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Speaker: Hitting the button. All right, we are now recording. So, um, I would like to hand the floor over to Caitlin right now for a talk about the work that she does in documentation. We've got some after Caitlyn does a bit of a presentation; we have a few questions for discussion. Take it away, Caitlin.

Speaker: Great. Thanks, Darden. So as I said, in my intro, I'm Caitlin Newson, I'm the Digital Projects Librarian with Scholars Portal in Toronto. In my current role, I support technology services, primarily for scholarly publishing and research data for Canadian university libraries. Another part of my role is that I work very closely with the Public Knowledge Project, also known as PKP, which is an organization that creates software for scholarly publishing. A couple of years ago, a new version of their Documentation Interest Group, which we also call the DIG was formed. I was approached by PKP, to serve as the coordinator for this group, which I was pretty excited to do, because I had been involved a little bit in some of their other documentation. So today, I'd like to talk a bit about that group, about our processes, you know, some things that work for us and you know, how we kind of try to stay organized and keep everybody. Sorry, I lost track of my thoughts there for a second. So how we try to kind of keep everybody from, you know, feeling too burned out as we continue this process. So, our documentation group is coordinated by myself, alongside Amanda Stevens at PKP. So she's kind of our lead on the PKP side of the group. Our group has virtual sprints for an hour and a half every two weeks where we work together on our documentation projects. Alongside those sprints, we also have monthly planning meetings where we discuss our priorities as a group for what we want to work on any issues that have come up and you know, how we can make our decisions as a community in those meetings. So during those sprints we're all, you know, on a Zoom call, and you know, we talk about what we're going to work on today. Largely we're muted a lot of the time, but then we have each other there to ask questions or if issues come up, if people need technical support, any things like that, then we're all there to help each other out during those sprints. So the membership of the community is made up of PKP staff as well as volunteers from organizations that use PKP software. On average our sprints have a range of four to eight people at a time. As we were building up this group, we were really lucky and fortunate that PKP does have a strong established community of membership of people who wanted to join this group who wanted to be involved. PKP has development partners and people that contribute to it financially as well and there are people from those organizations who wanted to be involved in the documentation group too. We do leave the participation open to anybody to join though and we try our best to post our print sprint schedules online, although we haven't been very good lately at maintaining that I will admit. In order to try to kind of reduce burnout on the initiative, and I'd really love to hear too if other people have, you know, ways that they try to do this in their own working groups and committees because it is something that I think about a lot. We have tried to make it clear to participants that they can join

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any sprint at any point or any meeting at any point. They're free to miss them. We do keep notes from all of our meetings that are pretty clear, which I think allows people to catch up if they do need to miss things. Having co-chairs leading the group allows myself and Amanda as well to, to miss meetings as needed if other things come up, or if you know, we have capacity changes. Another thing that we've tried to start doing recently too is to have different team members leading specific documentation projects to try to spread out the ownership of different documents to different people. They volunteer to do that, like it's not, again, it's not something that anybody is forced to do, you know, usually, there might be a particular document where somebody is like, oh, I have a lot of experience with this particular part of the software, or this particular workflow, and I would, you know, like to take the lead on this particular project. So it's really helpful for keeping track of the status of different things, and spreading that out among the group. We do also try to give participants multiple different ways to contribute. So, you know, some people are happy to participate in these bi-weekly sprints, and these monthly meetings, and you know, to be fully engaged at that level, but, you know, this format doesn't work for everybody. And not everybody has the capacity for this level of involvement either. So, we try as much as possible to communicate with people via email offline, if they have, you know, documentation, they want to contribute, they're free to just send us things and, you know, we'll be happy to move it into our documentation website for them, to review it as a group so you know, they don't have to necessarily be involved in the full process that we have. Additionally, we also try to structure our infrastructure in such a way that opens up these contributions too. So within our documentation website, on every page of the documentation, there are little links that say, edit this page. So what that will do is it will take that user into GitHub, where all of our documentation lives in the GitHub Repository, and allows them to edit that page directly. If somebody is not comfortable doing that, we do have a contact form that we link out to too where they can send things to the documentation group and we can move it into GitHub or you know, fix an issue that they've pointed out directly. You know, of course, not everybody is comfortable using GitHub, or has that experience or may just not have the time to figure out kind of how the documentation works at that level. We do also try to, as much as possible, engage with external groups. So, one of the things about PKP software is that it does integrate with a lot of other technologies, for example, things like Google Scholar, or the Directory of Open Access Journals, or different plug-ins that the software has that integrate with other applications. We also try to work with people from external organizations to work on documentation. We've worked with people at Google Scholar, at Orchid, which is another tool that integrates with OJS. So we get, you know, we can draw from their expertise, but again, they don't have to be fully involved in the documentation group in order to make those contributions. In some cases, this might be offline as well, we might, you know, work on something at one of the sprints, and then we would send our documentation along to them. And they would, you know, read through it, make suggestions, and then it will come back to us, and we would put it into our documentation website. So I think too one of the things that has really made this work well, is that there's also organizational commitments to this documentation. So PKP, obviously, you know, is committing their staff resources to ensuring that this is a priority and there's also the partner organizations, like my own who've said, this is something that we care about. We care about the software, and we're committing, you

