Community in Teaching & Learning Repositories
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HumBox - Example

- Digital humanities teaching
- Community lead
- 1400 resources
- Rich media content
Repository 2.0

- Aimed to discover why web 2.0 worked
- Not just mimic web 2.0
- Motivations are different
Community tools

- Co-design with users
- Users needed a focus for their work in the repository
- Mechanisms to interact with other users
Community Workshops

- Meet each other in person
- Help the community tackle the challenges
- Share ideas and advice about teaching

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Tight Community

- Very powerful
- Our early adopters became a street team
- They gave us really rich feedback
- They made the project fun
They used it!

- Humbox is a great success
- It was really fun
- A year down the line we looked at the impact of HumBox
- Find out how the community has grown
Survery & Stats

- We conducted a survey of 55 HumBox users
- We examined our usage logs
- We looked for patterns of use as well as just statistics
Distribution

- Most respondents initial use case was distribution
- Often of existing materials
- Not very surprising
Review and Refinement

- Users refined work based on comments they received
- Minor and major revisions
- Theres stats in the paper
Remix and Re-purpose

- Over 50% of reusers modify or augment the material

- This is remixing
Change teaching practice

- Re-using other peoples materials changes teach practice
- Look for inspiration and ideas before starting
- Make better quality materials

[Pie chart showing 33.3% changed teaching practice and 66.7% not change teaching practice]
We had a great team
GREAT!!!

- But at what cost?
- 3 years
- 8 projects (thanks JISC)
- 5 developers
- 4 Interns
- 4 SVN trees and 2 desks
But we've done that bit

- The software is online for free (its GPL)
- You can get the papers
- You can get the project reports
- You can ask our advice
- Hell you can pay EPrints Services to host one for you...
All you need to do...

... is find a community