



# Code for America Everywhere:

**A Platform to Extend the Code for America Model and Mobilize Local Volunteer Communities**

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## INTRODUCTION AND PROBLEM SPACE

Our client, Code for America, is a non-profit in San Francisco whose mission is making city governments more efficient, transparent, and accountable to the needs of their residents through the help of technology. Each year, Code for America organizes a fellowship program every year where small teams of selected programmers, designers, and other technologist fellows go into Code for America partner cities to help local government and community groups solve problems by building web and mobile applications. In 2011, the Code for America fellowship program's first year, there were four client cities and twenty fellows. In 2012, eight cities and about 30 fellows will participate in the fellowship program. The goals of the fellowship program are twofold: first, to apply cutting edge technology to civic issues and demonstrate that modern technologies and practices like Ruby on Rails, HTML5, and test-driven development are not incompatible with city governments' needs and goals; and second, to “spread the gospel” of startup culture—the values of iteration, agility, continuous feedback, and responsiveness to users' needs—to government leaders and staff.

Code for America's fellowship program has been highly successful in creating interesting, useful applications for cities. It has also succeeded in generating attention and press for Code for America, as well as helping with raising funds from prominent philanthropists and organizations such as the Macarthur Foundation. However, Code for America faces two challenges that our project was tasked with addressing.

First, Code for America currently has no infrastructure to coordinate or handle volunteer contributions from individuals outside the organization. Code for America currently has only about eleven full-time staff. Only one staff member is tasked with in-house technology development; until recently, there was no one primarily concerned with community management or other non-marketing aspects of engagement with the public. This is unfortunate, as Code for America has a large base of people outside the organization who would be interested in getting involved. For the 2012 class of 30 fellows, Code for America received over 550 applications, resulting in an acceptance rate (~5%) lower than those of Ivy League colleges. In the fellowship application process, Code for America needed to turn away hundreds of qualified, enthusiastic people simply because there was not enough space for them in the fellowship program and no other way that they could get involved.

Additional evidence of the existence of this base of enthusiastic proto-volunteers: Code for America's CTO regularly receives emails from people excited about Code for America asking how they can help; other than

pointing them to Code for America's code repository on Github, the CTO has no time or means to handle these requests. If Code for America could harness this "enthusiasm surplus" (analogous to Clay Shirky's concept of "cognitive surplus"), it would be far more effective in accomplishing its mission.

Second, Code for America's current programs and structure are unlikely to scale effectively. Within the next three to five years, Code for America plans to expand to having 30 client cities and 90 fellows in its fellowship program each year. This expansion will take a significant investment in staff, government outreach and coordination, and office space to accomplish, though it is doable. It is unlikely that Code for America will be able to grow its fellowship program beyond this size without radical changes, however. Additionally, the capital investment necessary for a city to become a Code for America client would be prohibitive for smaller cities and towns, so they would be unlikely to ever benefit from the fellowship program. Thus, Code for America must find channels beyond the fellowship program to further its mission if it wishes to scale further.

Our solution to these problems is to introduce a new channel for Code for America outreach and development alongside the existing fellowship program. We propose using a web application, full-time community manager, and various other Code for America resources to recruit and coordinate volunteers, technology enthusiasts, and community organizers in cities and towns across the country. Tentatively called "Code for America Everywhere," this community website would support volunteer civic tech projects, events, and local networking, in essence creating local Code for America chapters. These local affinity groups would help funnel volunteer coding and deployment efforts to Code for America's own projects, supplementing existing work by staff and fellows. Beyond that benefit, however, the fundamental mission of Code for America Everywhere would be to change local tech enthusiast cultures: first, to demonstrate that civic hacking does not have to be hopelessly out-of-date and bureaucratic but can in fact be innovative and hip; and second, to teach technology enthusiasts in cities across the United States that they can use their tech skills not just for money, or even for the inherent love of the code, but that they can use their skills to make a difference in their community.

## RESEARCH METHODS

We used several different research methods to help us formulate a solution to Code for America's desire to expand their program into a larger volunteer network.

First, we identified and narrowed down our project stakeholders and the possible risks involved. We identified potential Code for America volunteers as the primary stakeholders of the project.

Second, we evaluated related literature, similar existing products and services, and possible technologies available. While we identified similar volunteer networks and project-building services like Sparked, Kickstarter, and Github, we saw the need for a centralized and specialized Code for America-specific platform that leveraged different aspects of these other products.

Finally, we conducted ethnographic research by conducting thirteen interviews and analyzing data artifacts. Our interviewees included current Code for America staff and fellows as well as people who volunteered regularly (both on technical and non-technical projects). We also analyzed data from previous Code for America fellowship applicants as well as Code for America's thousands of Twitter followers. These methods helped shape, evolve, and refine our proposed solution from a rough idea into a final prototype.

## KEY FINDINGS

***Key Insight #1: The platform should be designed for multiple types of volunteers, not just developers.***

Based on our preliminary assessment of the project's problem space, we began brainstorming a solution that involved only the needs of what we assumed would be the only users: volunteer developers and programmers. We assumed that all existing Code for America fellows had a strong coding background and were involved in projects that mainly required software development. Extrapolating from that notion, we began by proposing a project management platform that supported a volunteer network of software developers in working together. After conducting our research, however, we quickly found that this solution solved the wrong problem.

Our interviews with Code for America staff and fellows revealed that Code for America projects are not tackled by programmers alone, but rather by programmers, designers, researchers, government liaisons, community leaders, and others. Even the highly-technical Code for America fellow that we interviewed was more than just a developer. He was also a community leader and an evangelist for open government, spreading the word across his hometown and other cities alike. Other Code for America fellows are graphic designers, usability researchers, user interface designers, data analysts, and more.

Our analysis of Code for America's fellowship applications and Twitter followers also bore this out. Most of Code for America's deferred applicants listed skills and interests in graphic design, art, user experience, project management, community activism, and many other non-coding activities. Far more of Code for America's followers appear to be designers or public policy enthusiasts; only 279 of Code for America's over 6000 Twitter followers listed a programming-related keyword ("javascript", "php", "ruby", "python") in their Twitter profile, while design-related keywords were an order of magnitude more common. A cursory survey of Code for America's Twitter follower list and fan base seems to confirm this.