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know, our staffs time, and in some cases in, you know, the form of a written agreement where it's been spelled out that, you know, yes, Caitlin, you know, we'll work on this for x number of hours a week. So having that commitment means that it's clear. You know, there's an organizational commitment, and it makes it easier for me to know, you know, this is something that my organization supports, and I have the space to work on without worrying about how it's interfering with other things on my plate. So probably unsurprisingly, something that helps a lot with our group is documenting our documentation. So we have a giant spreadsheet where we track different tasks and priorities that we have, things so that we want to work on, what documentation currently exists and who is kind of the owner of that documentation? Who should I contact if I have a question about this particular document? So, for example, we have, you know, a guide for system administrators. It's not something that I personally am responsible for, but I know who to contact if I have questions about that particular documentation. And again, these aren't necessarily people that are on the documentation interest group, but people that you know, are committed to it and have experience with these particular areas. During sprints, we would use these spreadsheets to, you know, keep track of the status of different documents, who's working on which part of a document or if we're moving things into GitHub, you know, who was working on different pages, things like that. So we also have contributor guidelines. They were created, even before I joined the group. These tell people, you know, how they can contribute, kind of explaining all the different technical aspects of the documentation, the structure, things like writing styles and preferences, and standards that we have. So it's a good place for us to point people to if they have questions about how do I get started, how is it structured, things like that. So we have a pretty lengthy contributor guidelines, which I can link to in the notes later as well, if people are interested. As I mentioned earlier, we also keep, you know, clear meeting notes between all of our monthly meetings that people can, can go back and review. In terms of our infrastructure, so as I mentioned earlier, the documentation is all stored in GitHub. The content is all written in markdown as well and it's a static website that uses a technology called Jekyll to build the site, but it's not technology that our contributors necessarily need to be familiar with, in any way. So participants can edit and add their contact content directly in GitHub's interface, and then submit a pull request to submit that change and then myself or somebody else in the documentation group can review that change, and accept it, and then it will be added into our documentation. So there is a little bit of learning that needs to happen for the documentation groups, core members around how to use GitHub, and some of the, you know, core parts of GitHub, like, what is a pull request? How can I make a pull request? That's something that I've made myself available to the group to teach them how to do that if they're not familiar, and sometimes it's just having a one on one call with them demystifying some of the technology aspects as well. And, you know, part of this sets, I think, really keys just reducing as much as we can, that those technical barriers to participation. We have a lot of different technology that's involved in our site, but we don't necessarily want everyone to have to learn every single piece in order to contribute, because otherwise people might become intimidated. They might feel like this is too much to learn, it's not worth the trouble so we try as much as possible to reduce those barriers in whatever way that we can. So one of the first things that we found helpful as a group is at our very first documentation sprint that we had, the first thing that we did was converted an existing

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PDF document into Markdown and that was a really good way for everybody to learn the basics of Markdown how the formatting works, and then at the end of that sprint, we had a full document that was ready for our documentation hub. I think that was really everything I wanted to say today about our processes. I just wanted to mention one last resource so I have linked in my intro bio before this. There's a community called Write the Docs that is really excellent. They have chapters in different cities and they're a community that revolves around documentation best practices in the area, infrastructure, kind of all kinds of things. They have a Slack channel as well for people who want to get involved in that group. Lastly, I just want to acknowledge the documentation interest group members. I certainly have not done all of this, I can't take responsibility for all of the work that's happened here. It's a really great group. I think Jordan's already linked to it in the chat, but there's a list of our members there that I do want to acknowledge. So that is everything for me. Thank you for attention.

