

New Tuatha de Bhriain website scope working document

- 1. Research and settle upon a desired domain name.** Here's some sample ideas and their present availability. Other ideas are requested and encouraged. Since the domain name is the key to finding our group, and because it will be typed in many times by members and friends alike, and since it will carry a certain amount of 'first impression-al' baggage for a long time, it is not a decision to be taken lightly. While a few members may design and control the new TdB website, our 'world-facing' name should be something the entire Clan can be happy with for a long time. It may eventually rise to the level of an official vote, but before that time, we should poll the membership with our current set of acceptable names, and solicit their input on the matter in a more 'unofficial' way. We might always acquire another domain name, but it is highly suggested that we pick something that we can stick with for a long time.

Available (and desireable?) domain names

- clann.org
- tdbclan.org
- clantdb.org This is how I say it "Clan Tuatha de Bhriain" -N8berry 12/12/06, 10:46am (and .net) **not how i say it at all**
- celticage.org Though this one is also really cool -N8berry 12/12/06, 10:47am
- celttdb.org
- tdbcelt.org
- tuathatdb.org (Guthrum's fav)
- tdbcelts.org My new fav -N8berry 12/13/06, 11:29am I like this one, too. **Easy to remember and no problems with grammar (Sport)**
- celtic-age.org
- 450ad.org

Unavailable (but desireable) domain names

- tdb.org <--- appears to be held by a domain name grabber I've contacted to possibly **negotiate its release** Hear anything yet? -N8berry 12/13/06, 11:29am **nope :-)** Yeah, this is definitely the best domain name possible for us too. I wonder how much they'll try to rape us for it -N8berry, 1:56pm Since we have heard nothing back as yet, I did a little further investigation on my own and sent an email to the registrant. I have his name and phone number if we need to go that route. -N8berry 12/19/06, 5:30pm
- tuatha.org

Undesireable domain names

- tuathadebhriain.org
- bhriain.org

Discussion area regarding the various merits of the available choices.

Note from Guthrum: "I like the org, because that's what we are. Fionnuala thinks that avoiding the "clan" word on our name might be nice to avoid some people who think about a clan as negative".

my order of preference is clann.org for its simplicity I have never liked clann with two 'n's, I think it would make us look like a bunch of teenagers that can't spell -N8berry 12/12/06, 6:17pm

Or make us appear to look like re-enactors who know something of proper Gaelic spelling. I don't know how you came up with that one, and since when is it bad to be a teenager? age discrimination is as ugly as any other type.

Since our membership, and virtually all of the people who will read our website don't speak Gaelic, but rather rather :) English - the proper English spelling of the easily identifiable word Clan is more appropriate if we chose to use it. I retract the teenager comment and replace with 'illiterate', I don't think there are many courts that would convict me for wanting to appear literate. I vote we leave the word Clan entirely out of the name anyway as Finoulla suggests, now for two reasons. -N8berry 12/13/06, 6:20am

(The preferred term now-a-days is "pre-literate" when used in cultural context). By this line of thinking then... we should only refer to ourselves as "the tribe of brian" and not "tuatha de Bhriain" a little bit of Irish - especially when it's close to the English is a good thing. Clan means roughly the same thing in Irish and English. Its utility on many fronts should not be overlooked or discarded out of hand. I disagree wholeheartedly at the notion that only proper English spelling is appropriate in this case.

clan.org is tied for the number 2 spot is celticage for its utility (and its how I signed official docs with park etc)

tdbclan.org is more grammatically palatable to me than clantdb. I'll spare you the Irish lesson why.

ok time for the lesson anyway clantdb is saying "children/family tribe of brian" - not proper.

tdb clan is "tribe of brian children/family" which is a little better but still not proper.

tuathatdb is saying "tuatha tuatha de bhriain" which is "tribe tribe of brian" redundant and would be better as "tuathadb" or "tdbhriain"

tdbhriain is the the best if in my opinion if we go near that rough. 'route' -N8berry 12/13/06, 6:26am

.. but once again we run into a lack of ease of spelling as people have a hard time spelling "tuatha" as well. I agree. Bhriain is one even members stumble over, and that can be frustrating. -N8berry 12/13/06, 6:27am

whereas to tell people clann.org is easy to remember - "That's clan with two n's - as it is spelled in Irish." I move the entire site be written in Irish then, why just our domain name? But you'll be the moderator ;) I guess it's too bad we can't get our domain in ogham. -N8berry 12/13/06, 6:29am