With this new knowledge in mind, we needed to broaden our solution's focus from a programmer-centric mentality to one that supported several different skill sets, both technical and non-technical. Here our solution evolved from a project management system and code repository to a community-building platform focused more on supporting a volunteer community of people from a variety of backgrounds with a range of skill sets. As part of this perspective, we suggested that project tasks be grouped into five categories--Data,

Research, Design, Code, and Deployment--to reflect the different phases of a project as well as make it clear that programming is only (approximately) one-fifth of the picture--volunteers with other skills are desired and needed as well. This five-part distribution of tasks is reflected in our prototypes.

***Key Insight #2: Code for America's role is to be a catalyst that unlocks the potential of supporters around the country.***

Even though we were fairly certain that Code for America volunteers would represent our primary stakeholders, we still had to consider how the Code for America organization would interact with the platform. At the beginning of the project, we envisioned that Code for America would use the platform to actively manage the efforts of volunteers to complete Code for America projects—practically as if they were unpaid employees. Because Code for America had so many supporters, we initially thought that the platform would enable Code for America to scale its impact by managing more projects. However, after interviewing several Code for America fellows and staff, we realized that CfA could more effectively scale its impact by acting more as a catalyst than a project manager on the platform.

Through our interviews, we learned that Code for America does not have the internal resources or processes to manage a huge number of projects. It currently only has one combination community manager/researcher who would be able to dedicate some time to the project. It also does not have a formalized process of documenting its projects. Its fellows currently use Basecamp to manage their projects but rely mainly on face-to-face conversations with their teams and meetings with city partners to make project decisions and define requirements (See Informational Diagram – Appendix A). If Code for America were to use the platform to coordinate a mass of volunteers around a large number of projects, it would need to formalize its documentation about each project so that remote volunteers could understand the scope of the project, the requirements, and development process. While it would probably be a good idea for Code for America to pursue more rigorous documentation of its projects regardless, the reality is that at the present time this requirement would be a significant burden and introduce a major dependency to the success of our platform. Given Code for America's limited staff and resources, we would not expect Code for America to devote enough attention to managing the volunteer projects on this platform for that top-down approach to be successful.

We also learned from our interviews that it was more effective for volunteers, rather than Code for America, to drive the framing of a problem and solution. One fellow we interviewed talked about how difficult it could be working on a project after Code for America had worked with a city to define a problem and design a solution. Because the fellow started his involvement with the project after the solution had been designed, it was difficult for the fellow to execute on his project. He found his project statement vague and the project was based on assumptions he thought may have negatively influenced their design process. We learned from speaking with him how important it is for volunteers to have ownership of a process and not just an assignment.

Instead of actively defining and managing a large number of projects, Code for America could more effectively scale its impact by bringing its supporters together, providing them with resources, and rewarding them for progress on projects. We learned from our interviews how difficult it can be to organize civic hacking at the local level on one's own. Local civic hacking enthusiasts struggle with building legitimacy for their events and obtaining resources such as venues or speakers. They also have difficulty finding collaborators with needed skills (i.e. coding skills) in their communities because it can take a long time to build awareness and network within a community. Often times, local civic hacking movements are also highly dependent on one main leader to drive movement. If this person loses passion or burns out, the movement will fizzle out as well.

As a national organization, Code for America can provide much needed support to these local civic tech enthusiasts. Code for America has the brand recognition, legitimacy, network, and connections to help local affinity groups succeed in their projects. As illustrated by its thousands of Twitter followers, it has already built a large group of people interested in open government; the individuals in that group simply need to connect with each other--using our platform--to turn into a real community. Code for America could also provide people with incentives to volunteer without the costs or enthusiasm drain associated with top-down management. For those people who are motivated to volunteer because they want to make a difference, Code for America can help local action scale at the national level by sharing successful projects with other cities around the country. For those people who are motivated to volunteer by external rewards, Code for America could reward groups for progress on projects. For example, Code for America could ask open source entrepreneur and former Code for America board member Tim O'Reilly to tweet about a project once it has released its mobile app, or send Code for America t-shirts in support of a local hackathon. The "Rewards" area and the process of promoting "ideas" into officially-endorsed "projects" in our prototype reflect these

findings. Scaling Code for America's impact by unlocking the potential of Code for America supporters around the country seems like a far more feasible and fruitful model.

***Key Insight #3: The platform should be a community organization platform instead of a project management platform.***

When we started our project, we thought the main purpose of the platform would be to help volunteers coordinate their efforts on projects. However, after our technical review and interviews with volunteers who had worked on open source projects, we realized that developers already have project management tools that they like to use. They already had experience coordinating their efforts using tools such as Github and Basecamp and didn't see a need for another project management platform. What they really wanted, and what motivated them to volunteer, was the opportunity to be a part of a community of people with similar interests. These volunteers wanted offline, face-to-face interactions with other people more than a project management tool.

After our interviews, and taking into account our other key insights, we decided to focus on designing a platform that would encourage and support community development. The platform could link with other common project management tools (e.g. we could display notifications of a project's progress through Github's API) but its main purpose would be to help people connect with others in their community who were interested in open government and wanted to collaborate on projects that were consistent with Code for America's mission. This online platform should be designed to facilitate and reinforce offline community building and collaboration. The prominence of the forum on our Ideas page and the People search functionality in our prototype reflects this finding.

## DESIGN REQUIREMENTS

Based on what we learned from our preliminary research and interviews with volunteers, we uncovered the following platform requirements:

- Project tasks should be grouped and broken down by skill sets into categories
- Volunteers can identify their skills and be allowed to form meaningful sub-groups and communities of interest within the platform
- Social features are a necessary part of the platform as they are vital to keeping people engaged and co-motivated.
- Message boards/ mailing lists for discussion of topics within groups and localities. These message boards would be used by people to post project ideas, find relevant discussion groups, receive issue alerts, plan events, and connect with like-minded people through online discussion tools as well as social networks.
- Fundamental division of users by location/region. One of key ideas of our platform is to organize the community members by location or by region because citizens in one region are usually most interested in meeting others in their community. They can also be the most effective in working with their local governments because they have local knowledge.
- In-person local event planning, organizing, and marketing mechanisms. Our platform can be used as a tool for fans of Code for America to gather like-minded people with shared interests and to spark conversations between them.