Speaker: Awesome. Thanks, Caitlin. Before we get to our Q&A, I just wanted to highlight two questions in the chat. Kelsey asks if you've explored using GitBooks for docs to get around the GitHub issue as they have an edit interface.

Speaker: That is a great question. So actually PKP's documentation used to be in GitBook, but I think that it was actually taken out of GitBook because GitBook started charging. So unfortunately, because of that, that change. I wasn't as involved in that decision. So I'm not sure of all the details. But that was my understanding. So when they started charging, and I think that there were other issues as well with GitBook, but yeah, unfortunately, we had to move away from GitBook.

Speaker: All right. And now Thurston asks, I'm encouraging a large catalog/documentation/summary of related research project to adopt this pull request based report approach to organizing. Any tips or common pitfalls to avoid when teaching a non-Git folk? Thurston, maybe if you want to clarify you're your silence up there.

Speaker: Sorry, there's many non-Git folks at the organization and their current approach to managing a, you know, close to 100 page catalog of projects at the institution are to basically elicit email responses for individual submissions once a year and manage updates manually via emails. So these are, you know, a lot of them are not familiar with Git or at least if they are, it's purely for software. They're not used to a pull request based approach to documentation. Their first response is that this sounds like extra layers of bureaucracy to go through to when I could just edit the Word doc. And so the main problem right now is that I can't expect people to have local Git. So you know, as you mentioned, my first intuition is to let them use the GitHub or GitLab, in this case interface in this to do pull requests, any hard points in that process, like anything that didn't work the way that maybe a non technical user would thought it would, when they were learning to use the GitHub interface for doing PR's?

Speaker: So, so yeah, the first thing I would suggest is in terms of like teaching people about Git, the organization, the carpentries, has really good lessons on Git. So some of that might, those lessons may not be relevant, if you're using like GitLab, or GitHub as a

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web interface, but I think giving people a general understanding of the structure of branches of what a pull request means, things like forking, whichever concepts you think are going to be important for that workflow. I think that's a really good starting point. In terms of, yeah, so like you said, like using GitHub or GitLabs, like web interfaces, is really much better than expecting people to have local Git repos, and use Command Line Git potentially. So yeah, having those web IDs is definitely, really, really key. In terms of issues that we've run into, I think, you know, one of the drawbacks of using the web version is if people want to edit multiple pages at a time, it ends up being like one pull request for per page, depending on how the documentation is structured, but it really does depend on the structure. So sometimes that can add a little bit of a headache for people, if they're like, well, I just want to change like these 10 pages. At that case, maybe it's a point where you can have a conversation with them about doing a local setup, if they are, they're invested. Sometimes we might run into issues where if they're like, if they have a fork in their GitHub repo, if it's not up to date with the original, sometimes that can cause issues, but I find GitHubs, it helps like the way that we've done it, where you can click edit this page, like directly from our documentation site, takes them into the like, most up to date version of that page. So I think just thinking about that workflow, making sure they're always you know, using the most recent version, I think, is really helpful too.

Speaker: Thank you so much. That's great advice with the, for adopting that with the edit. So to follow up, I guess, you mentioned going from this PDF to, to all of these individual markdown documents. So similarly, I'm going to be using something like a giant Word doc and trying to, you know, essentially manually split it into markdown documents. Any tips for that? My experience with this is, you know, running documentation sites, so like Pan Doc Flavored Markdown, where you can manage metadata at the header and this kind of thing. Is that something that's successful? Do you have any tips on that kind of a, of a process for splitting up the existing knowledge?

Speaker: So we've actually been recently looking at tools that can help us for converting out documents into Markdown. So one thing that I found recently there are some Google Docs plug-ins, if you're using Google Docs, there's one called Docs to MD, which what it does is you just use it and it converts your document into Markdown formatting. So you know, if your document has the right structure, it has the proper headings and things like that it converts it into markdown for you. So far I've noticed that works really well. So I would look at tools like that to make that initial conversion process less painful.

Speaker: Thank you.

Speaker: Awesome. So I'm going to get into some of our some of the questions that we came up with beforehand. I really encourage folks to participate in the chat. Maybe if you want to chat out loud, we are we do have some time for participation with everyone towards the end, but I love to hear Caitlin's answers on these questions. So considering the field of documentation as a whole, what gives you the most satisfaction and what brings you the most frustration or hesitation? Full disclosure? This was a, this was a an interview question that I went through to get my job and so but not about documentation, but it's just a great question.