Clan is perfectly acceptable especially in re-enactment and Celtic circles. It is used WIDELY without issue. Note the infamous "klan" is spelled with a "k". We can not allow ourselves to be held hostage to the niggardly education and knowledge of others. The 'miserly' education? but nice attempt at a pun. For our purposes, clann.* would work fine. I just don't like it and I'm holding out for a mo' better one. -N8berry 12/13/06, 6:30am "Niggardly", in addition to miserly, also means "sparse" or "meager" as was the intended usage here. This was not so much a pun as a reference

to a rather sad chapter in American history based entirely on ignorance.

2. Register the domain and secure hosting space

I usually register domains through network solutions (<http://www.networksolutions.com>) and I can register it through my own account with that firm easily. I like to use Page-Zone (<http://www.page-zone.com/>) for hosting, and I only use Unix servers. in8sworld.net is a \$54.45/year account, but I have actually bumped into the 300Mb limit several times due to hosting a lot of photos and some mp3 files for the podcast. You get more disk space with the reseller plans. I would be willing to upgrade to the lowest (500Mb) reseller package at \$76.45/year, and move my websites to the new server, then resell space to the Clan at the difference (\$22). This would give the Clan 200Mb of space to start off with which should be more than enough for the first couple years anyway if we disallow large sized images (like Yahoo does).

Aonghus - The clan was prepared to budget 100 bucks. lets run with that. Its more room for pics. Pics will probaly be the formost venue of interactivity for the membership, and I cant stress enough the importance of interactivity.

There will be a registration fee for the domain (which we might choose to set up for a long period of time, say 5 years) + web host space. Here is the [pricing for domains at NetworkSolutions](#) so I imagine we'll apportion about \$15 for registration purposes alone. Remember, web host space is a recurring cost. This means the Clan will make a decision to pay whatever it is *every year* for as long as we want to maintain the site. It's not like a trailer which we buy once and use for many years. That said, if pictures are the main reason to get more webspace, a free Flickr account (or, for \$20/year a professional account with unlimited uploads) might be a better use of our money. Yahoo users can log in to flickr as well, so we could share private photos between a larger number of people (I'm thinking Norselanders). If we really want to host our own pics, Aonghus is right and will need space. The next reseller account up offers 1.5G for **12 month** \$142.45, so if I moved my site over to a reseller account, that would be \$88 a year Clan funds to support (counting my \$54.45 contribution for my own 300 Mb of that total).

Another webhost might offer us more, but I need to ensure they have all the tools we'll need for the dynamic site. I was recently informed about [2mhost](#) by a guy at work, which though I haven't investigated it yet seems cheaper.

Upon further investigation, I'm leaning towards [dreamhost](#) now. They're much bigger (over 1000 servers) and offer unlimited domains, 200 gig of space which increases every week you stay with them. For \$10/month we'd get 200 GB initial storage, ability to host unlimited domains, unlimited mysql databases, 3000 pop/imap email accounts. We could even offer host space to Norseland free.

Re-occurring costs were understood I believe. dreamhost sounds promising, i am sure you will find us the best deal, however, I would prefer to have as much "in house" as possible and not partition out the

pics to another site. I would prefer an unified web preasence.

3. Assess the services we currently have and decide what stays and what goes

- A. It's important that we decide whether to maintain the current Yahoo groups site for messages and file sharing. What we need to include in the new site depends on this decision. A good case can be made for keeping the established Yahoo group. Many of our friends around the region and the country have taken the time to sign up to the list and monitor it closely. The fact that Norseland also maintains a list on yahoo means that all of their membership is automatically able to use the Yahoo list as well. A private forum for members only on our own site is a reasonable goal, and we then wouldn't have to worry as much about spam.

 - B. Aonghus points out that the lack of interactivity killed the original (AOL) site. It's clear that we will eventually ask / allow / urge Aonghus to disable the AOL based website that has been the main Clan website for so many years and set a pointer to the new site (it's probably linked in a zillion places by now). There is a lot of content on that site. The information needs to be 'scraped' off and saved away. I have already begun this process starting with the laws, the roster and persona stories, but there is a lot of other stuff which now that I look at it seems like it might be earlier versions of what is currently in the handbook or the laws.

