



## PLACE

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What are the special characteristics of the place where your local application will be deployed.



## COMMUNITY NETWORK

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What type of Community Network will host your local application.



## LOCAL COMMUNITY

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How is the local community related to its Community Network.



## TEAM

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Available skills and perspectives in your team.



## RESOURCES

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More or less hidden available resources that you can use.



## NEEDS

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Why is it important to build software suitable to run in a local environment independently from the Internet?







## TEMPO

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Establish an appropriate rhythm for the project's members gather to discuss about their processes and possible inter-dependencies between them.



## TRANSLATION

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Consider the need for translations in language and concepts between members of the team and between the team and the community.



## FACILITATION

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The methodologies and tools used for facilitating brainstorming and playful interactions.



## SHORTCUTS

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Creative ways to feel gaps of skills or resources for a successful project.



## NOTATION

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Consider how your different actions depend and/or influence each other, and define appropriate notation for representing them.



## VISUALIZATION

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Visualize the network using printed real maps and toys during brainstorming and participatory design processes.







## LISTENING

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How do you listen to the community characteristics and needs.



## COMMUNITY ENGAGEMENT

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Events and processes will help to engage the community in the design of the applications.



## DOCUMENTATION

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Capture and communicate your understanding of community needs and special characteristics.



## LEARNING

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Have you reserved enough time for training the community in new concepts?



## TRUST BUILDING

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Show who you are and be engaged, to be trusted.



## NETWORK VISUALIZATION

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Tangible ways through which your local network, infrastructure and applications are made visible in the ground.



## DEDICATED SPACES

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Permanent or temporal locations where someone can learn about the community network and its local applications, meet in person the people behind the project, and become part of it.



## SPACE INFRASTRUCTURE

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Internal and external design of the space, tools to facilitate interactions, and artefacts to communicate the selected framing and overall identity of the network.



## RUNNING THE SPACE

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Governance mechanisms and processes that guarantee the sustainability of the spaces and their proper functioning.





## HYBRID INTERACTIONS

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Links between the digital and the physical through displays and other visualizations of online interactions combined with face2face gatherings.



## APPLICATION

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Continuous design for user experience, needs, and appropriation in the core functionality offered by your local application.



## SOFTWARE DEVELOPMENT

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A realistic plan for the deployment of different versions of the software application, including a Minimum Viable Product



## ADMINISTRATION

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Making things easy and flexible for the administrator is the key ingredient of a local application for Community Networks.



## CURATION

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Online spaces, like physical ones, need presence and curation. No one will use your application if you are not “there”.



## CONTINUOUS FEEDBACK

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The users of the software should be encouraged and facilitated to send you feedback on issues and feature requests, which can both help you improve the functionality but also reveal their needs and priorities.



## PROJECT IDENTITY

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Permanent or temporal locations where someone can learn about the community network and its local applications, engage in learning and participatory process, and meet in person the people behind the project.



## COMMUNICATION

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Share your project’s objectives and results.



## ORGANIZATION

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Make sure the right people are working on the right tasks







## NETWORKING

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Build relationships with local actors but also external communities and international networks.



## FUNDING

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Collaborate with the community to find complementary funding for your project.