Based on what we learned from our Code for America interviews and client feedback, our platform requirements expanded to include:

- A community manager w/ the following responsibilities:
  - Suggesting to localities projects that had been successful in other cities. These projects will be officially sponsored by Code for America and eligible for Code for America rewards and resources.
  - Sponsor events (i.e. hackathons and meetups)
  - Provide resources to the community (i.e. information about how to organize a hackathon or how to obtain data from the government)
  - Bring government 2.0 issues to the attention of the volunteer network

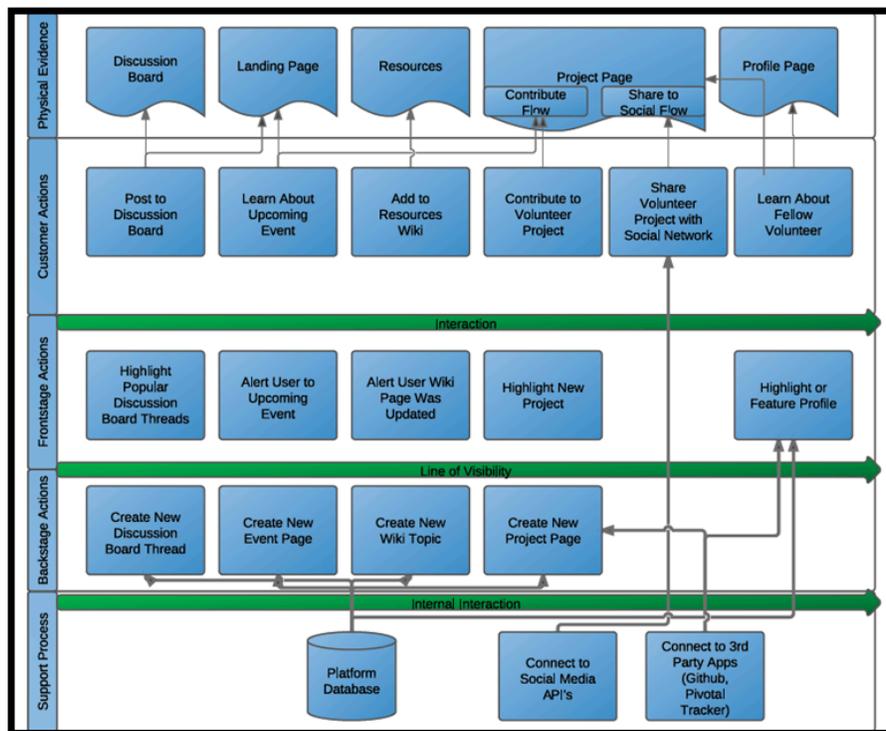
- Connect with existing local tech community groups / organizations
  - Provide rewards to groups for progress on projects
- An idea-sharing mechanism so that people can share project ideas independent of Code for America.
- A reward mechanism that helps validate a group's efforts when they have achieved a milestone.

## SERVICE DESIGN BLUEPRINT

As the primary stakeholders, community volunteers will use the Code for America Everywhere platform mainly to connect and coordinate with other volunteers, and to a lesser extent the Code for America organization via their community manager. Through the lens of Glushko’s “Seven Contexts for Service System Design”, this can be categorized as a technology enhanced person-to-person service. Since the system will also allow users to connect with third-party services such as Meetup, Github and Facebook and pull and push data about events and projects, it can also be viewed as a multiple-platform service. Finally, since the site’s content is primarily determined by a user’s location, the system can also be considered a location-based service.

Some key use cases for a volunteer using the Code for America platform may include:

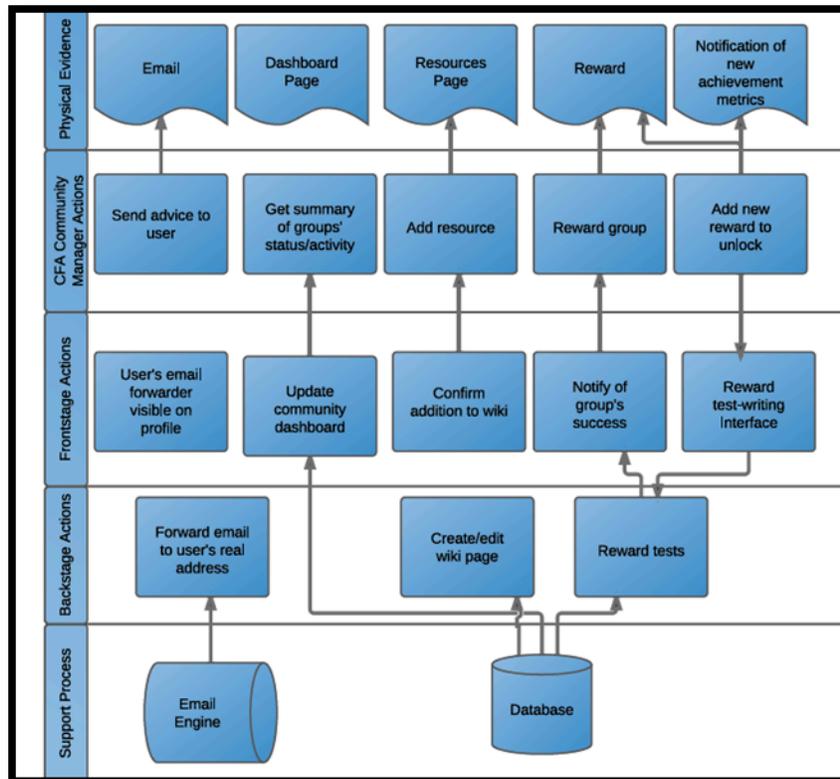
- Learn about and/or RSVP for an upcoming event
- Contribute to a project
- Learn about and/or “follow” a fellow volunteer
- Share a project page with one’s social network



Service Blueprint for Volunteer

Some key use cases for the Code for America community manager may include:

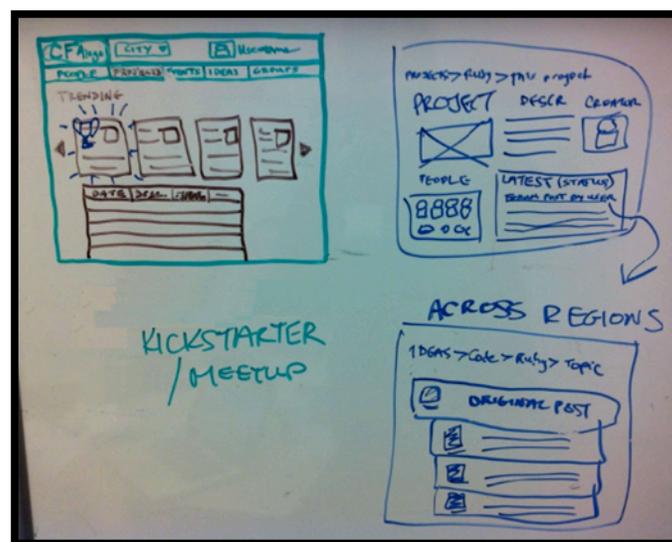
- Send advice to a volunteer
- Add resources to a resources page
- Monitor a group project or event's status/activity
- Reward a group for progress on a project or event