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Speaker: I think something that I have found kind of frustrating in previous positions that I've been in as well is the way that documentation work can be prioritized in some places. I think in a lot of cases, it's you know, been pushed to the backburner. It's like, oh, I'll get to it eventually. So you end up having documentation online, that's hasn't been updated in three years or something like that. And, you know, oftentimes can actually cause user issues, too. It's like, well, this documentation is very out of date. So I think that's been a frustration for myself is seeing how documentation tends to get pushed to the backburner, when really it should be prioritized. And in many workplaces, there should be like a person, at least one person but ideally more than one person who whose job it is to focus on that and make sure that it's done in a productive way and also to engage the organization fully in the practices of documentation. In terms of things that give me the most satisfaction, I would say, I was really excited when I found the Right the Docs community. I was just completely like dorking out about it because I didn't know this community existed. And it was really exciting to see people who were kind of thinking through some of these issues like making your documentation accessible, making sure it has a good user experiences, you know, making sure your language is being inclusive. So there's just like that was really exciting to see that group.

Speaker: Awesome. How do you set priorities when documenting the processes and policies that you work with?

Speaker: With the PKP group, like, we have our monthly meetings where we try to set our priorities for documentation, but, you know, admittedly, like a lot of members of the group are like, sure, let's work on whatever, I don't really, I don't really have a strong preference. But, you know, priorities might surface the top when there's a big software upgrade coming up. So, you know, we have a new upgrade coming up very soon, actually. So that's kind of ends up shifting our priorities towards that new upgrade. PKP really, recently, really some new software. So again, that, you know, shifted the priorities for us to focus on that to make sure that there was existing documentation for that tool as people were starting to learn to use it.

Speaker: And you've touched on some of the tools that you've used already as well as some of the community strategies you've implemented, but are there any other strategies or tools that make your documentation initiatives easier either to plan or to execute that you haven't already mentioned?

Speaker: Yeah, one thing I forgot to mention, too, is that so we've also tried to form more connections between the development of the software that PKP is doing, and our documentation initiatives, so something that we've been doing six months or longer now is that we have -- right now, it's mostly one developer, but we're trying to get more developers to do it, where they're tagging us directly, like in their pull requests. So if they're making changes to the software, you know, in the process of a pull request to PKP software, they would flag it for myself and Amanda, they would say, Caitlyn, and Amanda, this change is going to impact documentation and it's going to be released in this version. So that helps us keep track of changes that are upcoming so it's not so much

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of a big surprise. It's like, oh, we're releasing this new version, and here are all the changes that you have to make. So it helps us really plan things out more effectively.

Speaker: That's awesome. My last question for you is over your personal and professional lifetimes, what changes have you noticed in the ways documentation is accessed and provided?

Speaker: Yeah, I struggled thinking about this question a little bit. I think you know, there's obviously the changes in like the print manuals that you would have, versus like things all shifting into online, just thinking about my personal use of documentation. I think too like the shift to like, you know, support forums and things like that, versus just saying, oh, read the documentation, you know, trying to have like, more of an engagement in that way. I struggled a little bit with this question I think.

Speaker: Yeah, I, as I, as I just put in the chat, I remember, I'm going to say this was 1991. I went to visit my cousins played King's Quest Five for the first time, but they had misplaced the manual, which is what you needed to get past the copy protection that would hit you at any point during the game, and what you said about the change to support forums, and I'm thinking, like, tutorials occasionally come in the form of code snippets, that, you know, just start from here, change some variables, and then you're done, but what if I don't really understand what like, what if this is my first time, say, using JavaScript to create a map? It's exactly what I was thinking. Um, but and also the rise of like, third party super SEO forums like Stack Exchange and, and clones. But let's, open this up to everyone in the in the chat. Maybe if you want to raise your hand if you want to speak up.

Speaker: I have one. Hey, everyone. Um, that was great. Caitlin. I wanted to ask her on knowledge management around documentation. I don't know if I've got the language or if this really it feels like from I don't know, if it is really a problem. Do you have any tips for like, over like, organizing documentation logically, and structuring it logically so that folks, so that it's clear as possible for folks to sort of navigate through it intuitively?

Speaker: Yeah, that's actually a project that we have recently been starting to look at. So because our documentation group has been so active, like we're finding like, oh, my gosh, we have so much documentation now, it's kind of starting to get a little unwieldy. So PKP has a UX person who's actually going to do some user experience testing with our documentation site to look at how people approach it, if things are findable, and you know, in the places where they expect it to be. So think from like a software development perspective, it's like treating your documentation like you would your other software and thinking about the user experience of it by doing usability assessment, or card sorting exercises, things like that. So yeah, it definitely is a challenge and it is something that we've been recently looking at.

