

Small wiki toolkits brainstorming session

Facilitated by Srishti & Krishna

Small wiki toolkits



4-6

توبر

أد

2019



Initiative's approach

- Curating or developing toolkits on technical topics
- Running technical workshops and informational sessions
- Building a network of individuals for peer learning and support

11.4% edits to 'tewiki' via bots & tools in Feb, 2022

Wikimedia Cloud Services Monthly Edits Wikimedia Foundation

Created by Dashiki with Config:Dashiki:WMCSEdi

All data, charts, and other content is available under the [Creative Commons CC0](#) dedication, [Privacy Policy](#)

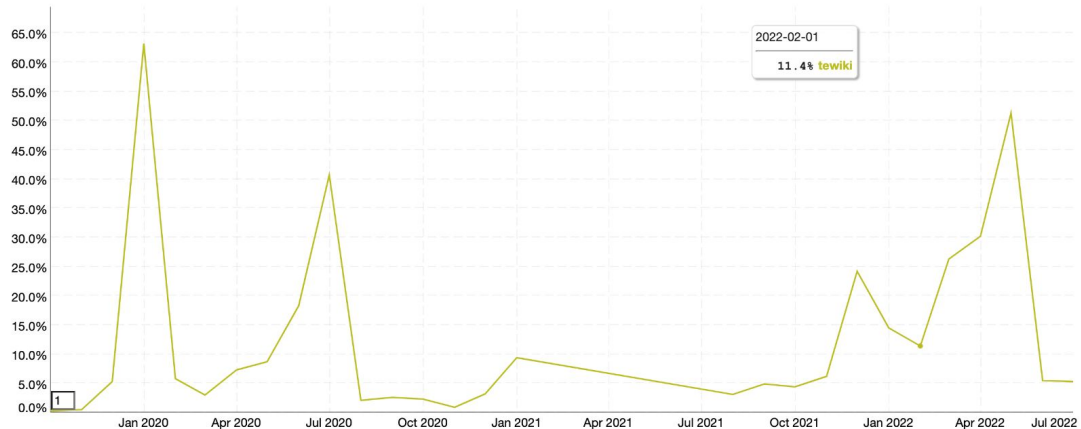
[WMCSEdi](#) [Learn more on meta-wiki](#)

WMCS Edits Timeseries WMCS Edits Hierarchical View WMCS Edits Tabular View

WMCS Edits Timeseries

Showing data from 2019-10-01 to today

- filter by date
- testwiki
 - testwikidatawiki
 - tetwiki
 - tewiki
 - tewikibooks
 - tewikiquote
 - tewikisource
 - tewiktionary
 - tgwiki
 - tgwikibooks



Since 2019, individuals from 30 language communities have participated



Indic workshop series



Brainstorming questions

- What **technical learning needs** does your community have?
- What are your **preferred learning formats**?

What's in and out of scope of this discussion?

- ✓ Technical skills for essential technical work on a language wiki
- ✓ Learning formats that work best for you to learn technical skills (e.g., well-documented resources, live trainings, etc.)
- ✗ Addressing a feature request or fixing a technical challenge that your community currently faces

Group discussion guidelines

- Let's split into groups; **4 people per group**.
- Two people can be newbies, and two can be existing community members.
- Newbies might be able to bring a great perspective on learning formats!
- Discussion time ~30 minutes.
- Each group takes notes on a poster.
- One person from each group presents their poster with ideas (~5 minutes)

