

Existing ecosystem

Program Model

The theory of change of the project.

Initially defined by the curator, then iterated by stating and testing assumptions.

Consists of multiple continually updated & inter-related Beneficiaries, Activities and Assumptions.

	Tech term	Community term
As a...	Persona	Beneficiary
I want to...	Use Case	Activity
In order that...	User Experience	Assumption



Research and design process

Interventions that iterate the program model.

Examples:

- Co-creation** e.g. new software tools, training programs
- Co-research** e.g. surveys, interviews, focus groups
- Co-design** workshops e.g. design sprints, guided walks

Community Technology Partnership

A resident or lived experience centred multi-stakeholder partnership that steers the overall project and keeps it in community hands.

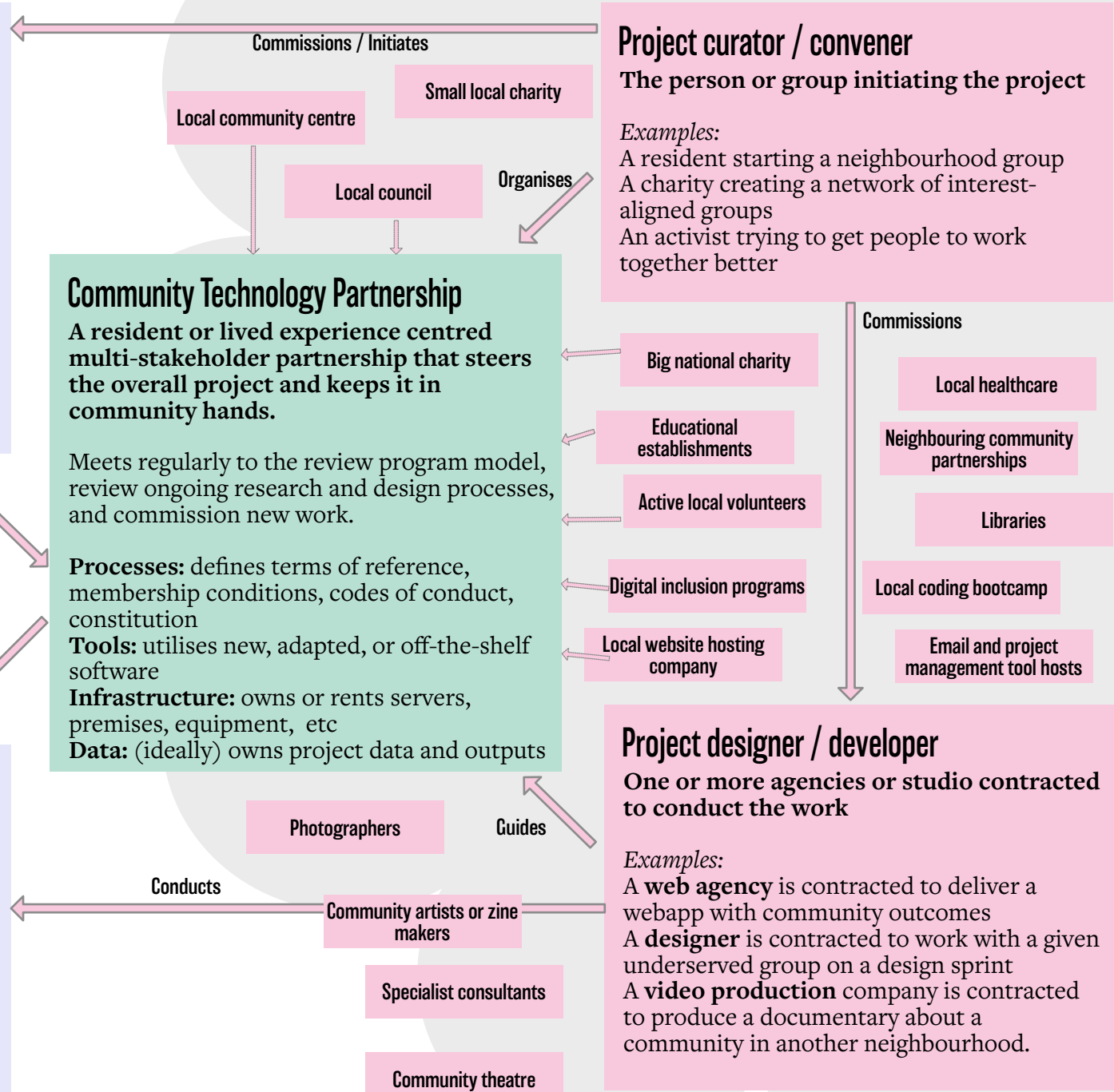
Meets regularly to the review program model, review ongoing research and design processes, and commission new work.

Processes: defines terms of reference, membership conditions, codes of conduct, constitution

Tools: utilises new, adapted, or off-the-shelf software

Infrastructure: owns or rents servers, premises, equipment, etc

Data: (ideally) owns project data and outputs

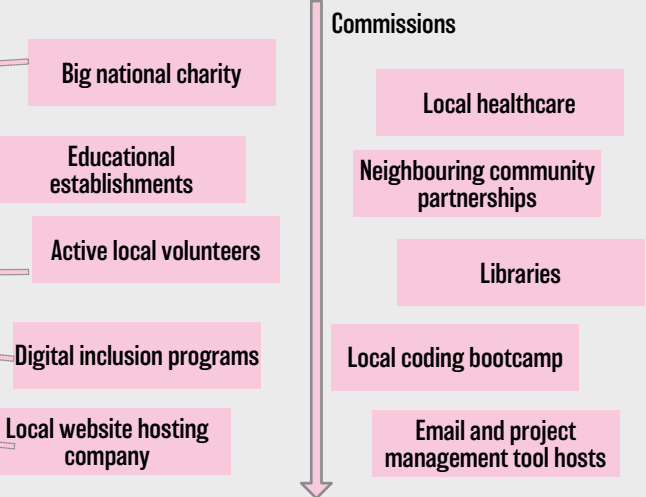


Project curator / convener

The person or group initiating the project

Examples:

- A resident starting a neighbourhood group
- A charity creating a network of interest-aligned groups
- An activist trying to get people to work together better



Project designer / developer

One or more agencies or studio contracted to conduct the work

Examples:

- A **web agency** is contracted to deliver a webapp with community outcomes
- A **designer** is contracted to work with a given underserved group on a design sprint
- A **video production** company is contracted to produce a documentary about a community in another neighbourhood.