

HCLE Third Quarter 2015 Progress Report

Welcome to the Third quarter of 2015 HCLE report. We share many of these news items via our outlets ([wiki](#), [blog](#), [Facebook](#), [Twitter](#), [LinkedIn](#)) and collect them here for your and our convenience.

Our staff of 1.3 FTEs, several volunteers and many outside collaborators reached the following milestones in the summer quarter of 2015.

- *Fundraising*
 - *Cal Humanities grant application submitted*
 - *Knight Foundation grant application submitted*
 - *Kickstarter campaign being designed*
 - *GoFundMe campaign launched*
 - *Amazon Smile launched*
- *Metadata Report - published by Svetlana Ushakova*
- *Collaboration - integrating Pratt SILS digitizations*
- *People - team development formalized*
- *Outreach - conferences and social media continue to be best publicity*

With these accomplishments (and with the appropriate funding) HCLE should be able to produce a Proof Of Concept virtual museum web site. Subsequent to the proof of concept will be the major tasks of digitizing and curating the collection, and designing the complete virtual museum interface. Those tasks will not be completed in 2015, but significant progress is anticipated.

Please pass our news along, especially if you know someone else who will want to contribute money, know-how, artifacts, stories, or connections. Even by glancing at what we've done, you're helping make HCLE happen as you pass along the story. Thank you.

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- *Fundraising*
 - We submitted a proposal to Cal Humanities' [Community Stories](#) project to fund a series of HCLE Pioneer interviews. This would be the beginning of a more formal, scholarly set of interviews intended to raise the level of quality in terms of academically useful content, production values, and depth. Grant awards will be announced December 31, 2015.
 - We also prepared a grant proposal for the Knight Foundation to create and test our Proof of Concept, a prototype of each of the important elements of the museum that will help demonstrate the concept, and test

the way it can be used.

- A Kickstarter campaign is being prepared to fund the proof of concept because the proof of concept is important enough to warrant pursuing multiple funding options, and because our social media network is substantially larger and more engaged than when we held an Indiegogo campaign two years ago.
- A [GoFundMe](#) campaign was initiated for general funding because some contributors may want to engage with other aspects of the museum besides the proof of concept.
- An Amazon Smile account was set up for the same reason, unrestricted funds. Make your Amazon purchases through Amazon Smile (Smile.Amazon.com) and 0.5% of the purchase goes directly to HCLE. Thanks.
- We used some of the Vision Club funds to search for a professional grantwriter to increase our chances of successful proposals. The search continues for someone who is interested in working on relatively small (tens of thousands of dollars) non-profit proposals. (Many professional grantwriters prefer to work on million dollar proposals.)
- We continue to search for and interview volunteers for graphics & illustration as well as grantwriting. We've met very capable people, but have yet to find matches for our mutual interests and needs.
- Two additional fundraising strategies being pursued are: coordinating with members of the Homebrew Computer Club and a convening a private meeting of HCLE Educational Technology Pioneers. The purpose of the meetings is to gather advice, content for the museum, and potential funding sources while providing forums for these individuals to gather and socialize.

- Collection
 - The artifacts in the Collection continue their transition from sitting in storage to being included in the Catalog and being scanned. The selection of artifacts to work on is partly driven by outside opportunities, Bob Zeidman's interest in People's Computer Company publications, and enthusiasts' interest in early Atari manuals (including some of Liza Loop's work). We're also working at incorporating the files created as part of our collaboration with Pratt SILS this summer. Also, within the process, some items like Recreational Computing publications are being scanned.

- Catalog
 - The Catalog Team continues to improve the interface, making it easier for add items and descriptions to the database, while also making it easier to search on existing items. As no commercially available software is readily affordable or able to handle HCLE's requirements, we will continue to develop the capability with our volunteers:
 - Stan Crump is documenting how to add users to the Catalog, a task that is becoming more important as more people volunteer.
 - Svetlana Ushakova completed her research and published a paper; "*Usability of Metadata Standards for Open Educational Resources*" as part of her work at San Jose State University.
 - As items are being scanned, their descriptive information (metadata) is being added to the Catalog. This task is expected to expand.
 - The Metadata Team is dealing with the logistics and operations of making sure the items in the Catalog have the appropriate metadata.

- People/Volunteers
 - Catalog team (See their results in the Catalog section.)
 - Alan Wilson (prime)
 - Stan Crump (emeritus)
 - Bob Speray (consulting)
 - Metadata team (See their results in the Catalog section.)
 - Svetlana Ushakova
 - new volunteers (Welcome!)
 - Lee Richardson
 - Sharada Maligireddy
 - Jessica Lynn Strom
 - Aryn Dagirmanjian
 - Proof of Concept
 - Alan Wilson has been tasked with investigating platforms for the Proof of Concept prototype
 - In addition to her metadata tasks, Sharada Maligireddy has been coordinating collaborations with University of Nevada (Reno) to develop interview guides.

