

#	DELIVERABLE	LINK TO WORK	1-10
	DESIGN	PROJECT STATUS	
1	Requirements + Value Proposition		
2	Industry Standards		
3	Conceptual Design	http://opensourceecolc	9
4	Module Breakdown	http://opensourceec	8
5	3D CAD	http://opensourceec	8
6	Calculations		
8	Wiring and Plumbing		7
	BILL OF MATERIALS		
10	BOM	https://docs.google.c	9
11	vBOM	https://docs.google.c	9
12	CAM Files		0
13	Cut List		0
	BUILD		
14	Build Instructions		
15	Fabrication Drawings		
16	Exploded Parts Diagram		
17	Production Engineering		
	DATA COLLECTION		
18	Build Pictures and Video		
19	Data Collection		
20	Future Work		
		TOTAL DONE:	28%

#	PROCESS MANAGEMENT	LINK TO WO# 1 - 10	
	TECHNOLOGY STATUS		
1	Project Status		
2	Genealogy		
3	Issue Tracker		
4	Project Needs		
6	Project Roadmap		
5	Critical Path		
7	Project Log		
8	Contributor Log Form		
9	Current Problem Statement		
10	Burndown Graph		
	ITERATION		
12	Master Development Steps		
13	Iteration of Requirements		
14	System Engineering Breakdown Diagram Itera		
15	Optimization		
16	Enterprise Outreach		
	ORGANIZATION		
18	Wiki Templates		
19	Submit a Bug Report		
20	Project Repositories		
21			

	DELIVERABLE	LINK TO WORK PRODUCT	COMPLE-TION (1-10)
1	TEST DRIVEN DESIGN		
	Inspiration Metrics		
	Project Metrics		
	Product Metrics		
2	Deveolpment Success Metrics		
3	Development Requirements		
4	Partial Prototypes		
5	Scale Models - 3D Printing		
	Rapid Prototyping Dashboard		
6	Scale Models - Laser Cutting		
7	Scale Models - Milling		
8	Simulations		
9	Data Analysis		
10	Rapid Prototyping Services		
11	Crowdsourced Testing		
12	SME Review		
13	Prototype Assessment		
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	DELIVERABLE	LINK TO WORK PRODUCT	COMPLE-TION (1-10)
1	Inspiration		
2	Realtime Design Collaboration		
3	Cloud Collaborative 3D CAD		
4	Conceptual Design Swarming		
5	Leading Practitioners		
6	Framework Overview		
7	Befriending All Open Source Project Founders		
8	Collaborative Video Production		
9	Realtime Instructional Production		
10	Realtime Video Production		
11	Extreme Enterprise		
12	Extreme Sourcing		
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	DELIVERABLE	LINK TO V	COMPLETION (1-10)
	Unique Value Proposition		
1	Potential Business Models		
2	Extreme Enterprise		
3	Distributed Manufacturing Business Plan		
	XM Workshop Business Plan		
	On-Demand Manufacturing Business Plan		
4	Warranty		
5	Operation and Maintenance Manual		
6	Technical Support		
7	Order Fulfillment		
8	Product Brochure		
9	Parts and Service		
10	Website Templates		
11	Shopping Basket Software		
12	OSE Label		
13	OSE Certification		
14	Marketing		
15	Liability		
16	Human Resources		
17	Payroll		
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	WORKSHOP EVENT ORGANIZATION	LINK TO WORK PRODUCT	COMPLETION (1-10)
1	Instructor Inquiry		
2	Instructor Evaluation		
3	Instructor Contract		
5	Event Announcement Draft		
6	Workshop Announcement Blog Post		
7	Workshop Readiness Assessment		
8	Workshop Critical Path		
9	Graphics and Publicity Assets		
10	Eventbrite Announcement Draft		
11	Workshop 1 Sentence		
12	Workshop 1 Paragraph Summary		
13	Workshop 1 Page Full description		
14	Audience Positioning		
15	Workshop Curriculum		
16	Workflow Plan		
17	Learning Outcomes		
18	Website Event Posting		
19	Eventbrite Signup		
20	Publicity Plan		
21	Contract		
22	Revenue Projections		
23	Flyer (Flyer Template)		
24	Social Media Post		
25	Social Media Video		
26	Promotional Video		
27	Blog Post		
28	Logistics, Materials, Facilities Preparation		
29	Logistics Email		
	Running Log of Costs		
29	Financial Analysis		
30	Crowd Collaboration Platform		
31	Distributive Enterprise Collaboration		
	MATERIALS AND LOGISTICS		
32	Sourcing Strategy		

