

# The LGP Kickoff Gathering Record

5:30pm on Wednesday 23 September 2009 at The Warehouse

## 1 General discussion after the Kickoff Presentation

Don't re-invent the Wheel. One size does not fit all. Things change. Look at people who are already doing this well e.g. Clubhouse 274 and Freerice.com, Have an open, constructive and flexible Charter to focus the LGP. Spread the word about the LGP project. Encourage collaboration. Form teams of interested people to Get Stuff and Do Stuff. Measure and manage project outcomes with appropriate metrics.

## 2 LGP Teams

### 2.1 LGP Content Team

Identify, define, source (existing and new) the right Games content for LGP projects to deliver into agreed Underserved Communities and achieve positive outcomes.

1. With the primary driver being a safe and loving New Zealand, select and engage with Underserved Communities that are consistent with the LPG's Fundamentals.
2. A specific community's requirements will influence the selection of LGP content to be delivered; so understanding these requirements and the community's support and reward proposition is key to designing and delivering effective LGP projects.
3. Identify the right Games content (existing or new) that will encourage positive outcomes in the target community.
4. Measure the impact of LGP projects in terms of the community outcomes (increased learning capabilities, etc.)

### 2.2 LGP Infrastructure & Delivery Team

Facilitate the design, sourcing, implementation and support of the IT infrastructure to deliver LGP projects into Underserved Communities.

1. Delivery could be done using a wide range of infrastructure options - Cloud, PC/MAC, mobile, Thin client, Browser, Mobile, SMS, Facebook ...
2. Community will need good access to the LGP delivery infrastructure selected
3. Recognise and address the barriers to community access such as membership to libraries, open access university and institute locations.
4. Leverage the presence of existing community support organisations, structures, resources and relationships (churches etc).
5. Identify options for providing communities with good access to content. These could include computer vans, access to schools, mesh network with PCs, Sponsored homes, using ex corporate PCs, the Clubhouse model, wireless networks and ...

### 2.3 LGP Community Liaison Team

Foster effective engagement and interaction of Underserved Communities with LGP.

1. Develop and apply sound criteria for selecting Underserved Communities to benefit from LGP projects.
2. Promote the LGP in the right media, networks and communications channels to increase visibility, engagement and participation.
3. Invite interested people and organisations to participate in the LGP as Supporters and Partners.

### 2.4 LGP Support Team

Source and deploy resources (Products, Services, Expertise, Sponsorship, \$s ...) from LGP Supporters (Organisations and Individuals) to assist the effective delivery of LGP projects into Underserved Communities.

1. LGP Leadership Team to ensure the LGP Purpose, Values and Goals are clear and well understood.
2. LGP philosophy and operations to be inclusive, flexible, open and constructive.
3. Involving the target communities in identifying their issues and developing resolutions to which the LGP could contribute helps drive community change.

## 3 Next LGP Meeting

What: Update and Team Leader Reports

When: 5:30pm Wed 14 Oct 09

Where: Warehouse Training Room