Service Blueprint for Code for America Community Manager

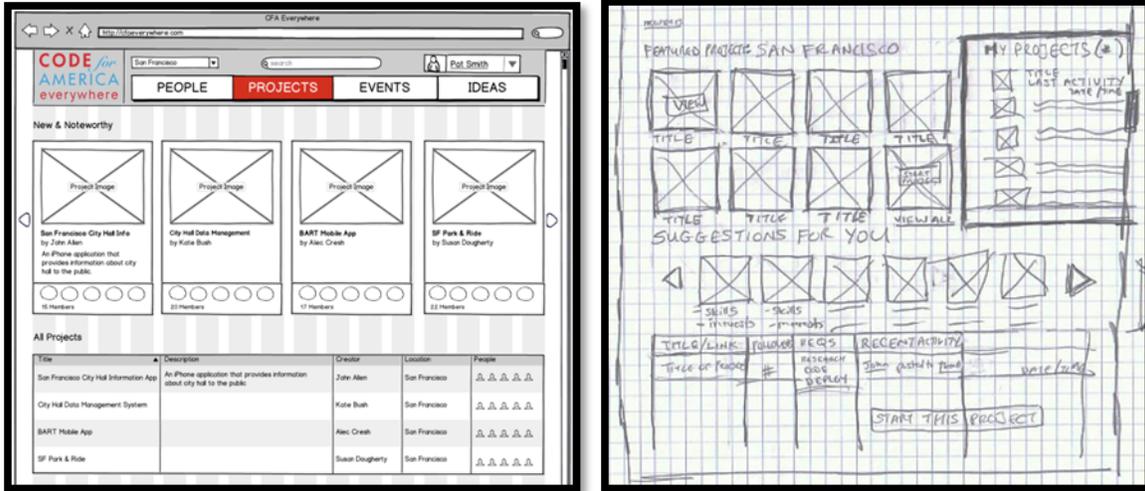
## PROTOTYPING

Throughout the research and requirements gathering process, we informally brainstormed features that would be of use to users of the Code for America Everywhere platform. In the beginning stages of this process, we were thinking more in terms of the types of services (i.e. project management, event planning, idea sharing) that would need to be incorporated, rather than the types of “real world” use cases that the system would support. As a result, our early prototypes reflected higher level assumptions about the organization of such a platform and were mainly effective in conveying the overall site architecture.



**Early Whiteboard Sketch of Project Overview, Individual Project Page, and Project Discussion Board**

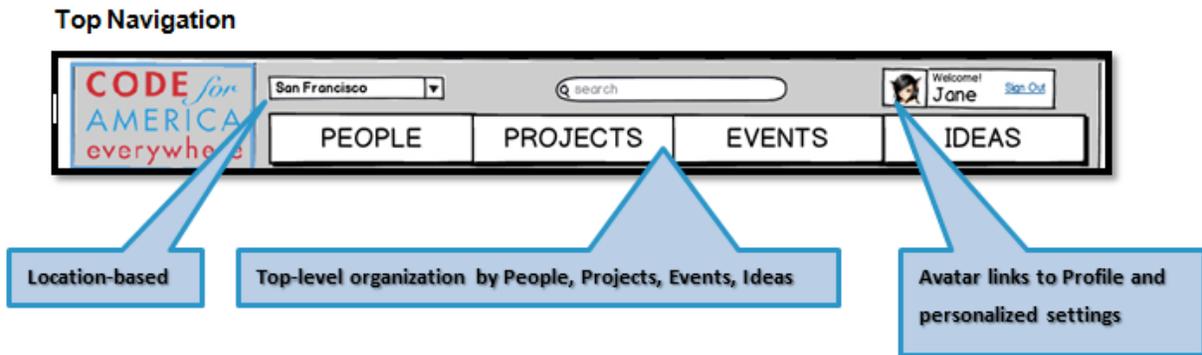
As we conducted additional research and got feedback from our Code for America primary contact, we refined the types of features that would need to be included in the platform and considered the interaction design that would best support the use cases we were uncovering. At this point, we began to sketch more detailed designs, first using paper, and then through the software tool Balsamiq Mockups. These higher-fidelity prototypes made it easier to share the details of our designs with our client, and forced us to solidify our thinking around how particular features would look and behave, and how the various parts of the platform would fit together. Afterwards we returned to paper prototyping to quickly sketch how we would refine our ideas for the next iteration.



**First-draft Balsamiq Prototype of Individual Project Page and Follow-up Sketch of Revisions**

In the highest-fidelity round of prototyping to date (See Appendix B), we returned to Balsamiq to add our final revisions and adjustments. In this round we also added color and placeholder images to convey a look and feel closer to how a working version of the platform would appear.

**Key Prototype Features:**



## Recent Activity Streams

**Recent Activity:** [view all recent activity](#)

- Kei** committed code to the project  
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.  
4:30pm - Dec 6th, 2011
- Lauren** commented on the event  
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. !!!  
4:30pm - Dec 6th, 2011
- JT** added photos to the event  
4:30pm - Dec 6th, 2011
- Sam** just joined the project  
Tell Sam he rocks!  
Post Comment  
4:30pm - Dec 6th, 2011

Recent Activity Streams for events/projects/ideas keep users socially engaged in the community by letting them know about the actions of others and allowing them to communicate through posting comments, replies, etc.

These streams also encourage users to make their mark on the ongoing activity of the community by making a contribution to the progress of an event/project/idea.

## “My” Module

The “My” Module on the right side of each page presents personalized content based on events/projects/ideas that the user has expressed interest in, as well as suggestions based on the user’s skills, interests, and past behavior on the site.

**Your Projects:** [view all your projects](#)

- Healthcare App**  
Stage: Code  
Mission: Create Hello World  
[Join another project](#)  
[Submit an Idea](#)

**Suggested for you:** [view all suggestions](#)

- FeeTrack**  
Skills: Design  
Interests: Innovation
- 9**  
**DEC**  
**HealthCare SF**  
Time: 8:00p  
Location: San Mateo, CA
- MapMyDistrict**  
Skills: Design  
Interests: Mobile, Geo
- 13**  
**DEC**  
**UX Jam**  
Time: 6:00p  
Location: San Francisco, CA

## 'About' a Project



Modeled after Kickstarter, individual project pages feature a project video and links to share and publicize the page via third-party social media sites.