#	DELIVERABLE	LINK TO WORK P 1 - 10	
	BACKGROUND & RESEARCH	<u>CURRENT STATUS</u>	
1	General Comments on Optimization		
2	Explainer Video Production		
3	Wiki Template Production		
4	Refining Fit with OSE Product Ecology		
	DESIGN		
5	Parts Count Optimization		
6	Completion of Concept Documentation		
7	Exploded Parts Animations a and CAD Walkth		
8	CAE Analysis		
9	Design Library Creation for Construction Set		
	BILL OF MATERIALS		
10	BOM Optimization		
	Visual BOM		
	Visual BOM Inspection		
	BUILD		
11	Procedure Streamlining from Insights Learned		
12	Technique Optimization		
13	Instructional Streamlining		
14	Visual Fabrication Diagrams		
	ENTERPRISE		
15	Economic Model Documentation		
16	Sourcing Optimization		
17	Legal Development		
		TOTAL DONE:	0%

	DELIVERABLE	LINK TO WORK PRODUCT	COMPLETION (1-10)	
1	Tech Tree of Choices			
2	Machine Renders	http://opensourceecology.org/wiki/CEB_Press_6_-_Overall_Machine_-_Renders	8	
3	Interface Design Review			
4	2D CAD			
5				
6	Build Time Lapse			
7	DOZUKI INSTRUCTIONAL PROCEDURE			
8	DESIGN PROBLEM STATEMENT	http://opensourceecology.org/wiki/CEB_Press_6_-_Overall_Machin		10
9	Model Laser Cutting 2D File	http://opensourceecology.org/wiki/OSE_Rapid_Pr	http://opensourceecology.org/wiki/OSE_Rapid_Pr	5
10	Viral Replicability Criteria	http://opensourceecology.org/wiki/CEB_Press_Viral_Replicability_Criteria		
11	Best Practice Search			
12	Build Time Assessment			
13	Swarm Event Data Collection	http://opensourceecology.org/wiki/Swarm_Event_Data_Collection		
	Cloud Electronics Design Collaboration			
	Electronics Enclosure			
	Exploded Part Animations			
	Open Source Feasibility Analysis			
	Logic Diagram			
	Computer-Aided Architectural Design	http://opensourceecology.org/wiki/Computer-Aide		

