

Affinity Mapping Log

(https://realtimeboard.com/app/board/o9J_k0yF_VU=/)

Mo:

so, did you get a feel for affinity mapping here?

did it make sense what was happening?

(i think so, based on how you made clusters and moved things?)

S:

I think so. Was noticing that I was having trouble separating things out in ways that were not the ways I was originally doing so before our in-person meeting.

And I don't know that I would have figured out useful names for the groups.

M:

yeh thats where having more than one person doing the mapping helps

S:

Otherwise, though, it seemed pretty straightforward.

M:

naming them isnt as important as just having that gut feel that they hang together

S:

Understood!

It was definitely difficult initially, so I was glad you just jumped in and started moving things around.

Also, I think this is a really helpful tool for doing this online! I'm glad I found it.

M:

yeh it was hard for me to start too lol, in the beginning it's always harder. once you start gettings some clusters it gets easier

yes i love this tool! you can save out as a pdf, totally nice

S:

Yes!

It seemed like _someone_ had to have solved the problem. :)

Ok, so how do we figure out what is reasonable for us to do?

And prioritize those things?

(I wonder if people watching can see this chat. I'd hope so?)

M:

i think so, when i switched to chrome i wasn't logged in and i saw the chat
logged in now but it let me see everything wo creating an account

S:

Excellent.

I'm glad.

M:

so first off i think i throw the meta thing to the side
we'll figure out what to name it at some point :)

M:

so if we throw away the meta one assuming we'll figure it out eventually

out of the 6 that remain, gut feel, do any strike you as more important than the others based on all the conversations you had?

think about it this way...

there's two dimensions.... affects many, affects few..... vs severe impact, light impact
so the highest priority items should be those that impact the most people severely
middle priority should be impact most slightly, and impact a few severely
lowest priority should be impact few lightly
actually lets draw up that grid
since we can!

S:

I think... that most people would be impacted by the local resource finfing/scalability.
And I think the localization problems affect a smaller percentage but affects them quite strongly.
I'm not sure how to gauge the severity of the impact of resource finding, though.

M:

well some of the impact is in the notes - eg local ambassadors getting burnt out, people reinventing the wheel / redoing work on swag ordering and planning events

S:

True.

M:

id definitely agree it's severe
money is wasted too

S:

Money being wasted is also very true for Budget things. I can't decide how many people are affected for that one, though. On one hand, specific people, largely ambassadors and event planners. On the other hand, everyone who might go to events that are being planned.

M:

i think large amounts of money being wasted impacts everyone in the projects

bc it limits what other teams can do

S:

True.

So that's in high severity/high impact

M:

i think user onboarding / activity affects many but is lower impact

S:

15:03

I think both event planning tools and reuse of data are smaller group affected.

M:

it costs more time, but it doesn't cost money, and there are a lot of workarounds in place for those things (onboarding, monitoring activity)

i agree

S:

Yeah, I think it's fairly low impact, but it would affect anyone who is new, so lots of people but perhaps not as many as other high impact ones

M:

both severe? (event planning, learning from past events?)

S:

Less severe than local resource finding, I think, but yes, severe.

... we didn't find anything that was low impact and few affected.

M:

thats good, that means your research covered the most important stuff :)

S:

Heh. True enough.

M:

so i would say, from this

let's plan the feature to primarily focus on findability of local resources, helping scale local resources, and providing budget management functionality

S:

nod

M:

the other items could be planned for a v2

S:

Makes sense.

And I think the V2 should prioritize whatever is found later and onboarding and localization over learning and event planning.

Just based on severity

M:

makes sense

S:

rather, severity/affected numbers

k. I should summarize this in the research bug. Probably including the PDFs of this and maybe the chat log?

M:

yep! sounds good!

S:

At that point, though... should we order the things_in_ those groups?

prioritize, mean

M:

probably not necessary

i think from here we deep dive on each of the two and try to generate as many ideas as possible for solving the issue

S:

ok.

How would you suggest we do that?

I imagine we'd need a break to digest what we've done, mind you.

And for me to write up a summary for the bug (and blog).

M:

yeh let's reconvene tomm

S:

Ok, cool.

M:

we could do a gamestorm game in irc or just honestly call ideas out