Brainstorming

Presentations

Team 1

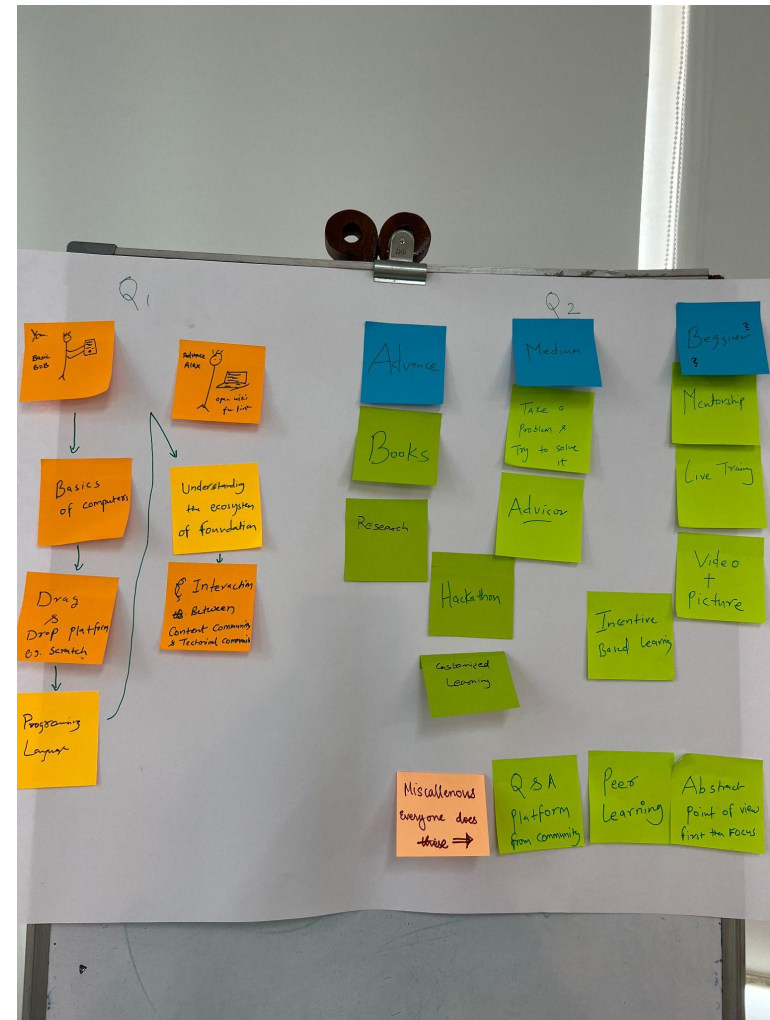


Q1 - Technical needs of learning community

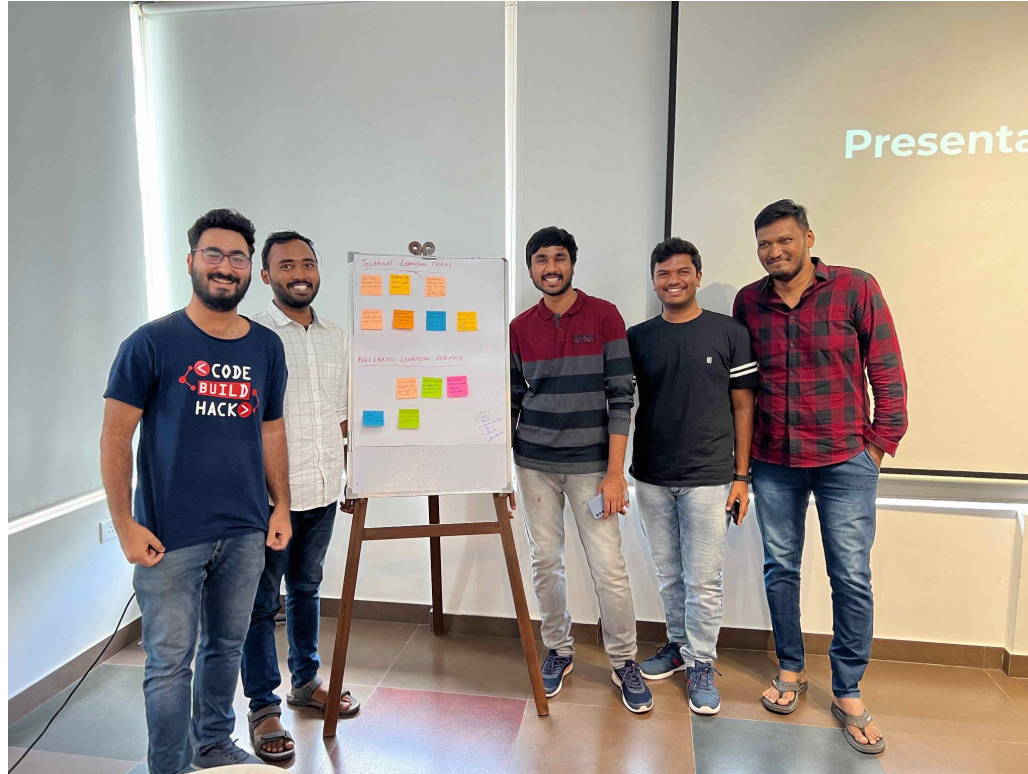
- Person A Basic Bob - Basic of computers, How to learn a programming language that fits his needs, a drag and drop of platforms, Entering into the programming language, building to learn the code.
- Person B Advance Alex - Knows coding, programming languages, when he opens a Wikimedia page for the first time, under the needs to understand the ecosystem of foundation, basic format, editors can adopt his work. Interaction between content community and technical community, so that Alex is aware of the problems.