	DELIVERABLE	PROTOCOL	LINK TO WORK PR 10)	COMPLETION (1-	
	BACKGROUND RESEARCH				
	Leading Practitioners and Best Practices				
41	DESIGN COLLABORATION	focus is on file conve			
42	Range of Motion Design				
43	3D CAD Review				
44	Bolting Pattern	Show visual represe			
45	CAE analysis (structural, drag, thermal, power analysis; lis	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>46</td> <td>Functional Diagram</td> <td><a href=" http:="" opensourcecc<="">			
47	3D Assembly Animation	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>48</td> <td>Visual Bill of Materials</td> <td>Take a Bill of Materia</td> <td></td> <td></td> </tr> <tr> <td>49</td> <td>Sketchup Layers to Build Sequence</td> <td><a href=" http:="" opensourcecc<="">			
50	Sketchup to Instructional	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>51</td> <td>Conversion of Sketchup to Rendered Animations</td> <td>take a sketchup file a</td> <td></td> <td></td> </tr> <tr> <td>52</td> <td>Reverse Engineering</td> <td><a href=" http:="" opensourcecc<="">			
65	COMMUNITY BUILDING				
66	Member Profile Requirements	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td></td> <td>Integrated Development Environment</td> <td><a href=" http:="" opensourcecc<="">			
67	Community Standards and Requirements	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>68</td> <td>OSE Team - core</td> <td><a href=" http:="" opensourcecc<="">			
69	Badges	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>70</td> <td>Integrated Human Development</td> <td><a href=" http:="" opensourcecc<="">			
71	Skills Building	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>72</td> <td>Crowd Map</td> <td><a href=" http:="" opensourcecc<="">			
73	Developer Profile	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>74</td> <td>OSE Charter</td> <td><a href=" http:="" opensourcecc<="">			
75	OS Business Ideas	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>76</td> <td>OpenHatch</td> <td><a href=" http:="" opensourcecc<="">			
77	Wiki Editors	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>78</td> <td>Allied Effort Communication Channels</td> <td><a href=" http:="" opensourcecc<="">			
79	Visual Content Creator Job Description	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>80</td> <td>Contributing and Upvoting</td> <td><a href=" http:="" opensourcecc<="">			
81	Recruiting Process	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>82</td> <td>Webcasting</td> <td><a href=" http:="" opensourcecc<="">			
83	Work Team	<a #"="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>84</td> <td>Open Slide Deck</td> <td></td> <td></td> <td></td> </tr> <tr> <td>85</td> <td>Open Business Model Collection</td> <td></td> <td></td> <td></td> </tr> <tr> <td>86</td> <td>COMMUNICATIONS, MEDIA</td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td>Pattern Language Icons</td> <td></td> <td></td> <td></td> </tr> <tr> <td>T</td> <td>Explainer Videos</td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td>Facebook Publishing Policy			
	Crowd Video Production - Screencasts				
87	Memes and Messaging	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>88</td> <td>Overall Strategy</td> <td></td> <td></td> <td></td> </tr> <tr> <td>89</td> <td>Press Strategy</td> <td></td> <td></td> <td></td> </tr> <tr> <td>90</td> <td>Social Media Strategy</td> <td></td> <td></td> <td></td> </tr> <tr> <td>91</td> <td>Press Releases</td> <td><a href=" http:="" opensourcecc<="">			
92	Infographics	<a a="" href="http://opensourcecc</td> <td></td> <td></td> </tr> <tr> <td>93</td> <td>Stock Graphics</td> <td><a href=" http:="" opensourcecc<="">			
94	Email Handling				
95	Mass Email				
96	Blog				
97	Vlog				
98	FB				
99	Tsu				

100	Twitter			
101	YouTube			
102	LinkedIn			
103	Podcast	http://opensourcecc		
104	Conference Calls	http://opensourcecc		
105				
106	ORGANIZATIONAL LEARNING VIEW	http://opensourcecc		
107	Extreme Learning	http://opensourcecc		
108	Advanced Prototyping 101	http://opensourcecc		
109	Enterprise Mentorship	http://opensourcecc		
110	How to Create Visual Explanations	http://opensourcecc		
111	Github 101	http://opensourcecc		
112	OpenSCAD 101			
113	WordPress 101	http://opensourcecc		
120	VISUAL DISPLAY OF INFORMATION			
121	Display Scripts	http://opensourcecc		
122	GVCS Icons	http://opensourcecc		
123	GVCS Module Icons			
124	All Module Icons			
125	General Icons	http://opensourcecc		
126	Skills Icons			
127	Permaculture Design Icons			
128	Contributor Icons	http://opensourcecc		
129	Design Opinion - Desinion	http://opensourcecc		
130	Badge Icons			
131	Machine/Module Infographic	http://opensourcecc	http://opensourcecc	
132	How it Works + Logic	basic physics/mecha	http://opensourcecc	
133	Design Rationale	http://opensourcecc	http://opensourcecc	
134	Visual Explanations	http://opensourcecc		
135	Explainer Video Script	http://opensourcecc	http://opensourcecc	
136	Explainer Video	http://opensourcecc	http://opensourcecc	
137	Exploded Part Animation	http://opensourcecc	http://opensourcecc	
138	Vine Video Stop Motion Assembly	http://opensourcecc		
139	Phoneography	http://opensourcecc		
140	Open Source Video Production 101	http://opensourcecc		
141	Open Source Acoustics 101	http://opensourcecc		
142	DEVELOPMENT VIEW			
143	Deveolopment Success Metrics			
144	Development Requirements			
145				
146	SYSTEMS VIEW	http://opensourcecc		
147	Global Systems Ecology			
148	Lifecycle Analysis Methodology			
149	Applied Complex Systems Design Centers of Excellence			
150	Integrated Systems Design Centers of Excellence			
151	Integrated Agriculture Systems Centers of Excellence			
152	Integrated Housing Design Centers of Excellence			
153	Crowdsourcing Fundamental Solutions for Pressing World	http://opensourcecc		
154	Survey of Efforts to Improve the World	http://opensourcecc		
155	Global Grand Challenges	http://opensourcecc		
156				
157	ORGANIZATION VIEW	http://opensourcecc		
158	Corporate Calendar	http://opensourcecc		
159	Calendly	http://opensourcecc		
160	Gmail Protocol	http://opensourcecc		
161	Mass Mailing Newsletter	http://opensourcecc		
162	Annual Budget Report	http://opensourcecc		

