

Workshop on the Iraqi Data Use Scenarios

18-23 October 2012

Amman, Jordan

Day 1

- | | |
|--------------------|---|
| 09:30-11:00 | Session 1 (Sunil Abraham)
Presentation: Introductions and presenting the idea of data use scenarios |
| 11:00-11:30 | Tea/Coffee |
| 11:30-13:00 | Session 2 (SA)
Presentation: Findings from the responses to the questionnaire on data practices and challenges |
| 13:00-14:30 | Lunch |
| 14:30-16:00 | Session 3 (Working Groups)
Exercise: Data needs of the Iraqi society and economy, and identification of potential data user groups |
| 16:00-17:00 | Session 4
Discussion: Presentation of scenarios developed by working groups |

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Session 4

Discussion: Presentation of scenarios developed by working groups

Introductions and presenting the idea of data use scenarios

Sunil Abraham

Sunil is the executive director of the Centre for Internet and Society (CIS), Bangalore. He is the founder of Mahiti, a social enterprise aiming to reduce the cost and complexity of information and communication technology for the voluntary sector by using free software. Sunil continues to serve on the board of Mahiti.

He is an Ashoka fellow and was elected for a Sarai FLOSS fellowship. For three years, Sunil also managed the International Open Source Network, a project of United Nations Development Programme's Asia-Pacific Development Information Programme, serving 42 countries in the Asia-Pacific region.

In 2007 - 2008, he managed ENRAP an electronic network of International Fund for Agricultural Development projects in the Asia-Pacific, facilitated and co-funded by International Development Research Centre, Canada.

Sunil Abraham

Previously supported

Government of Moldova with Open Standards Policy

Government of Saudi Arabia with the design National Program for Free and Open Source Software Technologies [NPFOSST].

Government of India with National Electronic Accessibility Policy and Privacy White Paper [which will inform the upcoming Privacy Act] and National Website Guidelines.

Previously supported the Government of Iraq with

The formulation of the Government Interoperability Framework and the National Enterprise Architecture.