Q2 - Preferred learning

- Classified into 3 categories. Beginners, medium, and advanced.
- Beginners - Live learnings, video + picture format
- Medium - Trying different solutions, taking a problem related to that and making it into chunks, meeting advisors to discuss the complexity of the problem, incentive based learning or applying game theory can help him to apply solutions.
- Advanced - Research phase, reading books, referring articles, working in a research project, attending hackathon.



Team 2



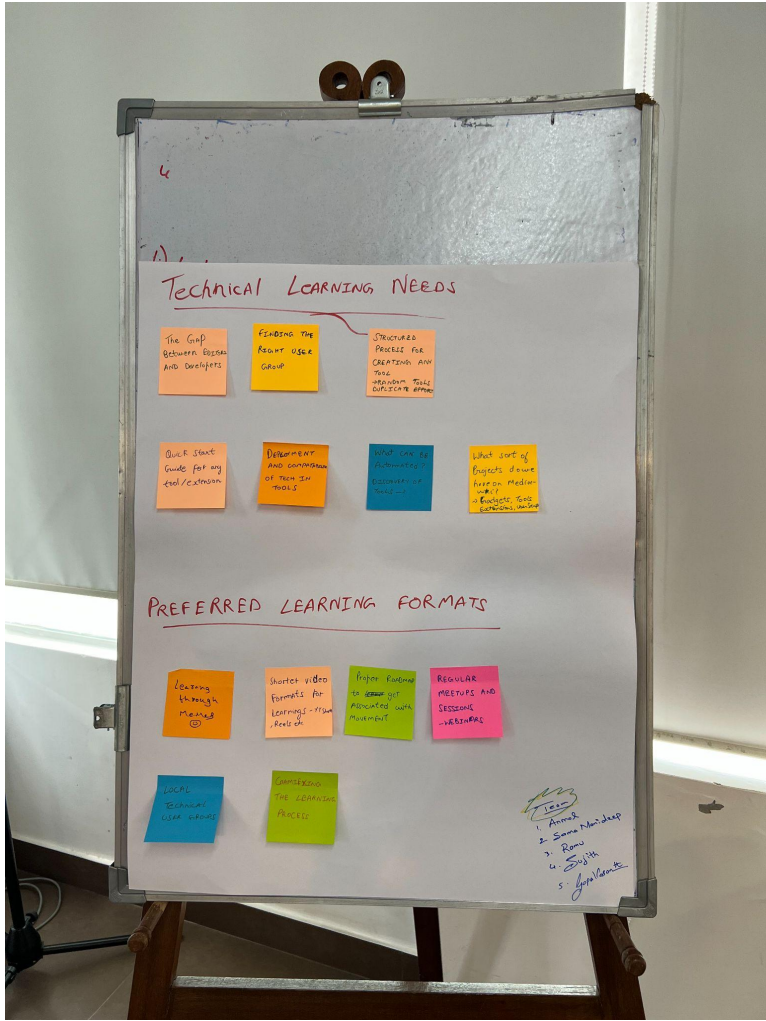
Q1 - Technical needs of learning community

- Gap between the editors and developers. Editors demanding X and being delivered Y. Gap between user needs and actual delivery. Proper brainstorming session between editors and developers.
- Finding the right user group or how to find any user group. This is useful for learning new technologies. Which user group to contact?
- Starting process for creating a tool.
- Quick start guide for any tool or extension. Eg: Sample projects such as TODO apps. Should be able to clone the project from GitHub.
- Not aware of what tools that are available to make users' lives easier. Connection between tools and gadgets is missing.
- Structured steps on how to create and publish a tool. What if the tool already exists? Maybe a source for demotivation if a tool already exists. A structured step might help here.
- What can be automated? Deployment of tools. Works well on local, but does not work well when deployed. For example, my experience with Redis where it wasn't installed on Toolforge and needed some undocumented work. Steps for deployment.