166	METRICS VIEW	http://opensourcecc		
167	analytics for website + wiki	http://opensourcecc		
168	analytics for social media			
169	Visual Dashboard	http://opensourcecc		
174	ORGANIZATIONAL LEARNING VIEW	http://opensourcecc		
175	Extreme Learning	http://opensourcecc		
176	Advanced Prototyping 101	http://opensourcecc		
177	Enterprise Mentorship	http://opensourcecc		
178	How to Create Visual Explanations	http://opensourcecc		
179	Github 101	http://opensourcecc		
180	WordPress 101	http://opensourcecc		
181				
182	REVIEW VIEW	http://opensourcecc		
183	Review Ecology	http://opensourcecc		
184	Feedback Upvoting			
185				
186				
187	OPTIMIZATION VIEW	http://opensourcecc		
188	Best Practices			
189	Build Optimization			
190	Parallel Design Optimization			
191	SPIRITUAL VIEW	http://opensourcecc		
192	Peak Performance	http://opensourcecc		
193	Team Building	http://opensourcecc		
194	Personal Journey	http://opensourcecc		
195				
196	VIRAL REPLICABILITY VIEW	http://opensourcecc		
197	General Viral Replicability Criteria (VRC)	http://opensourcecc		
198	Specific Replicability Criteria	http://opensourcecc		
199	Viral Replicability Metrics	http://opensourcecc		
200				
201	NETWORK COLLABORATION			
202	Collaborative Video Editing	http://opensourcecc		
203	Collaborative Graphics Repository	http://opensourcecc		
204	Sound Effects Library	http://opensourcecc		
205	3D Modules Repository	http://opensourcecc		
206	Semantic Markup of Resources	http://opensourcecc		
207	Design for Good	http://opensourcecc		
208	Collaborative Design Platforms	http://opensourcecc		
209	RESTORATION AGRICULTURE			
210	Model Restoration Agriculture Operations	http://opensourcecc		
211	Cloud Collaborative GIS Mapping	http://opensourcecc		
212				
213				
214	ENERGY VIEW			
215				
216	HOUSING VIEW			
217				
218	TECHNOLOGY PRODUCTION			
219				
220	MATERIALS VIEW			
221				
222	COMPUTERS VIEW			
223	HTML+CSS	http://opensourcecc		
224	OpenHatch	http://opensourcecc		
225				
226	COMMUNITY BUILDING			

