CoLRN: A Community-based Vision for Local Resilient Networks

Ndinelao Iitumba and Melissa Densmore
Human Computer Interaction Lab
Department of Computer Science, University of Cape Town, South Africa

Deysi Ortega
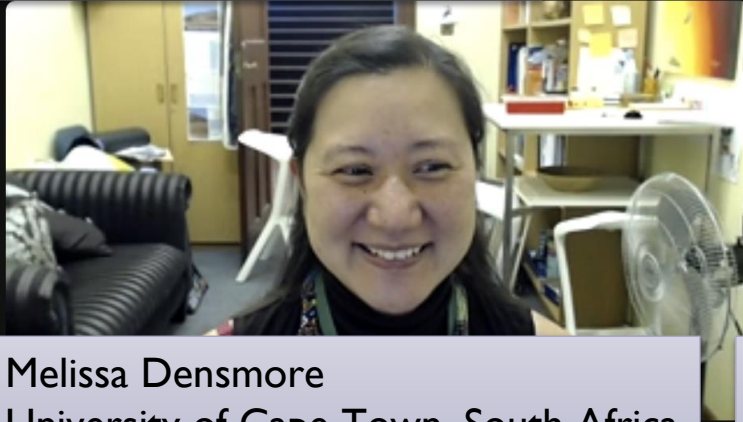Cardiff University, UK

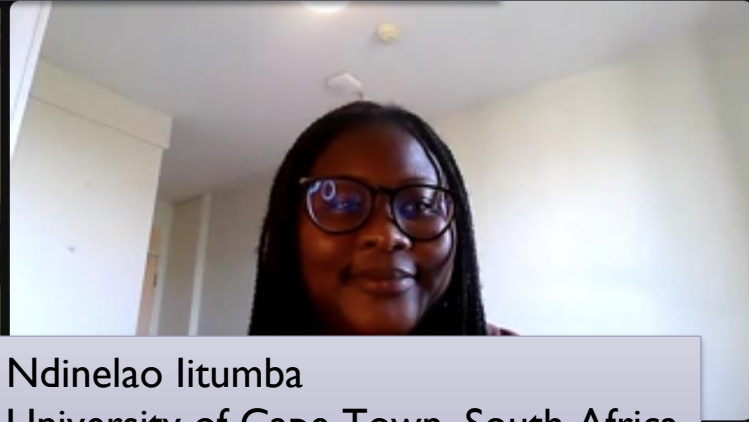Nervo Verdezoto Dias
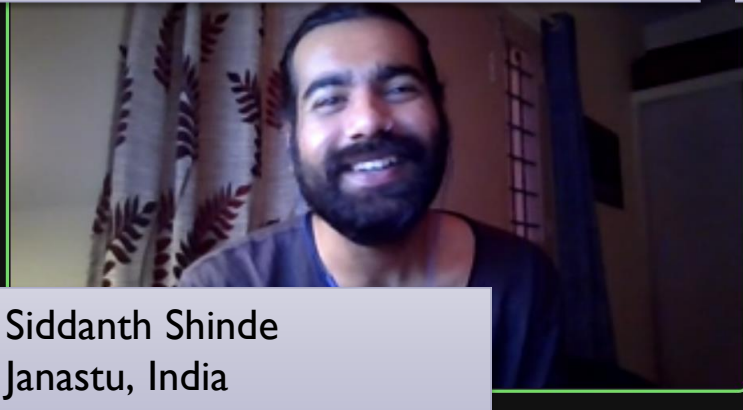Cardiff University, UK

TB Dinesh
Janastu/Servelots, India

Naveen Bagalkot
Design Beku/MAYA, India

Melissa Densmore
University of Cape Town, South Africa

Ndinelao Iitumba
University of Cape Town, South Africa

Siddanth Shinde
Janastu, India

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Ganief Manuel
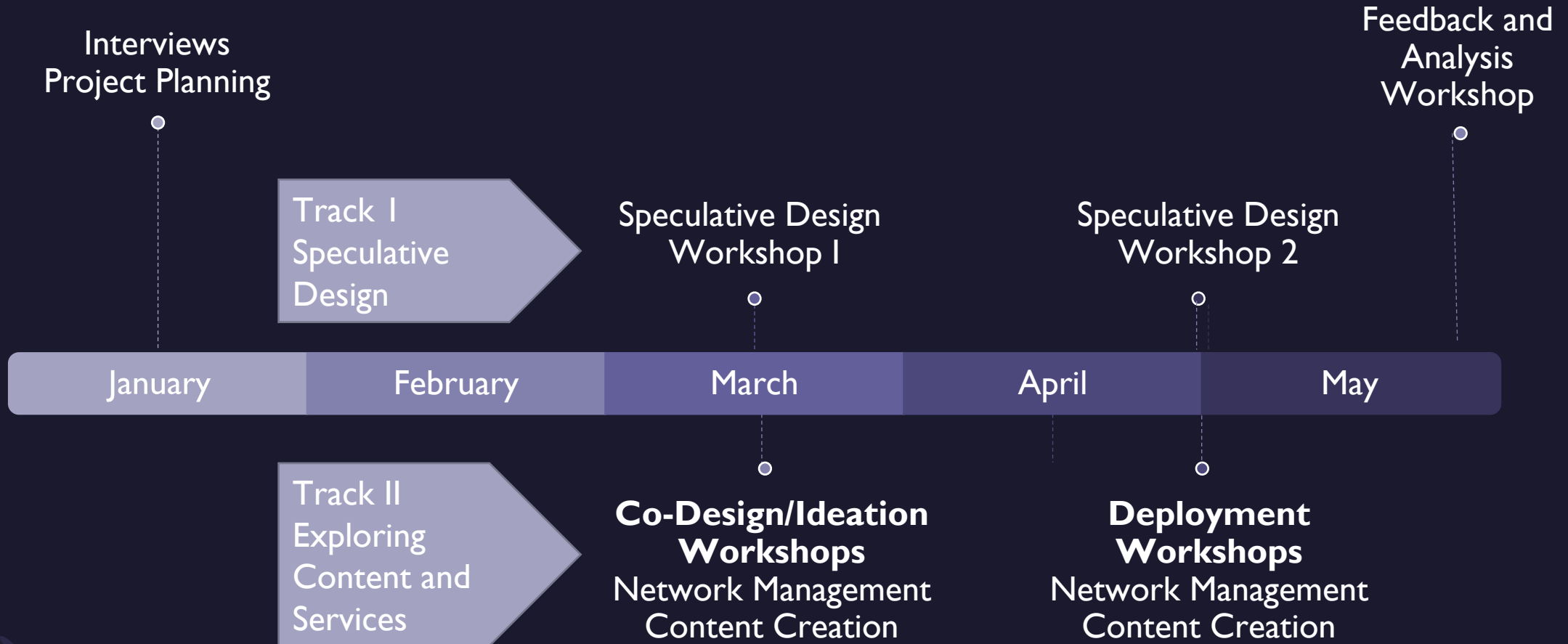# Black Equations
Ocean View, Cape Town, South Africa

