

August 1, 2017 Partners Meeting

Alan, Colin, Gregor, Jutta, James, Liam

Juliana sends regrets (poor conference hotel wi-fi) and the following update via [Slack](#): "We are adjusting the work plan with the new information that Jutta sent to us about the budget, and I will put together, as soon as I came back to Colombia, the documents that Jess required in her last email."

Introducing Gregor

Gregor Moss is a new developer at the IDRC who's been working with Alan on the web storytelling tools described at [Web Storytelling Tools](#)

Storytelling Tool Discussion

- COLIN gave an introduction on this theme
 - expressing creatively within a community is a prerequisite for participation in the community
 - we still have problems getting stories on the web - information about our emerging groups
 - choice between expensive / technically complex & popular but proprietary platforms (Facebook, Twitter, Instagram)
- JAMES: do we want to test tools with youth?
 - COLIN: yes! even if very sketchy; we need to surface needed features like translation and localization
 - JAMES: from the African perspective, storytelling was a way in which different generations passed on knowledge, history
 - "when you tell someone to tell a story, they will be free"
 - a tool to bring the voices at the margins to the centre
 - environmental facilitators
 - "when you look at the subject of exclusion"
 - "it's not just because of personality that we can't participate, but because of the existing environment"
 - trying to work both on environment (platforms, facilitating communication)
 - an environmental facilitator fixes a mismatch
- ALAN: what other things should this tool have?
 - LIAM: one of the pieces we had thought about working on was video storytelling - adding that functionality would be useful?
 - ALAN: absolutely!
 - JUTTA: scaffolds for text such as grammar, spellchecking, glossaries
 - COLIN: we expect to provide this via UIO+ and other means; we anticipate having sound, video, other means in addition to text
 - fall back to supporting low bandwidth / mobile browsers / media
 - JUTTA: will we get into co-construction of stories; multiple authors, adding components, collaborative authoring
 - COLIN: this would be huge - different perspectives
 - JUTTA: would be good to collaborate with the Rhexus work we're doing for FLOE; annotation, collaboration, etc
 - JAMES: if someone can't write, what about drawing or sketching stories? Different options for telling a story.
 - trying to put the story into visual explanation - easier to understand?
 - ALAN: so maybe things like simplification, summary, rendition from picture symbols....
- COLIN: can we set up a way to access this so others can try it? Maybe on the build site?
- JUTTA: can we engage youth with learning differences as co-designers of the interface via David Perrera's hackathons or TIG?
 - ALAN will reach out to David about this
- JAMES: will be working with youth groups in Rwanda in September/October, could test tools for feedback then
 - JUTTA: idea here would be to actually engage youth at this stage in trying out and using the designs
 - JAMES: trying to understand environment, how they interact with it

Budgets

We'll continue email contact regarding these.