Speaker: Hey, this is Rachel Bayless from CU Boulder. So I just wanted to say that that is a real problem for us, as well, as I'm sure it is for everyone. But I keep you know, whenever I have a problem, I go to, I want to go to Barnes and Noble.com, but their

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search engine isn't as good as Amazon. So I unwillingly go to Amazon and I try to find the manual, the answer to that, and I have been trying to find a book that has, you know, the 20 Steps to Intuitive Navigation. So if anyone comes across that book, 20 Steps to Intuitive Navigation, I would love to see it.

Speaker: Thank you. I'm just going to leave the floor open. I have a lot to say like you've heard enough for me. I'm also just going to pop the questions that we had for Caitlyn in the chats.

Speaker: Another thing that came to mind too Jordan and I wrote it in the chat as well, as I was thinking about your third question was the shift towards video documentation, which I have very mixed feelings about, but it is a very real shift that is happening. It was something I wanted to bring up because it's been interesting, that move away from the written manual into other formats, some of which work, and I think some that don't always work well.

Speaker: I also love the way when you're trying to figure out how to fix something in your house the explosion of amusingly illustrated Wiki how articles and the how to fix this thing in five simple steps, which is a 15 minute video. You're trying to figure out where you actually have to get. But Lauren, sorry, I forgot I noticed your question in the chat on exactly this. Would you like to come on and ask it?

Speaker: Sure. Hi, everyone. I was kind of silent in the beginning. I'm also new. This is my first meeting. I'm so happy to be here. I'm the digital preservation librarian at the University of Virginia. I use she and her pronouns. And yeah, I just I thought, Caitlin, it was a great talk and you brought up a really nice point about video doc. So I work with students a lot, new instruction, you know, bringing new on people constantly around techniques, you know, say for like web archiving, or maybe technical concepts that are unfamiliar to get students on board. And I've gotten a lot of feedback, you know, it would be helpful to both have written manuals, but also gifs, videos, documentation, you know. I've used different tools like Loom to do little snippets of videos for instructional things. I don't know folks are familiar with that. But my question is about, you know, for folks who are more experienced or focused on documentation. I do it as part of my day to day but I'd love you know, commentary or feedback on best practices around things like accessibility if you're thinking about the shift or structure. So yeah, so I'll leave it there, but I'd love to hear folks opinions and thoughts and experience on that.

Speaker: So I think I think you touched on this too, I think the key really is to make making sure that you have it available in more than one format. So, you know, if you're going to use a gif, I think there are, you know, best practices for accessibility of gifs, making sure that they, you know, only go at a certain speed, for example, but you know, if you're going to use a gif, making sure you know, you have that alternate text, because it is similar to using an image where you need to have that description. So I think as long as you have multiple formats, I think that's really what's key there. Or if you're doing a video, then making sure you have transcripts as well.

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Speaker: So Angela, just posted in the chat, something that is new to me, Angela, would you like to speak up on this?

Speaker: Sure. I'm not sure how good the sound is, though.

Speaker: Oh, you're just fine.

Speaker: Okay, great. Sorry. I cannot remember what the platform is called that Google has now but it is actively seeking to recruit or take advantage of GitHub's acquisition by Microsoft. So people are migrating away from GitHub as corporate surveillance technology and going to this platform. I'll try to look it up. So which one seems to be ironic. It was a little alarming to me. I was working in this and I'll find the code for it, but so working in this platform and working on this some sort of it's anyway, thinking about like, will Google actually now acquire all of the information. And what about preservation issues? Right, so I brought this up as well. And so you know, GitHub. What are the what do the preservation policies look like, in institutions, not just GitHub itself, which I know has a project? So yeah, and then I was thinking that, you know, an information infrastructures, Google is really a good sort of, I think this is what you're asking. So how does that -- has that been looked at yet? So academic institutions now incorporating the suite of Google products, and then we have to use them for email for, you know, all like for documents, for spreadsheets and so forth all the information and now incorporating these, the Google repo platform as well. So that seems a little bit. It seems an interesting field of inquiry. And then, of course, the one I was thinking about, which is the documentation. How does that standardize and discipline knowledge? So we're talking about how we can create searchable, easily discoverable information, but is there a body of literature that's looking at that from the perspective of what does that mean to actually do that? I'll look up the name of the platform real quick.