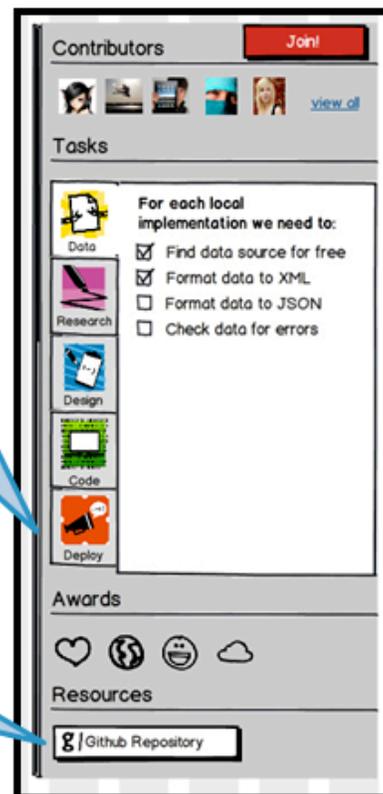
In addition, users within the platform can like/follow/join a project to either give it social approval, to follow its progress, or to commit to making a volunteer contribution to it.

## Project Status Module

Each project is broken into tabbed tasks related to the different stages of an application development project (Data, Research, Design, Code, Deploy).

The Community Manager can "unlock" these stages and reward users with Awards as they complete each of the project tasks. Project tasks also correspond to the different users skills related to each stage of the user-centered development cycle (see below).

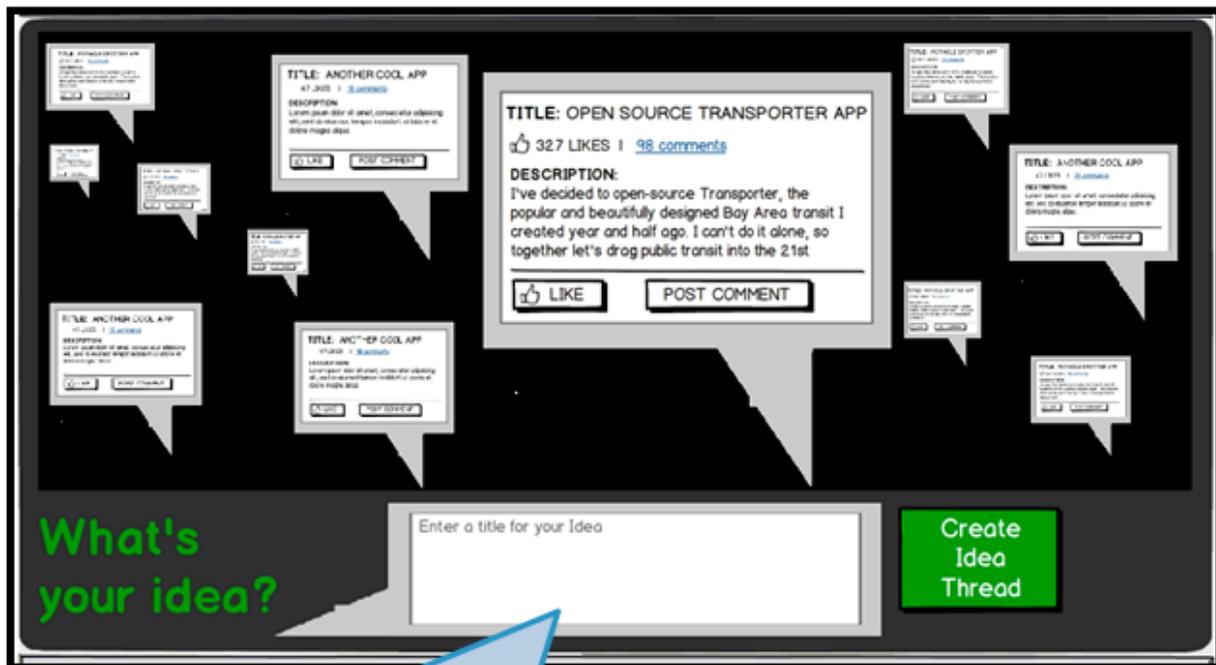
Integration with Github allows individual developers to work independently until they're ready to merge their code.



## Project Tasks Correspond to Different User Skills:



## THE IDEA CLOUD



The "Idea Cloud" is a dynamic representation of user-generated ideas. While Code for America will have final say over which projects become officially sponsored by the platform, the Idea Cloud gives users an opportunity to submit and support their own ideas.

As these ideas gain support in the way of "likes" and "follows", they get bigger in size (similar to a tag cloud), and their likelihood of being recognized by the Community Manager and being promoted to an official CfA project increases.

## CONCLUSION: CHALLENGES AND NEXT STEPS

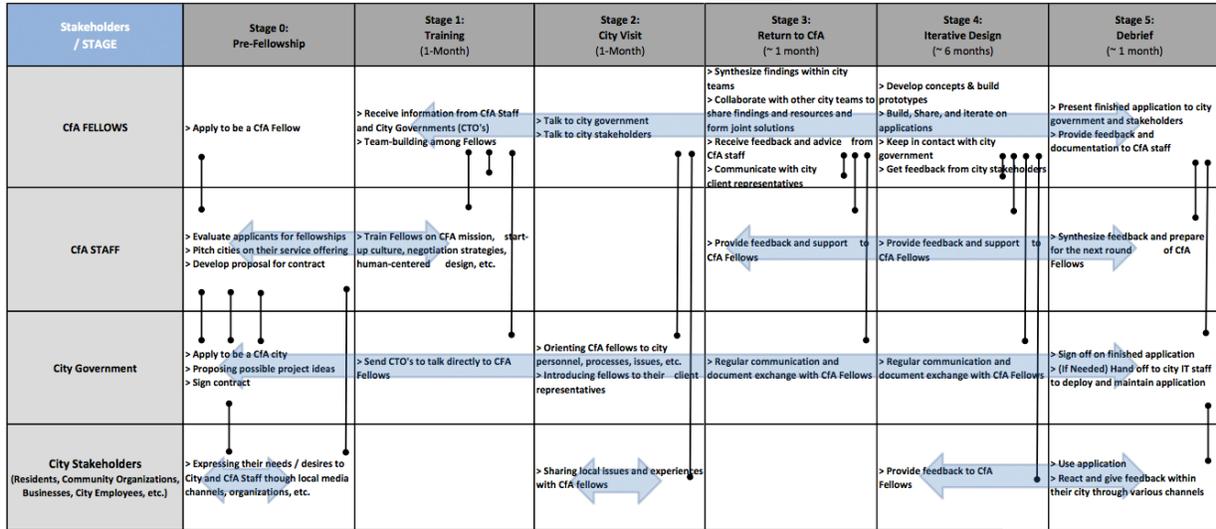
One of the greatest challenges the Code for America Everywhere platform will face is in generating enough interest and engagement to form a critical mass of users and content to bring the site “to life”. Without people joining and sharing projects, creating events, and submitting ideas, there is no community and therefore no platform. One of the benefits of having the existing Code for America organization start this platform is that they can leverage their current and former staff and current projects, events, and ideas to “seed the system” with content to help get over the initial hump of building a user base.

