

# Scholarly Commons Steering Committee Meeting

January 26, 2016

Participants: Jeroen, Chris, Ian, Bianca, Robin, Stephanie, Dan, Maryann, Cassie

## AGENDA

### 1. Finalize Invitation List

- a. Citizen Science attendees?
  - i. Robin has not heard back from the people she contacted there
    1. Leslie Chan is attending and we could ask for his recommendation for a Citizen Science attendee
      - a. **Action:** Stephanie will email him about this
  - ii. Josh Nicholson (founder of The Winnower, one of our original invitees) – turns out that he can attend
    1. Josh was unsure if he could make it but asked if Juan Pablo Alperin could attend in his place
      - a. **Action:** add Josh to list; we will invite both (Robin will follow up with this)
  - iii. We have 48 confirmed attendees and two open slots
- b. Helmsley invite?
  - i. **Action:** Maryann will send a note to Brooke and Sarah

### 2. Review Workshop Program and Logistics:

- a. Registration form - please fill out!
- b. Program draft  
[https://docs.google.com/document/d/1eRBbeQwFv9X7OHw\\_FaZ5xvyuVSYrUNx0RV4V0aCGYk4/edit#heading=h.n5375dc6rcwc](https://docs.google.com/document/d/1eRBbeQwFv9X7OHw_FaZ5xvyuVSYrUNx0RV4V0aCGYk4/edit#heading=h.n5375dc6rcwc)
  - i. Thoughts Chris on framing workshops/satellite events/landscape map (email 20160126)
    1. The idea of building on the ground floor with different ideas of the commons – would make up the landscape map
      - a. Could also see an ecosystem emerge (doesn't need to be a building; could use different metaphors)
      - b. We should have different metaphors ready so that we can choose one during the workshop
  - ii. Focus on session 1/2 for this call? [proposal BK/JB]
- c. Facilitation and (real time) visualization during workshop - Jeroen/Bianca (see this [sheet with options to fulfill our facilitation/visualization needs](#) + email sent 20160119)
  - i. Updates from the YKON conference call
    1. Maryann's impression: YKON has games to encourage activity in these types of workshops (various types of games that would suit

different sessions; games engage people to consider the problem from different aspects)

- a. We want to ensure that our workshop structure does not allow for the established researchers to dominate the early career researchers
- b. Inclined to engage with them further
2. Dan's impressions: conversation included a good exchange with facilitators – emphasized the need for the games to fit in with the actual work/discussion occurring
  - a. It would bring a good element & materials to the workshop
3. Bianca: encourages people to consider new perspectives and breaking hierarchies – can really help us accomplish work on conversion aspect
4. **Action:** meet again with YKON and ask them to work with us - ask YKON what would be the best approach to imaginative thinking, break down social tensions, what to do with attendees' preconceptions – Bianca & Jeroen will approach them
  - a. Beneficial to consult with people who are experts on this
  - b. **Action:** Bianca will send Stephanie the budget and Stephanie will reallocate the funds with Helmsley
- ii. Marcin Ignac as a visualizer: will facilitate a common view on the development of the workshop
  1. With a visualizer/visual note taker, the workshop output becomes much more compelling than what we could put together ourselves
  2. It shouldn't slow the discussion, will be done in parallel to the discussion – interactive visualization
  3. We will ensure that Marcin understand the workshop and our expectations – his work during the workshop will be an iterative process
    - a. **Action:** Jeroen will update the committee about continued conversations with Marcin

### 3. Working Group Webpage Update:

- a. Scholarly Commons logo - Chris Chapman ([branding thoughts](#))
  - i. As he's worked on the logo, some designs have emerged – the approach he prefers is the commons as a place for scholars (a house that has multiple floors – see “Multi-layered design” section)
    1. This idea could be a theme we use to brand our whole approach to the workshop
    2. We could ask people to consider the floors and what exists on each floor or room of this house
    3. Blueprint as a metaphor
  - ii. Do we want a separate workshop logo from the commons logo?
    1. Different levels of the house come from each workshop

2. Separate from the ground floor (commons logo itself, is the combination of all floors, the Madrid workshop logo is the foundation)
        - iii. Chris will design the final logo but asks for everyone's thoughts
      - b. demographic info + invitee list added, add some details on programme?
      - c. Start thinking about a date, place and invitee list for workshop #2.
4. Outreach preceding the conference (see also [new doc for our outreach ideas](#))
  - a. Invite the working group to join this call in a couple of weeks
    - i. When will we be ready to engage the broader community?
      1. After the workshop, we want to be ready to ask people around the world questions and engage them
        - a. Could we devote next week's call to this?
        - b. **Action:** Tweet about Chris's document
        - c. We need to build publicity around our activities
  - b. Involve working group in working on:
    - i. [Charter document?](#)
    - ii. [Commons document?](#)
    - iii. [Assumptions document?](#)
    - iv. List of things to avoid?
    - v. Ask the working group if anyone wants to engage in the comparison and discussion of the above charters – ask for recommendations

Review Action Items from previous meetings:

[https://docs.google.com/spreadsheets/d/1DpER9RHHsxFos84vvNyUD9efS1XRHVWK\\_apM\\_YLE9Pg/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1DpER9RHHsxFos84vvNyUD9efS1XRHVWK_apM_YLE9Pg/edit?usp=sharing)