Q2 - Preferred learning

- I want to learn through memes
- People are moving towards learning from videos, you want to use a tool but don't want to spend a long time so you can learn in a quick format.
- Proper roadmap to get started, how to start and steps involved.
- Local technical user groups and regular meetup and sessions. Why don't we create local Bangalore technical groups?
- We can also host regular wikimedia session.
- Gamifying the entire learning process. Users want rewards, apps like duolingo? Gamified the learning process, perform small tasks and get small small rewards.

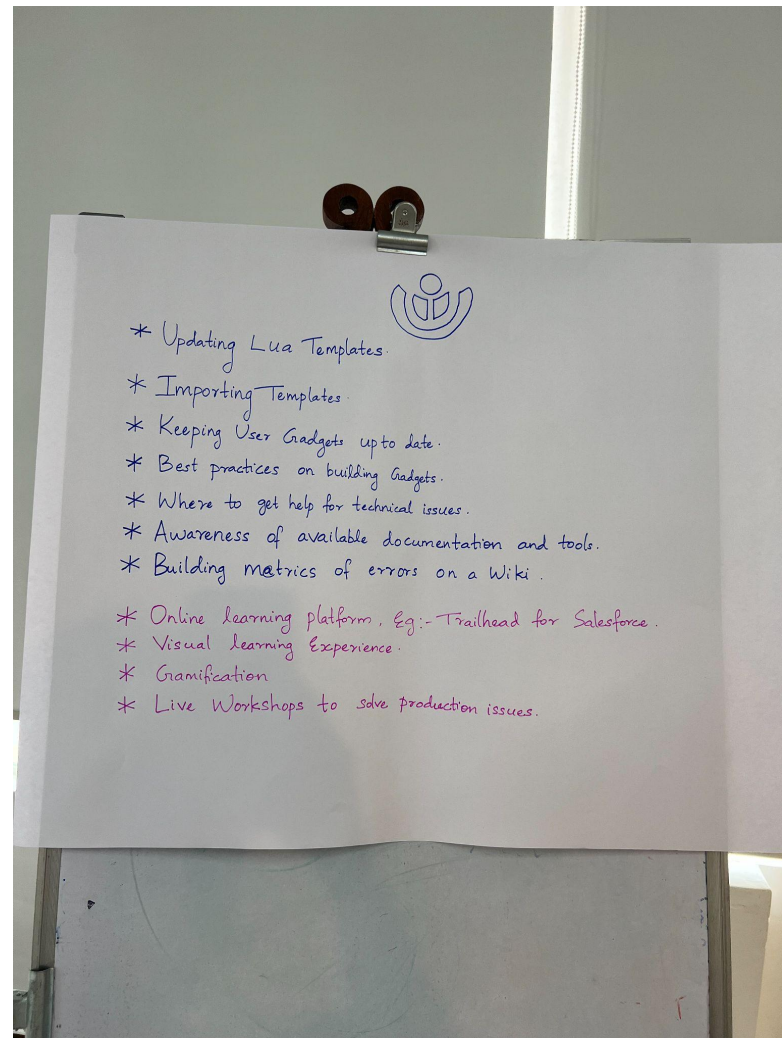


Team 3



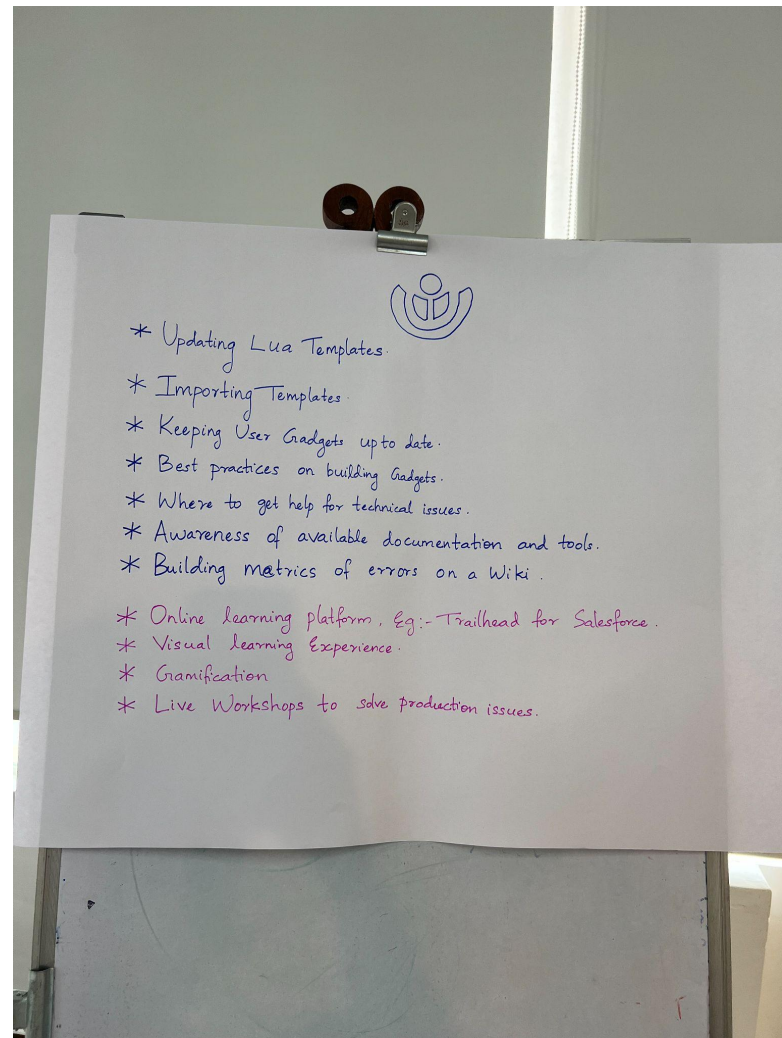
Q1 - Technical needs of learning community

- Updating Lua Templates. For eg: For the Proofread extension to work properly we need a lot of templates to work. Needs to have Lua templates to be able to edit them properly.
- Importing Templates and being able to edit fields etc. For eg: Templates on Punjabi wikipedia are currently broken which will stay broken for a while.
- User gad
- Keep updating the user gadgets, referencing the variable which is not longer available in the system or letting users know through notification that gadget is not updated.
- Best practices for building gadgets. Eg: Editing sequence gadget in Italian Wikisource - was using the Italian namespace for page, hence could not be used for other wiki's without editing
- Where to get help for technical issues? Need a way to get immediate technical help.
- Awareness of available documentation and tools, a lot of the tools are scattered across mediawiki, maybe available in a format so its easy to start learning about them.