 - C. At the planned meetings, we'll need to discuss the content that will be included and this includes what content will be preserved from the old sites and transferred to the new one (this document should be expanded later on to include an index of the specific content to bring in to serve as a sort of checklist). If we can collaborate via email, we won't have to go out of our way to make time to for 'formal meetings'.

 - D. File sharing on the Yahoo list should be disabled. The files that have been placed on the site should be removed and archived or converted into a more web-friendly format for inclusion in the new site if necessary. The reason for this is clear: the Yahoo Groups list is open to all members of the list, and placing meeting minutes, proposals, etc. on this open forum gets around the expectation of privacy members rightly expect in the meetings of the Clan. I would also argue that a lot of the file sharing that is done on the Yahoo site could be replaced by collaborative "book" editing, a feature in Google Docs, Wikis and Drupal.
- Who is the current administrator of the Yahoo Groups site? Will that person remain in that role, or should I assume those responsibilities or share in them? If we will implement any of the changes above, I need somehow to be authorized to carry them out.

Aonghus - Lets work to phase out the old clan web presences. As the new fetures become available (i.e. pics and forums etc.) we "retire" the old. Phasing out the old and replacing the new will also help break up the new project into bite size pieces rather than trying to do it all at once.

Note: Moved Privacy discussion to Social Impacts section -N8berry 12/12/06, 2:02pm

4. Determine what services we want our new site to include.

I think it's important to include *everything* in this list that we might want to be able to do on the site, no matter if we think it might be unrealistic or not. It's possible that we could 'roll out' new features that would require more planning at a later date, or that we might find alternate (and hopefully free) services to perform any functions that we can't implement on our own and tie them in somehow using RSS feeds or the like.

Features Checklist

1. Forums (for registered members only) - I have some question about whether we will split the forums up for active TdB members and Friends/Anonymous visitors, or if the forums will be *only* for TdB members. If we want to allow non-members to register and use the forums, there needs to be a portion of the forums which is set to members only for private internal discussions.
2. Simple Registration procedure for non-members to gain access to the site at some level. It would be important to protect this with a CAPTCHA type security (human-readable images with little letters that you have to type in to prove you're not a bot). A discussion needs to happen about levels of permissions for various types of registered members, what can members do, what can a friend of the clan do? what can an anonymous user do? etc.
3. Blogs for each member - encouraging each member to write *in persona* if possible, or about being in persona. *Aonghus suggests a wiki style sandbox.* I love Wikis and run one at work, but they are very organic, and can be difficult to keep organized in any logical way without serious moderation. I like the personal blog idea, but Drupal has something called a '*Book module*' which allows collaborative editing (quite like Google Docs) which we might investigate.
4. Profiles (with avatars if possible) with configurable data fields so that we can build a Clan user database
5. Photo sharing (discuss who should be able to see pics, add them, how they organized, what is appropriate, etc.). Interactive Photo sharing is an important feature. Until now we have settled for the rather limited functionality provided by the yahoo Groups site. I would much prefer to use Gallery (an open source php image sharing set of scripts)
6. Static pages for laws, handbooks (Semi interactive official documentation gallery for laws, event planning docs, probate handbook, trailer & camp handbook)
7. Book of Song (collaborative?)
8. A What's New section which would be member generated somehow. This seems like what falls out of a blog driven story format, however it might be an RSS feed for a certain category of items (tag a story as 'new') and then have them appear in a block in a prominent location.
9. Some way to keep an online account of the standing of the Treasury - no ideas yet - in Drupal, use the Table manager module
10. Online record of meeting attendance for purposes of establishing quorum and collecting dues? - perhaps same thing
11. Member Listing (from profiles somehow?)
12. Clan Library database, both required and shared
13. A links database
14. Calendar - I'm a bit dubious of these. I keep a personal calendar using iCal on the Mac (and sync it to my personal site) as well as to other 'live' calendars on the web. However, the yahoo group

has an integrated calendar and no one has ever even attempted to use it. It's likely that we can find a module for Drupal (if I use that) that would provide a nice shared calendar, but I believe we would need to nominate someone to maintain it if it were to work. At work we use [Calcium](#) which is an enterprise level shared web calendar, but it's not free, and doesn't integrate into any CMS that I know of - each department has a person whose job it is to keep their portion updated. Sales people do their own entries, HR does days off, purchasing does Vendor Appointments, I do trademark and patent reminders, well, you get the idea.