As users register for the platform, another challenge will be in keeping them engaged in the projects they are involved in. Our platform attempts to support natural offline engagement (where the most work actually gets done) through connecting users in a social way and encouraging them to create and participate in local project-related events in their region. When users do take their projects and activities offline we hope they will return to the platform to upload photos, post encouraging comments, update files and docs, and help move projects forward. The role of the community manager will be important in tracking this type of activity within the system and encouraging users to follow-up after events and take the next steps toward reaching their project goal. The best means to reward and encourage users will likely vary from project group to project group, and it will probably be a process of trial and error for the community manager to determine the right approach.

The next step for the Code for America Everywhere platform will be to finish development of a "minimum viable product" version of the application. While Code for America built an initial version of the platform in the summer of 2011, that application was primarily oriented more as a project management tool than as a community site. Thus, while some of that code can and should be reused, it now seems clear that the People search page, Ideas forum, and social features should be the highest priorities prior to release. While the platform software is still in development, Code for America can separately take steps to develop and improve connections with its fan base and with civic hackers across the country by hiring a full-time community manager, identifying and contacting community activists and leaders of similar tech enthusiast groups (Python user groups, Ignite talk nights, women-in-tech meetups, the Occupy movement's design, tech, and communications wings, etc.) in a number of "special-focus" cities, and writing how-to guides for the types of activities and events that Code for America anticipates encouraging and seeding.

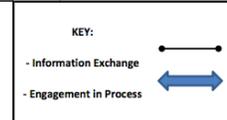
# APPENDICES

## Appendix A: Informational Diagram

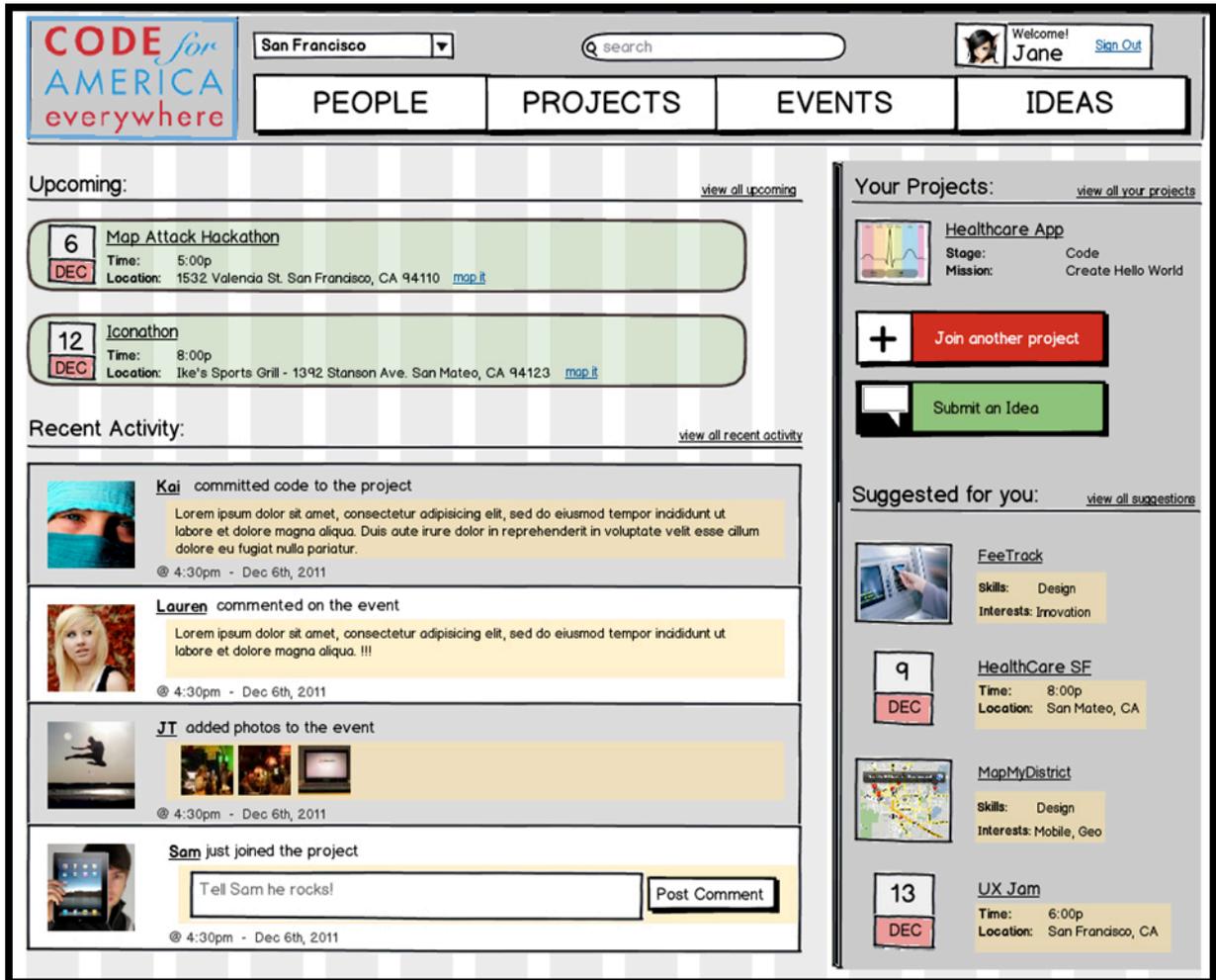


### Communication Tools Used:

- > **E-mail**
- > **Conference Calls:** To communicate between CFA teams and city government clients.
- > **Basecamp:** To share documents / files with city government clients.
- > **Google Docs:** To collaborate within CFA Fellow teams.
- > **E-mail Lists:** To communicate among CFA staff, fellows, city teams, and to share general information with everyone (i.e. similar to IS school's Noise list).
- > **Face-to-Face Conversations and White Boards:** For internal collaboration among CFA teams.
- > **GitHub:** To share source code among CFA staff, fellows, and city teams.
- > **Codersounds:** Audible sounds that announce progress on "checking in" code among CFA staff, fellows, and city teams.