The e-Governance tour of India

media

INDIA-IRAQ TRADE RELATIONS

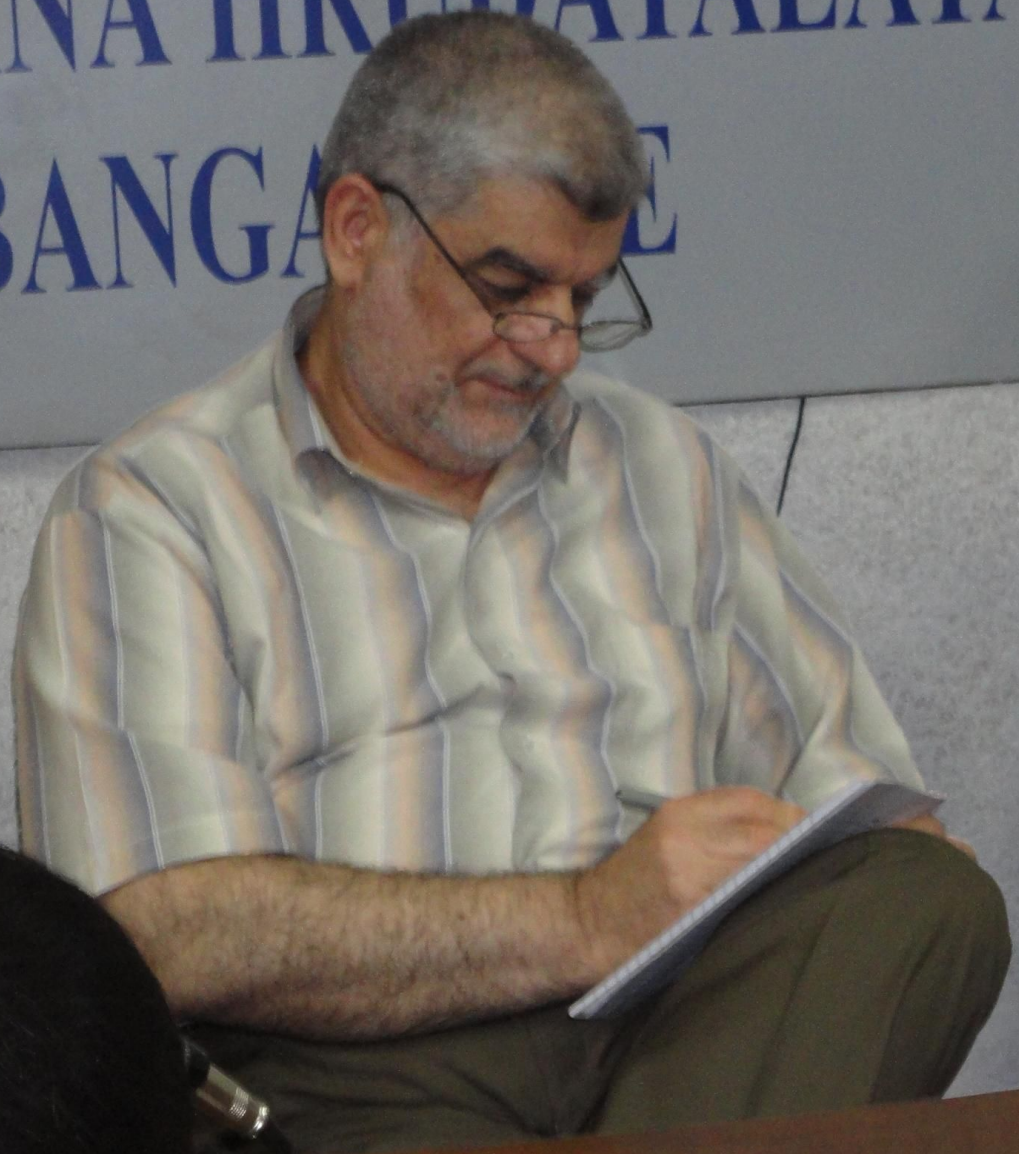
THE CENTRE FOR Internet & society

Level India study Delegation from Iraq
Tour facilitated by UNDP Iraq

H.E. Al-Samarai,
ology, Iraq
DELHI



AYANA HRUDAYALAYA
BANGA E



Sumandro Chattapadhyay

Sumandro is an independent researcher working in the areas of urban development, data visualisation and information governance. He has coordinated and participated in interdisciplinary research projects on analysing and visualising national-scale social datasets, and on affordable housing policies and practices.

Sumandro has worked with MOD Institute, an Indo-German research organisation working on urban development in India, have contributed to an affordable housing policy study for the Ministry of Housing and Urban Poverty Alleviation, Government of India, and have coordinated a data visualisation and research team at the Azim Premji University, Bangalore, India.

He is particularly interested in researching governmental uses of ICTs and their implications for state-citizen relations.