- Outreach
 - Conferences
 - Liza has been following through on contacts made at various conferences from the Spring, particularly, the Science and Technology Studies retreat and the Brink Institute conference. An EdSurge meeting was also attended, though no action items resulted.
 - Planning was initiated for subsequent conferences:
 - IEEE Global Humanitarian Technology Conference (October 2015, Seattle)
 - Museums and the Web, April 6-9, 2016 Los Angeles
 - blog
 - [Computing in Schools: For Good or Evil??](#)
 - [Interview with Bob Albrecht by Jon Cappelletta](#)
 - [HCLE Second Quarter 2015 Progress Report](#)
 - [Are you an EdTech Pioneer?](#)
 - [Games for learning have a long history](#)
 - [Inappropriate Use of Research Results](#)
 - [Retentiveness is key to Progress](#)
 - [LOGO Programming](#)
 - Social Media Traffic Report

	1/1/2014	12/29/2014	6/30/2015	9/30/2015
		4		
Facebook	59	91	97	100
Twitter	67	271	354	383
Wordpress	18	42	46	49
Wikispaces	12	41	49	57

- wiki
 - The host for our wiki (aka HCLE's digital loading dock) has enacted policy changes that encourage us to consider other hosts. Many platforms are appealing, but we have yet to find an expedient solution to export from wikispaces and import to another host. The search continues.

- Collaborations
 - Jerry Herberg from Luneburg University introduced HCLE and Liza Loop to Dr. Paula Bialski and Goetz Bachmann which has already produced an interview with Liza and may lead to additional collaborative projects.
 - Frank Land and Peter Byford (chair of [LEO Computers Society](#)) found our wiki and were kind enough to provide us with an extensive bibliography to include in our wiki, and eventually an exhibit.
 - Anthony Cocciolo delivered the results of the Pratt's digitization of HCLE's VCR and Betamax tapes. We are definitely grateful and are working at incorporating the digital artifacts into our database. The students also produced an impressive [Omeka exhibit](#) that acts as an example of the kind of virtual exhibit HCLE can host. Anthony published a description of some of the metadata tasks involved. [Quick Metadata Entry in Omeka](#)
 - We made preliminary contact with Microsoft's VP of Education; "thanks for thinking of us! you can reach out to my colleague Kari at karisher@microsoft.com.", and we have done so.
 - An HCLE Consortium ([wiki](#)) is being developed to coordinate EdTech history studies. The intent is to enable and facilitate the studies without having to control or own them. This may be a separate project of LO*OP Center.
 - One of our new volunteers, Sharada Maligireddy, contacted the University of Nevada (Reno). Dr. Anita Watson (UNVR professor of shared history) and helped arrange for a possible series of videos, oral histories, and a pioneer's conference, partly through the efforts of Naomi & Vincent Moran of Paradigm Studios. The effort may also act as a recruitment opportunity for more HCLE volunteers
 - HCLE will be providing Kevin Savitch, the co-founder of Atari Podcast, with scans of the Atari manuals that are part of HCLE's Collection.
 - Glen Bull of CITE Journal (Contemporary Issues in Technology and Teacher Education) has offered to publish quarterly seminal articles submitted by HCLE.

- Exhibit
 - The Play It And Learn wiki page was expanded to include bibliographic references to game design.
 - We've completed the first, cursory contact with all of the Pioneers currently on the list. Pioneers were encouraged to update or upload their stories and references. The next phase will entail pursuing the contacts for greater depth and additional resources.
 - Sharada Miligireddy is working on a structured interview guide, picking up where Jon Cappetta left off.

- Operations
 - The current Operations activities have been described above. As each section becomes operational, their work will be reported here.
 - Catalog
 - Collection
 - Metadata
 - Proof of Concept (in Fundraising)

- LO*OP Center
 - LO*OP Center did not require any substantial input from HCLE this quarter.

- admin
 - As the various teams are developing, we're transitioning to slightly more formal communications. The team members are doing a good job of using the wiki and Hangouts for communications, but enough work is in progress that it is making sense to schedule regular team meetings. Emails, calls, etc, will happen as always, and we're adding a monthly team meeting for everyone to learn what everyone else is doing. Team members get more visibility (if they want it), and everyone gets an opportunity to see how all the projects support each other. The first such meeting will be on the last Thursday of October.