15. [Polls](#) - where some one can toy with an idea and see how it's recieved by the clan befor it is brought up in a meeting...or even for feast main course or stuff like that.
16. [Email notification](#) to members. Provide an easy method to email every member, every registered user, etc. Perhaps linked to the posting of a story, so that if you post a story that is important enough to notify everyone about, you might check a box to notify everyone about it.

Aonghus - All looks dandy, however... the one thing I am a bit leary of is the polls. It has always been a clan tradition that people must "have and give a reason for their voting decision" while a poll is informal, a blind poll does run counter to our tradition. An online treasury is fine however, that is one of the few sections that should be member view only.

Polls are not the same as voting and should not take the place of voting, but I think they could serve as a great tool to determine if there is general interest in a matter. Good example poll: Does anyone think we should arrange for a clan potty at Beltaine? I should think that we could make the poll open to all registered members of the site, or to some other subgrouping thereof, and since it would be anonymous, we might get a more accurate idea of the overall feeling on a matter before wasting the Clan's time on it officially. Obviously I agree, they should not take the place of official voting on a matter.

I understand, however, I would not want to scare off a member from bringing up a motion at a meeting and stating his case because he didnt do well in the "polls". Personally, I would not be discouraged and bring it up anyway and beat people over the head if nessasary, but the more timid members may not be so inclined. a disclaimer encouraging pro-activity despite bad poll results would make me more comfy. I am not against his idea - just leary. and if it does get implemented - ill prolly write the disclaimer as an opinion in the forums :-)

4. Choose a website engine

Obviously, I have an idea what i want to use to run the site in order to provide the most comprehensive set of collaborative tools for the site, but I may be insane. I'm currently thinking that Drupal is our best bet:

- (<http://drupal.org/>) I have set up a test site for Drupal here <http://www.in8sworld.net/tdb/> sign up and try it out! -N8berry 12/13/06, 8:52pm

Due to its huge and passionate user base it's well supported even though it's open sourced and free, it has a lot of useful modules specifically designed for communities and the types of things they do online, and it boasts ease of setup and administration. I had it set up on my laptop in under 5 minutes. I'd have to set up a port forward on my Airport if you wanna check it out so far, lemme know - or I can (and I'm thinking I will) put a copy up on in8sworld.net for playground purposes so everyone in the Clan can try it out. I really want to pick a site engine that can be administered by anyone if, for some reason that becomes necessary. I want to be able to administer as much of the site through a web-based interface as possible, so that if changes to functionality are called for, I'm not doing a lot of manual coding which can (and easily does) break the site for everyone until I figure out what I did. Drupal does all of this and does it well. I notice that <http://dictionary.reference.com> uses Drupal. I have not used Drupal for my own sites before, but am considering moving to it from Geeklog, my second choice.

Looking through Drupal it seems possible to have shared 'books' and 'pages' that many people can collaborate on based on their access rights, while also having a blog area for personal poems and stories about what they're up to day to day. There is another class of blog, which is more general called the 'story' which I believe can also be group edited. You had originally suggested a WIKI. It's also possible to look at a true Wiki software to run the site instead of a CMS, I've set up a couple of those as well. Perhaps posting links to sites that have the characteristics we want would be helpful? I can also easily set up examples of the various softwares so we can play in a sandbox.

- (<http://www.geeklog.net/>) This is a CMS engine I have used for my own personal website/blog for many years as well as the basis for my company's intranet (extended greatly through custom code). While I have a serious comfort level with this software, and it's secure as hell, it doesn't have the user base of Drupal, and so isn't as fast an innovator. There aren't the same number of quality modules for it as there are for Drupal for instance.
- (<http://wordpress.com/>) Another personal favorite, Wordpress is definitely a blog in the traditional sense, more like a livejournal or Typepad system than a true CMS. However, it has a huge fanbase and thus, has been getting lots of neat plugins/modules ported over to it from the other systems. (open source is great that way). If you are concerned about ease of use - Wordpress really is tough to beat.