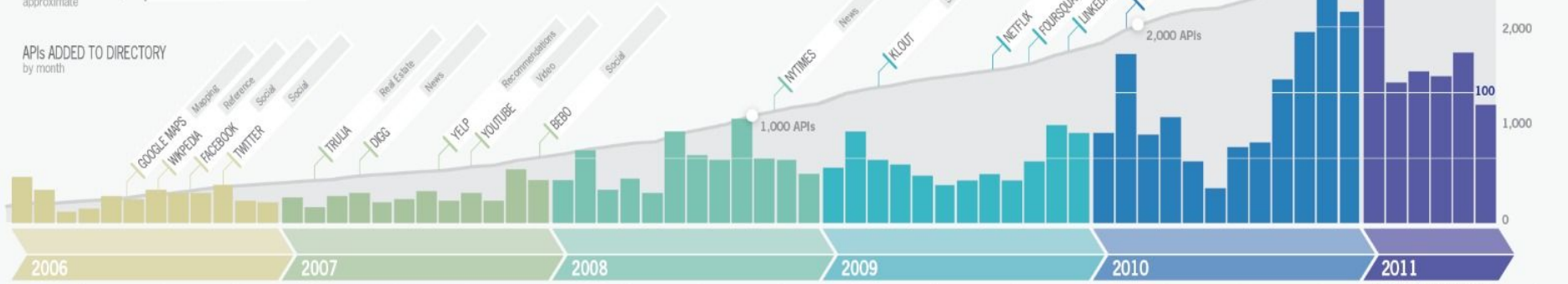


THE OPEN DATA

MOVEMENT

RELEASE DATES: approximate | API | Category

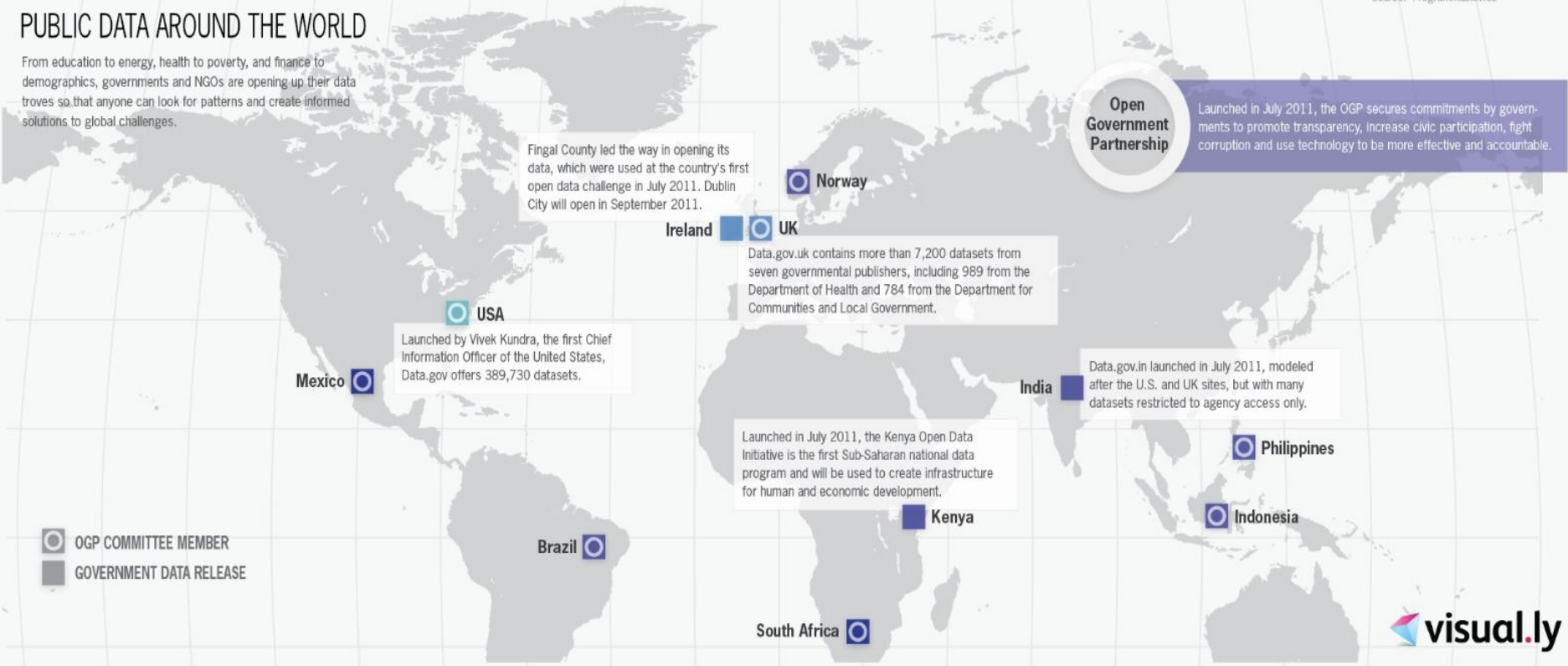
APIs ADDED TO DIRECTORY by month



Source: ProgrammableWeb

PUBLIC DATA AROUND THE WORLD

From education to energy, health to poverty, and finance to demographics, governments and NGOs are opening up their data troves so that anyone can look for patterns and create informed solutions to global challenges.



THE EVOLUTION OF APIs

Increasingly, companies are making their data and inner workings publicly available through the release of APIs, which are used by developers in building new tools—like TweetDeck, based on Twitter's API. Since 2005, more than 3,700 APIs have been launched.

WHAT IS AN API?

An application programming interface is a set of instructions that allows software programs to interact with each other. ProgrammableWeb tracks APIs and "mashups" (new combinations of existing APIs).

Open Data

Open data is data that can be freely **used, reused** and **redistributed** by anyone – subject only, at most, to the requirement to **attribute** and **sharealike**.

Availability and Access: the data must be available as a whole and at no more than a reasonable reproduction cost, preferably by downloading over the internet. The data must also be available in a convenient and modifiable form.