ITU Connect2Recover: CoLRN

Janastu Karnataka, India

TB Dinesh

Project Activities

Interviews
Project Planning

Feedback and
Analysis
Workshop

Track I
Speculative
Design

Speculative Design
Workshop I

Speculative Design
Workshop 2

January	February	March	April	May

Track II
Exploring
Content and
Services

**Co-Design/Ideation
Workshops**
Network Management
Content Creation

**Deployment
Workshops**
Network Management
Content Creation

Speculative Design Workshops

- The workshops were designed to understand the idea of "network resilience" in the community

- Participatory co-design methods enabled us to identify both strengths and challenges within the network in the community.

  - Parallel realities/ world building
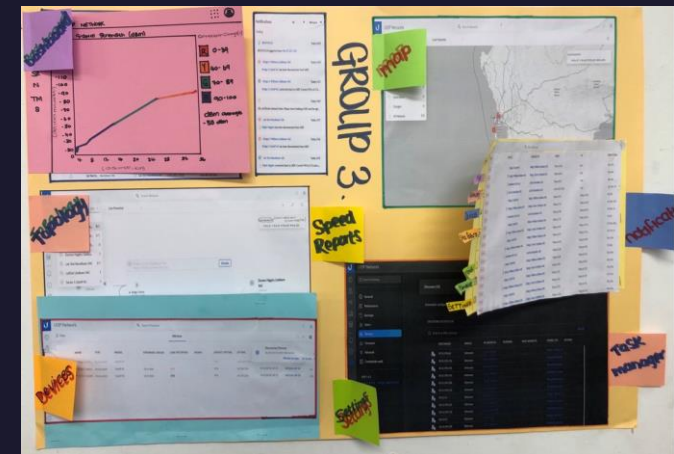
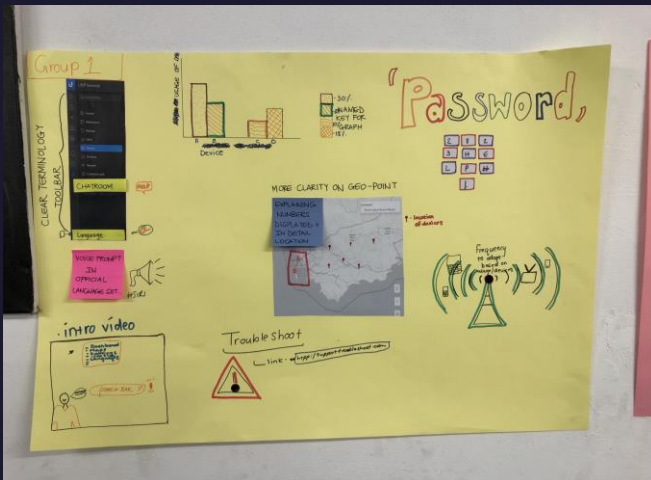 - Situated utopian and dystopian scenarios

Investigating Network Management for Community Wireless Networks

Methods

- Current and prospective network operators
- Co-design workshop: to understand challenges and prototype solutions in both mature and nascent
- Deployment Workshop: Exploring possible improvements to suitability of RadiusDesk/MeshDesk: CommunityDesk

Early Findings

- Challenges with existing NM interfaces e.g icons and finding devices
- Infrastructure sustainability & power cuts interfering with the controllers
- Troubleshooting resources not suited to level of expertise available

Content Creation and Dissemination

- The workshops were facilitated to encourage community members for co-creation and co-production of content on the ground.

- PAPAD software was the fostering artifact utilized for content creation and archiving knowledge.

Some Futures

Janastu: https://janastu.org/

iNethi: https://www.inethi.org.za/

For more information about this project, please contact

Melissa Densmore

melissa.densmore@uct.ac.za

Speculative Design

- Community Visions for Resilience
  - Local Health Library as a Service
  - Co-located social activities, craft making and learning.
  - Self sustaining network by mobilzing and engaging within community.

Co-Design, Co-Deploy

- Rethinking Network Management Interfaces – usability and configurability
- Local Content Creation and Dissemination – podcasts, iNethiRadio, inclusion