This is a work in progress - will be updated regularly..

Making a Software Workshop

- Identify your audience.
- Pick a clear, achievable task.
- Choose your software.
- *PLay* time.
- Complete the task.
- Learn your documentation tools.
- Sketch the outline.
- Complete and Document.
- Let it sit.
- Revise and publish.

Identify your audience.

Without a clearly identified audience, your workshop risks being either to hard and alienating or to easy and boring.

With the CCC program we have targeted most of our workshops at a basic, introductory level to delivered in community without existing ICT support. We try to keep prior skills and experience needed for the workshop to a minimum, and look to engage participants in the delivery process.

Pick a clear, achievable task

With the CCC goal of offering open-source alternatives to closed-source software for every computing task, there are plenty of choices for workshops. Try choosing a task that has a single outcome, or is part of a larger project.

For example instead of ''How to Mix a Punk Rock Record Using Ardour!" break it down into using Ardour for a specific step in that process.

Choose your software

This can be as simple as having an interest, then finding the right tool. If you already have an interest in creative software, music or games

In our experience, the best workshops are developed shortly after or even *while* learning the software yourself.

Play - some serious (fun) exploring how accomplish the task.

Complete the task at least six times

Learn your documentation tools.

Sketch the outline.

Complete and Document task at the same time

Let it sit

Revise and publish (...and repeat)