Reuse and Redistribution: the data must be provided under terms that permit reuse and redistribution including the intermixing with other datasets.

Universal Participation: everyone must be able to use, reuse and redistribute – there should be no discrimination against fields of endeavour or against persons or groups. For example, ‘non-commercial’ restrictions that would prevent ‘commercial’ use, or restrictions of use for certain purposes (e.g. only in education), are not allowed.

Source: <http://okfn.org/opendata/>

Scenario Building

Scenario analysis is a process of analyzing **possible future events** by considering **alternative possible outcomes** (sometimes called "alternative worlds").

The scenario analysis, which is a main method of projections, does **not** try to show **one exact** picture of the future. Instead, it presents consciously **several alternative** future developments. Consequently, a scope of possible future outcomes is observable. Not only are the outcomes observable, also the development paths leading to the outcomes.

In contrast to prognoses, the scenario analysis is not using extrapolation of the past. It does **not rely on historical data** and does not expect past observations to be still valid in the future.

Instead, it tries to consider possible developments and turning points, which may only be connected to the past. In short, several scenarios are demonstrated in a scenario analysis to show possible future outcomes.

It is useful to generate a combination of an **optimistic**, a **pessimistic**, and a **most likely** scenario.

Paper Prototyping – Definition and History

Paper prototyping is a method for **designing, evaluating** and **improving** user interfaces for software, web and handheld device applications. The term is sometimes used to describe the production of page comps, wireframes and storyboards that facilitate communication within design teams and with clients, allowing the exploration of a range of design ideas (Snyder 2003:9).

Paper prototyping has been used as a **design tool** for over 10 years, and while companies such as IBM, Digital, Honeywell and Microsoft have integrated the method into their development processes, its use in mainstream web design and development is still not commonplace (Snyder 2003:3).

There are undoubtedly several reasons for this. Web development is relatively straightforward and a variety of tools now support the rapid development of web pages. This creates **pressure** to deliver web projects **quickly**. Added to this is a tendency for developers to be **focused on technology** and **forget about the needs** of end users (Grady 2000: 39).

Benefits of Paper Prototypes

Hugh Beyer

1. They're **quick** to create. Paper prototypes can be sketched with pen and Post-it notes faster than any other prototyping method. You can **test** design ideas quickly, before you've **committed to them emotionally**.
2. They're **portable**. Once you've built your prototype, you can slide it in a manila envelope and take it anywhere. That means you can take them to your user's workplace and test them there. You get much **better** and more **detailed feedback** when your user has all the reminders associated with their own work practice around them.
3. They're **rough**. They communicate to the user that this design is a work **in progress**. They encourage users to focus on **basic structure and function**, not on the details of the pretty UI.
4. They **can be changed** in the moment. You can modify the prototype to reflect the details of this particular user's work practice — their tasks, their files, their workgroup. You can also modify the prototype to reflect your user's feedback — you can try out different design solutions to problems the user raises and see **which choices work best**.

Ian Chan

Happy Halloween! 2 minutes ago [clear](#)

Wall

Info

Photos



What's on your mind?

Attach:

Share

RECENT ACTIVITY:

- Ian commented on Mike Chan's photo
- Ian commented on his own photo
- Ian likes Tomas Ronis' boycott on pants
- Ian and Your mom are now friends
- Ian wrote on his own wall

[View Photos of Me \(392\)](#)

[View Videos of Me \(2\)](#)

[Edit My Profile](#)

Information

Networks:

University of Toronto '08

Relationship Status:

In a Relationship with

Lori Lee

Current City:

Toronto, ON

Friends

385 friends

[see all](#)



Tomas
Ronas



Nick
Youdan



Lori Lee



Rich Poissant Dude what are you being for Halloween?

October 31 at 1:00pm - [Comment](#) - [Like](#) - [Hide\(3\)](#)



Ian Chan I'm going as facebook!

October 31 at 1:15pm - [Delete](#)



Rich Poissant Laaammee!!!

October 31 at 1:20pm - [Delete](#)



Ian Chan You love it!!

October 31 at 1:21pm - [Delete](#)

[Write a comment...](#)



Lori Lee Oh hai, Im on ur wall!

October 30 at 3:05am - [Comment](#) - [Like](#)



Nick Youdan Is it just me or can you see that girl's panties?