Appendix B: Highest-Fidelity Prototypes



Highest-Fidelity Balsamiq Prototype of User Dashboard

CODE

for

AMERICA

everywhere

San Francisco

search

Welcome Jane [Sign Out](#)

PEOPLE

PROJECTS

EVENTS

IDEAS

Featured Projects: San Francisco [view all projects](#)

**Change by Us**  
Web Platform  
12 contributors

**ClassTalk**  
Web Platform  
6 contributors

**Mural App**  
Mobile Application  
3 contributors

**Solar City**  
Web Application  
6 contributors

**Where's My School Bus?**  
Mobile Application  
4 contributors

**SnapFresh**  
Web Application  
4 contributors

**My Projects:**

**Healthcare App**  
Stage: Code  
Mission: Create Hello World

Recent Activity

**Kai** committed code to the project  
@ 4:30pm - Dec 6th, 2011

**Sam** joined the project  
@ 3:30pm - Dec 6th, 2011

**Lauren** commented on the joint event  
@ 2:30pm - Dec 6th, 2011

Suggested for You:

**Healthcare App**  
Skills: Design  
Interests: Health Care

**VoterTalk**  
Skills: Research  
Interests: Gov 2.0

**DataRetriever**  
Skills: Code  
Interests: Ruby, Geo

**FeeTrack**  
Skills: Design  
Interests: Innovation

**HealthMobile**  
Skills: Data  
Interests: Gov 2.0

**MapMyDistrict**  
Skills: Design  
Interests: Mobile, Geo

**FoodFinder**  
Skills: Deploy  
Interests: Services

All Projects

| Title                                   | Description   | Creator    | Location      | People |
|---|---|------------|---------------|--------|
| San Francisco City Hall Information App | An iPhone application that provides information about city hall to the public | John Allen | San Francisco |        |
| City Hall Data Management System        | Lorem ipsum dolor amet sin amiorndhnn   | Kate Bush  | San Francisco |        |

Highest-Fidelity Balsamiq Prototype of Project Overview Page

22

CODE

for

AMERICA

everywhere

San Francisco

search

Welcome!  
Jane [Sign Out](#)

PEOPLE

PROJECTS

EVENTS

IDEAS

### Open Source Transporter App

[Dashboard](#)
[People](#)
[Tasks](#)
[Resources](#)

👍 21
Follow
82

f
t
g+

#### About

Public transit has the potential to be awesome, moving us around our city quickly and easily. But sometimes it really sucks. Buses are never on time, routes can be unfamiliar, and connections are difficult. Let's work together to imagine the future of public transit and use data/technology/design in cooperation with transit agencies to make it real.

#### Recent Activity

[view all recent activity](#)

**Sam** posted a comment:

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.

@ 5:16pm - Dec 3rd, 2011

**Lauren** posted a comment:

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. I'll bring pie!!!

@ 2:30pm - Dec 3rd, 2011

**JT** added a link:

<http://www.sfmta.com/cms/asite/nextmunidata.htm>

@ 4:30pm - Dec 6th, 2011

#### Contributors

[view all](#)

#### Tasks

Data

For each local implementation we need to:

- Find data source for free
- Format data to XML
- Format data to JSON
- Check data for errors

Research

Design

Code

Deploy

#### Awards

♥
🌐
😊
☁

#### Resources

/Github Repository

Highest-Fidelity Balsamiq Prototype of Individual Project Page

San Francisco

Welcome! Jane [Sign Out](#)

PEOPLE
PROJECTS
EVENTS
IDEAS

### Featured Events: San Francisco [view all events](#)

**Map Attack Hackathon**  
Mission District  
December 6, 2011

**Gov 2.0 & You**  
Downtown  
December 10, 2011

Image not found

**Mobile UX Meetup**  
Mission District  
December 18, 2011

**UX Design Meetup**  
Presidio  
December 10, 2011

**Prototyping Workshop**  
Mission District  
December 10, 2011

+

Add an Event

### My Events:

- 6 **Map Attack Hackathon**  
DEC Time: 5:00p  
 Location: San Francisco, CA
- 12 **Iconathon**  
DEC Time: 8:00p  
 Location: San Mateo, CA
- 16 **UX Design Workshop**  
DEC Time: 6:00p  
 Location: San Francisco, CA

#### Recent Activity

- JT** is attending [HackSF](#)
- Sam** is attending [Gov 2.0 & You](#)

### Suggested for You: [view all suggested events](#)

Dec 9th

via [HealthCareSF](#)

Skills: Design  
Interests: Health Care

Dec 11th

via your [Idea](#)

Skills: Research  
Interests: Gov 2.0

Dec 13th

via [HackSF](#)

Skills: Code  
Interests: Ruby, Geo

Dec 18th

via your [Idea](#)

Skills: Design  
Interests: Innovation

Jan 16th

via [SFMobile](#)

Skills: Data  
Interests: Gov 2.0

Jan 20th

via your [Idea](#)

Skills: Design  
Interests: Mobile, Geo

Feb 16th

via your [Idea](#)

Skills: Deploy  
Interests: Services

### Upcoming Events:

|  |                                 |  |  |   |    |                                 |  |
|--|---------------------------------|--|--|---|----|---------------------------------|--|
|  | 4                               | 5  | 6<br><a href="#">Meetup</a><br><a href="#">Hackathon</a> | 7<br><a href="#">Meetup</a><br><a href="#">Meetup</a> | 8  | 9                               | 10<br><a href="#">Hackathon</a><br><a href="#">UX Meetup</a> |
|  | 11<br><a href="#">Hackathon</a> | 12<br><a href="#">Paper Prototyping</a><br><a href="#">Design Workshop</a> | 13   | 14<br><a href="#">Meeting</a>                         | 15 | 16<br><a href="#">Iconathon</a> | 17<br><a href="#">Iconathon</a>                              |

Highest-Fidelity Balsamiq Prototype of Events Overview Page

24

CODE

for

AMERICA

everywhere

San Francisco

search

Pat Smith

PEOPLE

PROJECTS

EVENTS

IDEAS

### Map Attack Hackathon for the Open Source Transporter



**Tuesday, December 6, 2011**

**5:00PM - 11:00PM**

1532 Valencia Street San Francisco, CA 94110 [map it](#)

**7 Attending** RSVP

 [Jane](#) Event Host

 [JT](#)  [Sam](#)

 [Sam](#)  [Lauren](#)

 [Steve-O](#)  [Rita](#)

**Description**

Come out, network, and hack away on mapping code for the [Open Source Transporter App!](#) We will be working with some newly acquired data and there will be free food!

view on  


**Recent Activity:** view all recent activity



**Sam**

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@ 5:16pm - Dec 3rd, 2011



**Lauren**

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. I'll bring pie!!!