Understand that using a database driven website implies that the text content of the site will reside in a database. This makes it possible to do things with the text that you wouldn't otherwise easily be able to do, but it's not actually readable text files anymore residing on a disk that you can rename and copy around or attach to an email (if you had access to them). As long as the engine is running, you can see the pages, and save them to your local machine, but understand that if we decide to do something else in the future, our content will be in a database. A database dump is mainly a text file and you can always write a script to dump all the stories out to text files if you want, or migrate the site to some other engine in the future (being able to do this successfully depends largely on how popular your database driven site was and how many people wanted to do the same thing). Building a site where all the files are plain text and exist that way on the server is possible. I run a couple sites like that, but they do not offer the rich user experience that I think we are looking to provide.

Aonghus - I think the database is the way to go. and think drupal is fine going by your description.

- Wiki software discussion

Wiki's are cool... but the actual software used to implement the functionality we're looking for does not concern me so much as long as we can get all the features we want out of it and the end user use is as accomodating and user friendly to the members as possible to promote its use. So what ever you think is best for the job is fine with me.

I think that you are qualified to judge if the collective abilities of the clan are up to dealing with wiki-edit code or not. I use a wiki at work for some stuff, and maybe it's just the one I use, but you have to learn all the little mark-up tags and stuff - I get the feeling that something much simpler is called for here. Have a look at the Drupal site when you have a chance - I'm thinking a myspace-like module might get us the profile stuff, and the gallery integration the photo sharing. The other stuff is largely built in, but actually using the software will be the only way to tell if it will be too confusing.

ok... if using wiki involves learning any type of code - then we need to avoid that like the plague. HTML is a simple enough code that anyone can learn - but that didnt help the old site even when i hade made templates for pic submission.

You don't *need* to use code, but to do markup, like bold and make links and such they use special (supposed to be easy) syntax. Go to wikipedia for your article of choice, and click on 'edit this page' for an example of wiki markup as used in mediawiki.

Good piece about Wiki markup vs. HTML here: <http://www.c2.com/cgi/wiki?WhyDoesntWikiDoHtml>

5. Content Accounting

AOL site content checklist

1. Flash / Animated Gif splash page - keep / replace / forget? Aonghus - Keep for a while for continuity sake, we can replace after all else is implemented This is actually problematic. Setting up the site with the main page as a splash screen will probably necessitate always having a splash screen, or require us to use a redirect (type in comyn.in8sworld.net for an example) which would go to clantdb.org/blog or some or subdirectory name. If we're cool with always having a splash, then fine. Otherwise I would council that we try to incorporate whatever effect you want to capture from the old site into the main story of the new site and mark it as a permanent fixture there. I think once I get an example site running this will be easier to discuss.

Im not sure "problematic" is the word I would use to describe the situation, but I (believe I) understand the tech issues you identify. I happen to like the splash page. if we ever get tired of it, just copy the "main page" content to the splash page no? bear in mind, that as a web presence, something splashy and flashy will get outsiders attention. to the old and jaded, they can just link to the main page and avoid the splash.

The way that most of the CMS softwares work requires that the main page be an index.php page and it gets called again and again to display stuff (ie: it's referenced by other scripts that dynamically build HTML), and replacing it with something else that 'stands inbetween' so to speak, is not trivial. You would need to put the CMS software into a subdirectory (or subdomain) and forever point the splash to

it, unless you wanted to move it all up to the root directory and change all the internal references. Not impossible, just a major hassle. Actually, it's probably not that bad, but I'd hate to re-tool a running (and popular site), better to plan it out from the get-go to remain one way or another.

well... im sure ive seen splash pages that then lead to the main - some even have a check box which i think sets a cookie to skip the page. though i would be hard pressed to point you to an example at the moment.

No, don't get me wrong here - it's done all the time, it's not hard to do. I don't want to have to change it later on is all I mean. It's a design consideration we should plan at the beginning of the project and you'll usually see that the page you get taken to is a named page when you first arrived it was the default index page.

Ah ok.. we went from problematic to not hard to do.. i think we misscommunicated here a bit by lack of specificity. I would like a splash page... forever, though one that can be skipped by setting/ cookie for frequent visitors.

As to the specific graphics and presentation of that splash page - use what we have now for the time being (i.e the morphing head)- it will save us some work and lend continuity from the old to new - and when we have nothing left to do or are compelled or inclined - we change the graphics / presentation on that splash page... not eliminate the splash page concept.

