping technologies to determine the most appropriate tools

Outcomes

- Updated version of the governance tool released
- A summary blog post/wiki page containing outcomes, next steps, and design refinements from Phase 2 co-design
- Initial version of the governance tool released

March & April 2020

Activities

- Solicit feedback from platform cooperative community about the current state of website
- Improvements to the scheduling tool based on feedback from partner co-ops

Outcomes

- Updated release of the scheduling tool
- Summary of third round of feedback from platform cooperative community about website UX posted to project wiki

May, June, July 2020

Activities

- Refine and improve the design and implementation of:
 - website
 - scheduling tool
 - governance tool
 - interactive cooperative map
 - learning commons

Outcomes

- Updated versions of the website, scheduling and governance tools, interactive map, and the learning commons