

APPENDIX A: COURSE OUTLINE

July 2009 - June 2010: Institute planning

- Refine and finalize course schedule
- Publicize call for applications, choose participants
- Make travel arrangements, book campus housing, arrange food service
- Technology prep: prepare SVN repository, Trac installation, user forums, documentation wiki, development listserv; build project blog

June 2010: One Week, One Tool

Day 0: Participants arrive at CHNM

Learning (Days 1-2)

Day 1:

- Morning: General introductions, schedule review, participant and organizer expectations, introduction to open source project management (Dan Cohen and Tom Scheinfeldt)
- Afternoon: Introduction to open source software development best practices and environments (Jeremy Boggs)
- Evening: Casual dinner

Day 2:

- Morning: Building an open source developer community (Dave Lester)
- Afternoon: Dissemination and building an open source user community (Trevor Owens)
- Evening: Casual dinner; Keynote: "The Bleeding Edge: New Directions in Digital Humanities Tool Building" (Dan Cohen)

Doing (Days 3-7)

Day 3

- Morning: Facilitated brainstorming: "What could we build?" (Dan Cohen)
- Afternoon: Facilitated decision making: "What should we build?" (Tom Scheinfeldt)
- Evening: Casual dinner

Day 4

- Morning: Assign project roles
- Afternoon: Brainstorm funding and sustainability approaches, prepare technical specifications, choose and implement development environments, identify end user audiences
- Evening: Working dinner

Day 5

- Morning and afternoon: Outline funding proposal and sustainability plan, finalize development roadmap, begin coding, start work on dissemination products, establish feedback channels
- Evening: Working dinner; Plenary discussion, work plan and schedule adjustments

Day 6

- Morning and afternoon: Finish draft funding proposal and sustainability plan, complete essential programming work, finish developing dissemination products
- Evening: Working dinner; Pre-release alpha, initial testing and bug fixes

Day 7

- Morning: Continued testing, bug fixes, tagged release, prototype launch
- Afternoon: Coordinated (all hands on deck) publicity push
- Evening: Working dinner; Plenary discussion, next steps, works assignments

Day 8: Participants leave CHNM

July 2020-June 2011: The First Year

- Continue testing and refining technology
- Build open source developer community
- Facilitate internationalization
- Develop and support user community
- Respond to feature requests, release upgrades
- Explore partnerships
- Implement funding and sustainability plan
- Plan THATCamp session, travel and lodging

July 2011 - ongoing: Growth and Sustainability

- Move project to permanent institutional home
- Establish succession plan for developers, project managers, community leadership
- Refine strategies for long-term financial, technical sustainability