October 28 at 12:00pm - [Comment](#) - [Like](#) - [Hide\(2\)](#)



Tomas Ronis DUFFMAN CANT BREATHE, OH NOO!!!

October 28 at 11:05pm - [Comment](#) - [Like](#)

Keyword 4 ⊗

Keyword 2 Keyword 6 Keyword 5

Keyword 1 **Keyword** 10 Keyword 7

Keyword 8 Keyword 4

Keyword 8 Keyword 7

Book Title ⊗

Author of book

★ ★ ★ ☆ ☆

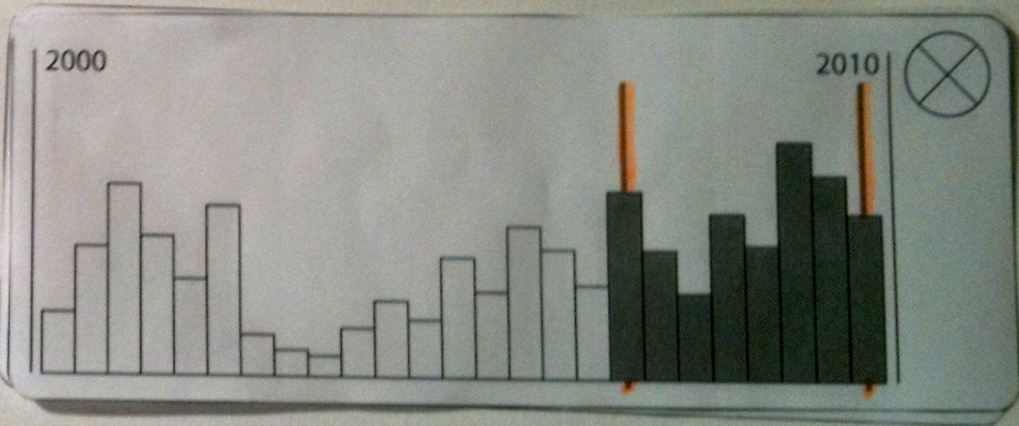
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keywords
timeline

Remove from table



Book A

Book A

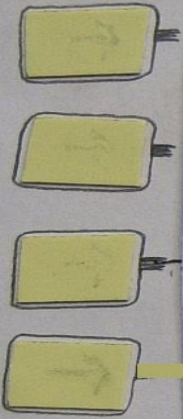
Book A

DATE: 12.04.2009
FROM: CHAMPANER TO: INDORE

Railways

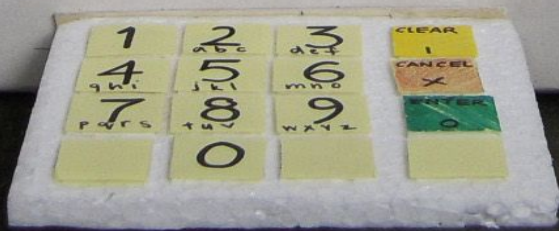
Name: Manoj Sharma
Train Name: Indore Express [6213]
Date: 15.04.2009
Departure: 16:40 Arrival: 16:30
Boarding at: Champaner