Personally I don't like splash screens at all, I find them annoying and my gut feeling is against having one... BUT, I understand that we will be creating a virtual space for our community and we will want our members to enter that through an attractive portal. ...I'm selling myself here I think :)

It's still problematic in a way that perhaps I haven't explained very well - my only point was that we would need to make the decision up-front because it will change the structure of the site (where we store the files and the index.php page that will generate the main site). Normally you set up a splash on the main root of the domain and then point to some other page to 'enter' the site. If we use Drupal or similar CMS software, there is a main index.php page and renaming that page will not be possible, as index.php is a special page that will be read automatically when you enter the root directory of that domain name, and won't display. (I know you know this, this is for the benefit of others). My point being that the main site will need to reside in a subdirectory. This will not be easy (or advisable) to do *afterwards*. I don't think we miscommunicated at all, I think I just didn't explain what I meant very clearly.

tdb.org would load up the splash.

tdb.org/main would be our site.

optionally, main.tdb.org if we set up a subdomain called main.

1. Main page identifying key officers - what analog in the new site? Custom?
2. Event Info - general schedule of events, do we want a real calendar or is this format good?
3. Individual pages describing the seasonal holidays + Pennsic
4. Honor Page - replace with honors on displayed on a profile page?
5. Clan Champion Page
6. Friends Page - obviously this needs to be a page on the new site
7. Mythology pages (Dar Crom, The Hat the Horn and the God) - i see these as a personal blog-like entry with 'tags' of mythology, story - or perhaps a category of stories
8. The Library: (Reading list intro, Essential books, Rare books)
9. Recipes, How tos/tips (Period soft drinks, feast gear, becoming a member, sponsoring, persona development, male and female names list)
10. Photo gallery - scrape all photos and integrate to chosen site engine. Some of the photos on the AOL site are actually sqewed (height is messed up and the pics look stretched). I might even want to correct these before filing them away. The painful thing about this operation is that there is a lot of text associated with the images that we would not want to lose in a move.
11. The Roster - if each member has a profile, hopefully we can create a page by listing bits of info from all the profiles of active members. This seems like there will likely be some customization involved. I envision having everyone maintain their own profile, and any page that has profile info would pull that info out and assemble the page dynamically. There may be pre-written modules that do just that for Drupal.
12. Links list - there are a lot of links to be reviewed and moved to whatever links database we choose
13. Clan law - I've already pulled this off the site, cleaned up the html and created an up to date PDF file, but I think that the 'system of record' should be a revision controlled collaborative space, and remain in a n open format (html is fine). Revision control means that all changes to the document are recorded with the date of change, the text that has changed, and the identity of the person changing it. It should be saved in a protected area that allows read-only access for everyone, and write access to the File' (and I assume, the Chieftan)
14. Clan History pages (Clan's Persona History, Falgon's Clan History I & II, 8 years of Clan History) - static pages.
15. Poems and Stories ([Introduction](#), [Untitled by Falgon](#), [The Smith of Battle](#), [Retern O Lord](#), [Calendar](#), [Where do your bones lay](#), [War Chant](#), [Aon](#), [Rix](#), [The Dagda and the Rain](#), [A Poem for Winter](#))
16. Meeting Minutes. I haven't saved any of this off yet - there are a lot of stored minutes here, add that to the minutes stored in Word format in the Yahoo Groups site, and we have a lof of work to do to preserve this stuff.
17. Book of Song - move the Book of Song into the new site? Right now it's really easy for me to post new songs, but then it's really impossible for anyone else to :)
18. Message Board - discussed at length above.

Aonghus - Archive the old minutes. Move the book of song. Ditch champion page as that can be announced in what news section. real calandar for event info. druid access with chief and webmaster as failsafe backup for calandar. many links prolly dead and need review.

1. Old message archive - leave as is?
2. Files archive - Mainly proprietary Microsoft Word Doc format which cannot be immediately placed into the new site without conversion unless we configure some kind of file management module to store them. That leaves the old minutes readable on the web, and the less old (these) only readable in Word, and then all newer stuff readable again on the web.
3. Photos archive - images have been resized and renamed to annoyingly meaningless jumbles of letters by Yahoo. There are text captions that need saving here as well.
4. User profiles - information on Yahoo profiles
5. User base - non-Clan members impact? Closing and leaving the Yahoo list would impact friends.

6. Social Implications and Impacts

1. Of Moving Services

The spiff and functionality of the new site should schlep along our friends so we may phase out the old stuff and perhaps leave only a reference to the new space.