@ 2:30pm - Dec 3rd, 2011



**JT** added photos





@ 4:30pm - Dec 6th, 2011

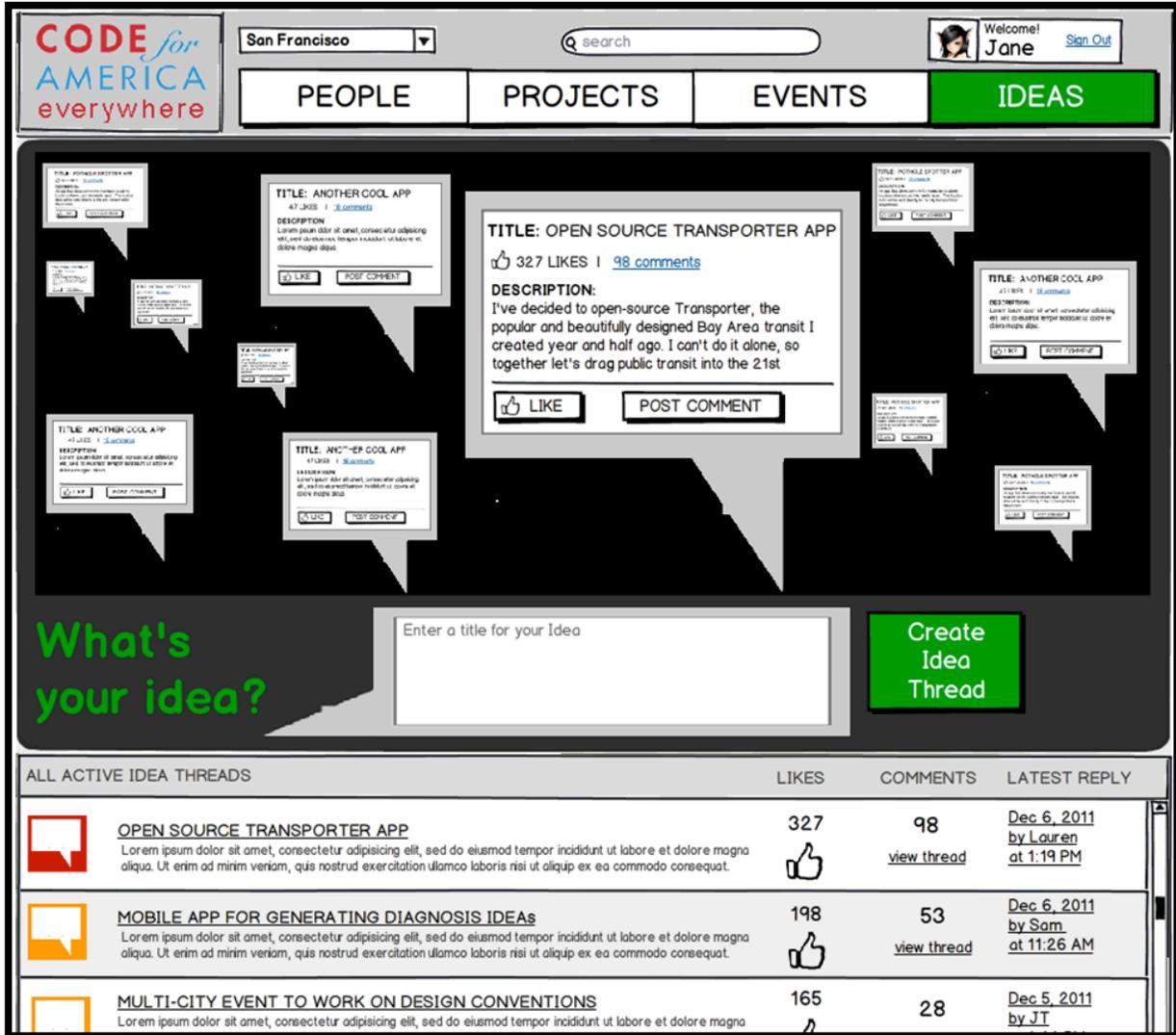


**Sam** is attending the event

Post Comment

@ 9:16pm - Dec 2nd, 2011

**Highest-Fidelity Balsamiq Prototype of Individual Event Page**



Highest-Fidelity Balsamiq Prototype of Ideas Overview Page



San Francisco


Welcome! Jane [Sign Out](#)

PEOPLE

PROJECTS

EVENTS

IDEAS

IDEAS > IDEA #52: OPEN SOURCE TRANSPORTER



**IDEA #52: OPEN SOURCE TRANSPORTER APP**

I've decided to open-source Transporter, the popular and beautifully designed Bay Area transit I created year and half ago. I can't do it alone, so together let's drag public transit into the 21st century.

327 LIKES | [98 comments](#)

FOLLOWERS:








[view all](#)

FOLLOW THIS IDEA

POST A COMMENT ▼



**Kai**  
Joined: 11.15.2011  
Posts: 534

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@ 4:30pm - Dec 6th, 2011



**Lauren**  
Joined: 11.15.2011  
Posts: 534

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@ 4:30pm - Dec 6th, 2011



**JT**  
Joined: 11.15.2011  
Posts: 534

<http://www.sfmta.com/cms/asite/nextmunidata.htm>

@ 4:30pm - Dec 6th, 2011



**Sam**  
Joined: 11.15.2011  
Posts: 534

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@ 4:30pm - Dec 6th, 2011



**Jane**  
Joined: 11.15.2011  
Posts: 534

Post Comment

Highest-Fidelity Balsamiq Prototype of Individual Idea Page

### ***APPENDIX C: Bibliography:***

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