- Building metrics of errors on a Wiki. A single place where we can see all the errors or a wiki eg: bad category.



Q2 - Preferred learning

- A Platform where we can have a list of videos to watch, maybe it does recommend videos to watch e.g. videos related to gadgets, get notifications when new videos are added, maybe best practices about gadgets.
- Visual learning experience. MediaWiki has documentation, but reading huge pages is not fun. Videos / Visual learning is useful to get information quickly.
- Gamification - Continuous engagement. Leaderboards etc
- Live workshop to solve production issues. Workshop knowledge is not actually applied. For eg: people may be aware of Pywikibot, but not aware of where to use it. Participants can actually apply the knowl



Team 4



Q1 - Technical needs of learning community

- Requires knowledge of Lua. Train content creators to have a bit of knowledge of HTML and CSS. No proper learning module for them to gain this knowledge. Videos to do this will be helpful

Q2 - Preferred learning

- As a newbie, tutorials - animated form of learning that aids imaging things. Help to understand how the flow works.
- Active communities and reward based learning
- Hackathons with swag
- Documentation page - Very tough to get started if documentation is not available
- Assigning mentors for community based learning is very important. Helps to guide in the proper approach
- Learning through gamification.
- Dedicated skill page so I can see what skills others know and reach out for help.
- Campus ambassadors.



[https://meta.wikimedia.org
/wiki/Small_wiki_toolkits](https://meta.wikimedia.org/wiki/Small_wiki_toolkits)