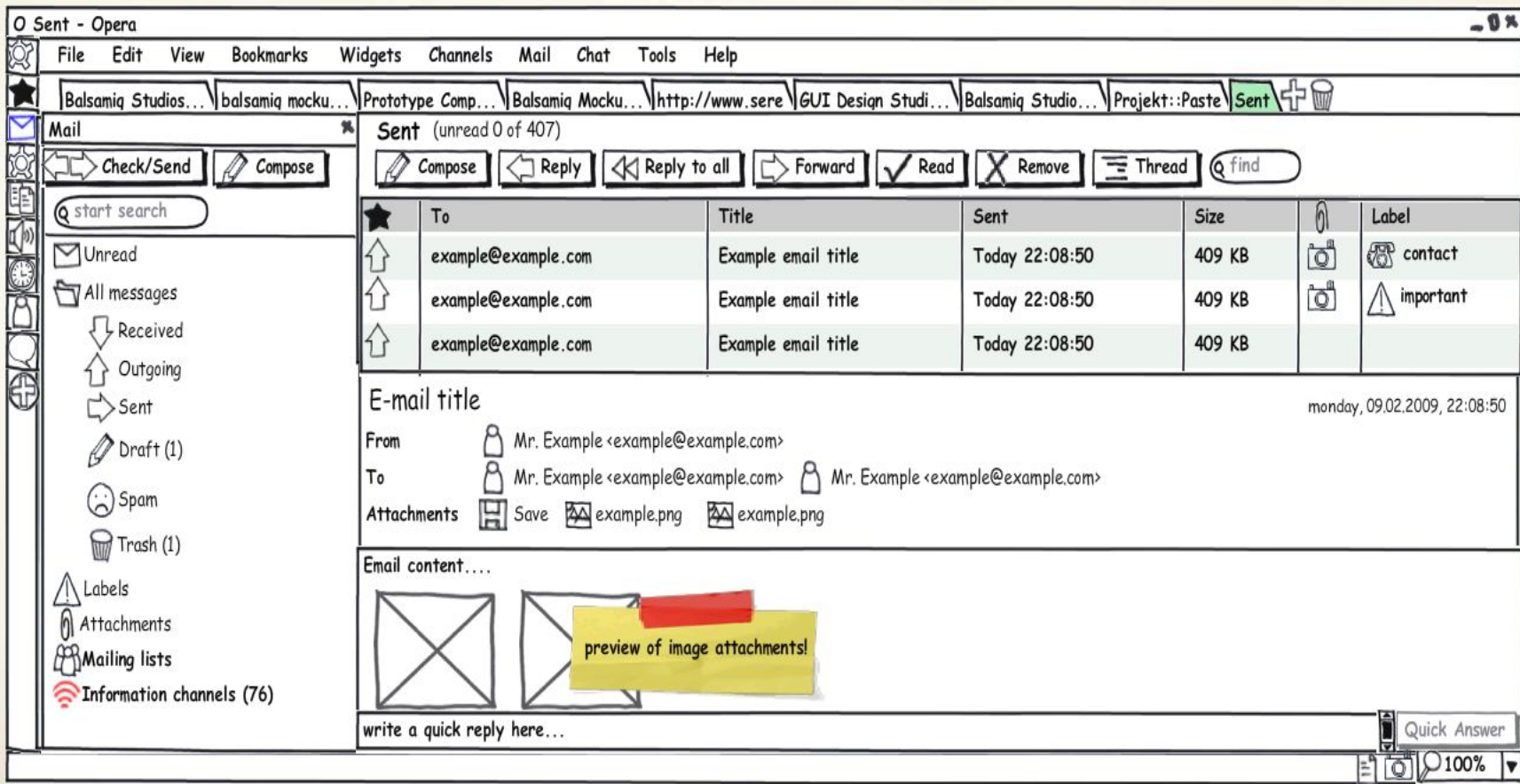
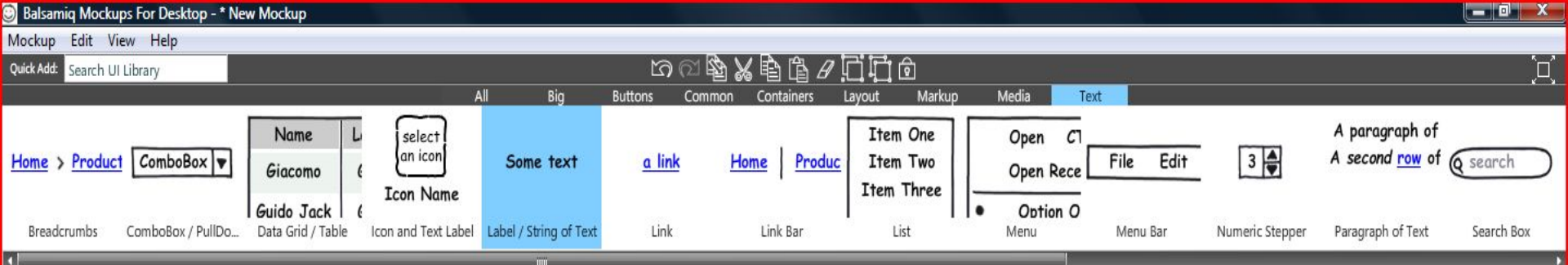
Rs. 240 (Ticket) + Rs 13 (Tax) = Rs. 253