227				
228	Community Standards and Requirements	http://opensourcecc		
229	OSE Team - core	http://opensourcecc		
230	Badges	http://opensourcecc		
231	Integrated Human Development	http://opensourcecc		
232	Skills Building	http://opensourcecc		
233	Crowd Map	http://opensourcecc		
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235	OSE Charter	http://opensourcecc		
236	OS Business Ideas	http://opensourcecc		
237	OpenHatch	http://opensourcecc		
238	Wiki Editors	http://opensourcecc		
239	Allied Effort Communication Channels	http://opensourcecc		
240	Visual Content Creator Job Description	http://opensourcecc		
241	Contributing and Upvoting	http://opensourcecc		
242	Recruiting Process	http://opensourcecc		
243		http://opensourcecc		
262	RAPID PROTOTYPING / TEST-DRIVEN DESIGN			
263	test-driven partial prototype test procedure	design a simple exper	http://opensourcecc	
264	Model Laser Cutting 2D File	http://opensourcecc	http://opensourcecc	
265	Model Laser Cutting	http://opensourcecc	http://opensourcecc	
266	Buildout of Laser-Cut Model	http://opensourcecc	http://opensourcecc	
267	Model Build Pictures	http://opensourcecc	http://opensourcecc	
268	Model Dozuki Instructional	take the scale model	http://opensourcecc	
269	Partial Prototype Build, Video, and Pictures	see OSE_Rapid Pro	http://opensourcecc	
270	Partial Prototype Data Collection	document time of fat	http://opensourcecc	
271	BUILD PREPARATIONS			
272	Shot List	http://opensourcecc	http://opensourcecc	
273	Workshop Map and Workflow	post a map of all too	http://opensourcecc	
274	Master Review Checklist for Build Preparation	http://opensourcecc	http://opensourcecc	
275	Fabrication Diagram	http://opensourcecc	http://opensourcecc	
276	List of Tools, Consumables, Infrastructure, and Supplies n	http://opensourcecc	http://opensourcecc	
277	BUILD AND BUILD REVIEW			
278	Build Time Data	http://opensourcecc	http://opensourcecc	
279	Quality Control Checklist (Includes Safety, and Data Colle	https://docs.google.c	http://opensourcecc	
280	Prototype and Build Review - note - put this into Build Qua	http://opensourcecc	http://opensourcecc	
281	TESTING AND DATA COLLECTION			
282	Test Procedures and Data Collection	http://opensourcecc	http://opensourcecc	
283	3D Scanning with a Camera	http://opensourcecc		
284				
285	Suggestions and Solutions towards Product Release	https://docs.google.c	http://opensourcecc	
286	ENTERPRISE VIEW	PROTOCOL	LINK TO WORK PR	
287	Distributive Enterprise Explainer Video			
288	Extreme Event Architecture			
289	Marketing of Extreme Event			
290	Team Lead Recruiting			
291	Intended Audience			
292	OSE Positioning			
293	Liability			
294	Feedback on Machine Production			
295	Facilitator's Guide for Teaching the Enterprise			
296	Prep for Workshop			
297	Platforms			
298	CEB Press Product			
299	Business planning			
300	Economic Analysis			
301	Risk Management			

302	Marketing			
303	Pricing, profitability, & financials			
304	Resources and Support			
305	Certification Mechanisms			
306	Accelerator			
307	Prewrite			
308	Tooling			
309	Materials			
310	Curriculum			
311	Market Research	http://opensourcecc		
312				
313	Annual Budget Report			
316	Legal	http://www.lexmundi		
317	Operating manual	publish a guide for h	http://opensourcecc	
318	economic analysis	discuss materials co	http://opensourcecc	
319	collaborative production business model	develop a model of p	http://opensourcecc	
320	Development Workflow Infographic	http://opensourcecc	http://opensourcecc	
321	Event Organization	http://opensourcecc	http://opensourcecc	
322	Machine / Module Manual	Publish a user-friend	http://opensourcecc	
323	Submit a Ticket	http://opensourcecc		
	DERRECATED			
	DOZUKI INSTRUCTIONAL PROCEDURE		http://opensourcecc	
			OF COMPLETION:	0.07