I am a bit leery of ditching the Yahoo site for the reasons I gave above (Mainly messaging though I admit the stupid Yahoo ads are a constant annoyance to me). I worry as I said, about losing friends who are willing to maintain a Yahoo account (since they have one for everything else they do) but may not be willing to set up a separate TdB account just for us. To think that many will is arrogance - kind of like me expecting many clan members to get a gmail account to edit this document ;) That said, I really think that once the site is going, and if it includes many of the things we are hoping to include (interactiveness as a core requirement) that it will draw most TdB members attention away from the list, and they will eventually place all content on the new site, and perhaps occasionally post notices to the Yahoo list to come to the new site to look at all their fancy new stuff. I have done a good amount of work to attempt to understand what MySpace offers those members of the clan that use it. It seems that we will need to set some ground rules for the use of the TdB site. An attempt should be made to have the TdB site be an 'in-character' experience where the users of the site are Comyn and Aonghus, not Nate and Mike. Topics should be relevant to Clan activities. Alternatively, there might be designated mundane areas and in-character areas.

I dont belive our friends will have much of an issue. If they are truly intersted in whats going on, they will follow.... and enticed perhaps by the ability to participate in the site more.

the new account issue is no different a concept then when we instituted the yahoo group and had many of our friends make yahoo accounts to participate (like i did myself - if it were not for the clan yahoo site - i would never have made a yahoo account.) as mentioned... a phasing out is probally best. the transition could be eased with contacting anyone "left behind" and helping them make an account.

2. Of Privacy and Site Collaboration

As for this new "expectation of privacy" this should be quashed. the argument presented at the meeting that disputes be kept on the QT is a far stretch and does not apply to our meeting mins with two noted exceptions as proscribed by our clan laws:

Rialtas

Government

Meetings

3) The Sencha shall record the minuets of the meeting. Anything said during the consideration of a probate's membership shall not be entered into the minuets as well as anything said during personal business.

- Note that the part of the meeting to handle disputes is personal business

However, having said that - it has usually been tradition in the taking of/ publishing of the mins to not specifically identify people, only the points they raise in brief (for sanity sake). the only times names are typically recorded is when its an actual motion and second. of course if someone wants to be on record as haveing made a particular point or objection - they are accomodated.

Defining Privacy will definitely be at the core of our scope here though because registration, membership, accounting, roles, etc. are all part of this project. The power to modify, add, or delete what are essentially our official documents and history needs to be discussed and defined so that we don't end up with a mess, or a defaced site. Hopefully we can use the Clan Law as a guide as we enter uncharted territory and hopefully not feel the need to amend it (like passing a DMCA) to deal with these new frontiers.

privacy and access are two issues in my opinion. As far as privacy is concerned : the treasury should be private, a single private forum for tdb member eyes only. All personal info (i.e. mundane names, addresses, phone numbers, and perhaps primary email addresses).

As far as access, official clan docs should be accessable by relevant clan officers / administration and web staff.

member generated content idealy should have the option to be locked for edits or require aproval by author for collaboration. Ohterwise, once again, i prefer things to be as interactive and open as possible

I see no reason to edit member's personal 'blogs' (I'm calling their contributions this though it's not meant to convey anything particular), unless that post will appear on the main page as a 'story'. For me, member generated content that is obviously their personal opinion needs no vetting, but anything that would appear with 'official' branding somehow would of needs, be.

ok... well.. I completely agree if its a bloggy type thing of personal input. If someone writes a poem or individual story or even their favorite pottage receipe- obviously that should not be tampered with.. however, If i post an article on the propper care of cast iron - and brogan say wants to correct or ammend it that should be permitted.

or even - perhaps someone is writitng a little history on an event or incedent that transpired - suppose they forget some details that others could add in - that would be cool.

it would be hard to anticpate every catagory and the permissions before hand and even so - there may be cause within a particular catagory of doc to allow participation in some cases and lock it out in others. which - would make a feature that allowed the original author to set persmissions on the creation of the doc in question of particular utility to us.

Furhtmore, speaking for my own input, I would not mind if part of the webstaff was an "editor" of sorts - not for content but for spelling, typos, and grammar as need be. you can plainly see the need for it in my posts here. Brogan also suffers from poor spelling and grammar habits but has a wealth of info to share.

Moving the discussion about Drupal and Wikis to Choosing a website engine -N8berry 12/13/06,
11:34am