Speaker: Thanks, Angela. Thurston is wondering if distributed/decentralized Git Hosting is possible for organizations to collaborate on. I want to remind folks that GitHub does not necessarily mean open. GitHub is banned in or blocked. Researchers at my institution most commonly work with other researchers in Iran, where you can't access GitHub. So just putting your data and code into GitHub does not make it open necessarily if there are geographic restrictions in place. And we also have an instance of GitLab at my institution as well. Anyone else wants to pop in? Oh Kelsey (inaudible). Can you tell us about that?

Speaker: I don't have a lot of personal experience with (inaudible), but it is basically a GitHub type thing that you can self host making it a lot more under your control and the organization's control, and a lot closer to decentralized. And the more important aspect of that from the decentralization aspect is like, I guess, I don't know that they currently work well with existing decentralization, like data platforms, but I would expect that the developers would be open to it.

Speaker: Awesome. Thank you, Kelsey, and say hello to your cat. All right, well, we've got just under 10 minutes to go, but if anyone would like to talk about manuals, oh, Bitbucket. Did anyone else lose the manual to one of their beloved games as a child and

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not know how to play it anymore? I remember playing I guess it was the Elder Scrolls IV, Oblivion and it was the first time that I actually had to refer to the manual to figure out how to get through a main game that I don't believe the tutorial, the in game tutorial ever showed me how to do. So if you've played Oblivion, you remember when you have to talk to people, and sometimes they're angry, and sometimes they're happy, and you have to come up with the best response to them. That was something that was only documented in the manual and I thought, this is the first time I've actually had to pull out the manual for a video game in 20 years. I see Jeffrey has pasted a question in the chat thoughts on policies around documentation first, then implement. I want to see if Ross has some thoughts on this.

Speaker: I've never done it. But I've loved the idea. I remember what was it called, like, development by Read Me, I think was another like, way of describing this and you write all of the, you know, the documentation first, and then the development comes out of it? I think it would be awesome. But like, you know, like, I mean, Caitlin probably thought, you know, I think Caitlin's already described this, like quite profoundly it. It's somehow documentation just always gets put behind. I don't know why it does it. I don't know why.

Speaker: I'm really happy that my manager saw Caitlyn give a talk at a conference last year on exactly this topic and came home and was like, we're going to do documentation Sprints and then COVID happened, but we're talking about that again. Yeah, Dev by Read Me. It's a it's a challenge. And why wouldn't you write what it should do, and how it should work before you make it, Kelsey says. That's perfect. And as someone who is very much not a developer, and hasn't really worked in too many development environments, and went from an environment that was run on like super proprietary software to an environment, where we're very much an open source shop. I wonder if there are, I guess this is a documentation by Read Me is I guess, how one translates a particular stories and scenarios. This is just blowing my mind is something that I'm only just learning about right now.

Speaker: This is Rachel again. When I listened to you guys talk about this, I mean, it just brings to mind, like, you know, back in the day, in the American school system, all the kids were taught that they had to use a very formal way of, you know, designing their papers, and you had to have an outline, and it had little Roman numerals. And, you know, you got points off if you didn't outline the entire paper. And yet, a lot of people I mean, I almost wrote the outline after I wrote the paper. So it's a thought process. I mean, it's our, you know, it's how people's brains work and also what they're culturally introduced to, at what point in sort of their learning development process, I guess.

Speaker: I just wanted to jump in because I'm actually doing this at the moment writing software starting and I started with the documentation as a forcing function to make me think about the user experience from a variety different users because you know, there's always an infinite number of ways to architect things. I think it's really good to force me to make those decisions first, so that everything fell in a place where it would ultimately be usable and understandable and simple.

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Speaker: Thanks, Alfred. So we're coming to the close of our hour today by there is some really enthusiastic conversation going on here, and links to many resources in the chat. But if you've felt some synergy in the room today, I would encourage you to continue the conversation. If you're not already on the Information Maintainers listserv we can get you on there. I know a lot of you have come here from the Maintainers listserv, but please contribute. Post on the list. Let us know how your various initiatives are going. Thank you so much to Caitlin for being our special guest today and thanks to all of you for showing up and participating especially those who are here for the first time. On the Maintainers website you can browse to the Information Maintainers community and there is a link to sign up for our listserv there. Thanks all for coming in. Thank you, Caitlin. So great to see all of you. Take care everyone.

End of audio.