Community Members

We are working to improve community collaboration with one community hub for all your needs. Join us on this journey.

Ushahidi is 10% technology and 90% translation, coordination, project management, technical writing, communication, design, verification, media production (video, slideshares), visualization techniques, research, and analysis. This wiki will be home for training, planning and community engagement.

Steps to connect:

- 1. Set up a wiki account.
- 2. Review the content, add some. Set up your personal page.
- 3. Review the Community wiki documentation and Blog to learn about community efforts.
- 4. Join the Forums and help tackle non-technical issues.
- 5. Join the Skype Community or Research chat (Contact username: "ngelzy" to be added)
- 6. Join Meet-up, follow Facebook and @ushahidi, @crowdmap, to connect.
- 7. Join our Community@list.ushahidi.com mailing list

Some ways you can contribute:

Storytellers

Have ideas on how the Ushahidi Storyteller Team can help? Add your items here:

- Have a blog post idea?
- Want to feature a particular deployment or lesson learned from your use?
- Screencast on using new code releases
- Screencast on how to file reports
- Screencast on how to create a Design theme
- · Screencast on how to participate in the Ushahidi community

Digital Creators

Ushahidi is about telling a visual story. If you have mad new media skills including video creation, visualization, photography and more, you can help build How To docs, create a user story video or hack together visuals in your own way

Have ideas on how the Ushahidi Video Team can help? Add your items here:

- We are starting an Ushahidi video community to collection and share video content. We need a hand getting this started.
- We are building an Ushahidi video channel with Miro and Universal Subtitles
- We would love to have videos from deployers. Often they need someone to film and edit this. Can you lend a hand? Even virtually?
- Love HTML5? Help us use HTML5 with Ushahidi. Build a Ushahidi HTML5 page on this topic and share how we can do this.