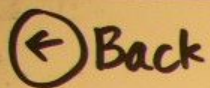


BACK

Buy Ticket







Family Tie

John

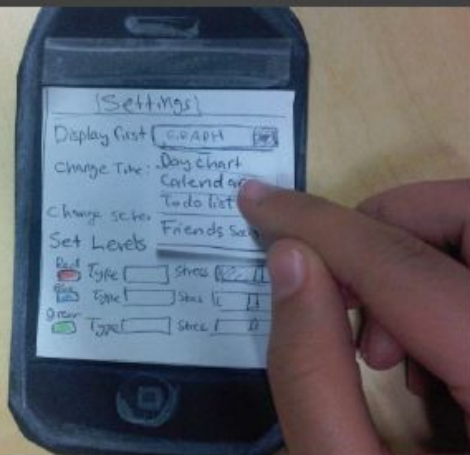
, you have logged out
of your account. Come back soon!

OK

Prototyping

The rights of a prototype:

- Should not be required to be complete
- Should be easy to change
- Gets to be rejected



Prototyping

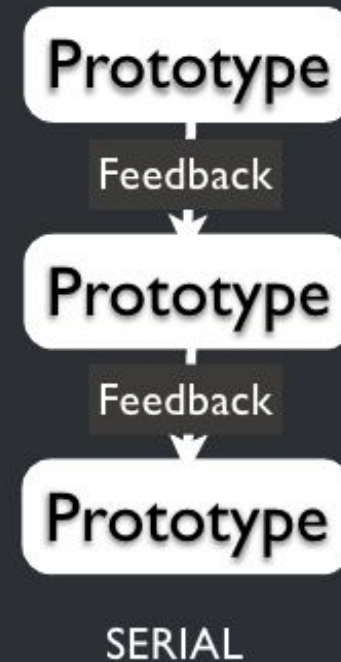
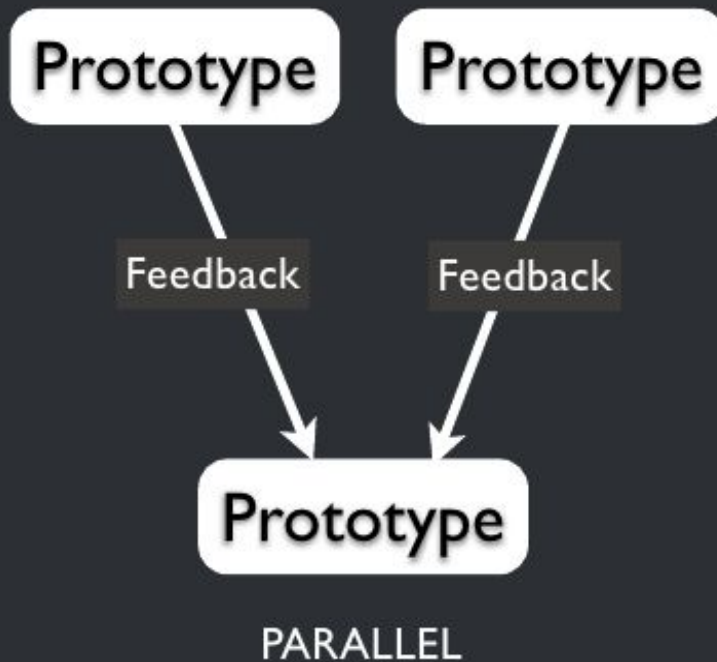
Benefits:

1. **Holistic** focus – helps emphasize how an interface accomplishes a task
2. **Avoids commitment** to a **particular** user interface
3. Helps get all the stakeholders on the **same page** in terms of the **goal**

Prototyping

Different prototyping pathways:

1. Parallel
2. Serial



Prototyping

What should it convey?

1. **Setting**

- People involved
- Environment
- Task being accomplished

2. **Sequence**

- What steps are involved?
- What leads someone to use the app?
- What task is being illustrated?

3. **Satisfaction**

- What's motivates people to use this system?
- What does it enable people to accomplish?
- What need does the system fill?

Prototyping

Paper prototyping tips and tricks:

1. Develop user **personas** that includes his/her social background and occupation. It should also capture a his/her motivation, beliefs, intentions, behavior and goals.
2. Keep all your materials in one place. Small interface widgets tend to get lost or damaged easily.
3. Work quickly and make reusable components (buttons, etc.).
4. If something is difficult to simulate (progress indicators, right mouse menus, hyperlinks), have the user ask if it is available and then verbally describe the interaction.
5. When appropriate, add context by including familiar operating system elements.