

Workshop Development

Kickoff Meeting

Meeting Minutes

Monday March 8, 2021

6:30 pm social, 7 - 8 pm meeting

Online

<https://events.vtools.ieee.org/m/261965>

Attendees

- Alexis
- Andre
- Jenna
- Keting
- Rachel
- Sam
- Saul

Agenda

- Review first draft of [project goals](#) and collect feedback
- Set up shared Google Doc to draft document (easier than using GitHub) - done
- Share findings on open source workshops from [TechGirlz](#)
- Outline tasks for next month's meeting (Monday April 5th) and check in that first Monday night of the month are generally good (can switch to a different day of the week if needed)

Minutes

Reviewed the material from the project goals as a group.

Whereby coding tutorials and resources on the Internet may be helpful to an experienced programmer, there can be information that is considered "understood" or "implicit". This is a barrier to learning.

Whereby many programming languages and frameworks offer features that are "nice to have" or "cool", these features can be a stumbling block for those learning to code. In addition, certain programming languages and frameworks have features that prevent projects from scaling up.

Whereby early-career professionals are familiar with the early stages of learning to code and are looking for outlets to volunteer, there is a need for a project to provide opportunities and a low-pressure environment to network and further professional growth.

Whereby the college students in the IEEE Pittsburgh Section area have expressed interest in attending coding workshops and access to coding resources and the IEEE Pittsburgh Student Activities Committee is committed to:

- 1. Create virtual activities that interest students*
- 2. Develop and deploy a strategy and plan for first-year undergraduate and graduate student members*

Therefore, the following goals have been established:

- 1. Provide a free, public learning resource including virtual or in-person workshops for learners 2 times a year. These events will be hosted by multiple facilitators and encourage learning and professional growth for all involved.*
- 2. Identify and fill in gaps in coding tutorials. Help create order out of the chaos in coding tutorials and other coding resources on the Internet.*
- 3. For the selected programming languages and frameworks, identify best practices and highlight what features to use and what features to avoid.*
- 4. Meet as a group at least once a month to review progress, outline action items, and assist each other with finding professional fulfillment through participation in this project.*
 - i. Meetings will be hosted on vtools.ieee.org and will be posted online 4 weeks before the date of the event.*
 - ii. An agenda will be posted at least 5 days in advance of the meeting.*
 - iii. Agenda items will be pulled from the GitHub issues for the project or other items submitted to the Project Lead ahead of the meeting and must be received by the Project Lead at least 8 days before the meeting to be added to the agenda.*

There was discussion about a workshop for Coding interviews. There are active workshops focused on this topic. This workshop project may not be suited to that audience because it is only expected to be taught 2 times a year. Coding interviews require a higher degree of participation than could be provided facilitated by this volunteer group.

We can still leverage the idea for Coding interview material by shaping content of the workshop to promote practical coding that would also be helpful during an interview.

<https://events.vtools.ieee.org/m/263149> -- link to ongoing workshops for coding interview prep hosted by IEEE Pittsburgh (WIE)

Action items:

1. Betsalel Williamson - to get access to the TechGirlz workshops and share with the group before the next meeting
2. A directed graph (see examples below) can help us work towards a common goal (e.g. set up a basic website). Writing things down and sharing for discussion will help us ensure that we aren't missing any steps towards learning that goal, or each towards possibly different goals (e.g. Rachel wants to set up a basic website, Saul wants to set up a client-server thing).

The exercise of creating and sharing a graph will also be good for determining which goals are feasible and which goal we might want to move forward with. This will also help us to define the range of knowledge we expect, backgrounds, and how much information we will share.

The purpose of the final graph is to help identify where we are starting from and where participants should be at the end.

To that end, each member should review a skill we could target and create a limited directed graph for a specific technology or skill that they are interested in. We will review this material at the next meeting.

The topics in the graph can include for example:

- a. Minimal automation
- b. Searching for libraries
- c. Set up IDE and programming environments
- d. Setting up a server, client

Simple program to create directed graph and skill tree as applied from video games:

- a. Example of [simple graph](https://edotor.net/) using <https://edotor.net/> .
- b. Example of directed graph and instructions for learning skills (as applied to role playing games)
<https://odealo.com/articles/wow-classic-rogue-starter-build-and-leveling-guide>