All About Rumpus Land Online

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This is the planning and process stage behind our Great and Grand Rumpus, visit the in-development Grumpus Land Online here.

Rumpus Land Online is digital space to collect and share data and content; ideas, designs and fabrications. It is a digital repository rich with both whimsy and logic, featuring tools for the input and output of community contributions across the entire Grumpus project.

Hosted on the SLQ Wiki, it is consists of three components:

1. HOME BASE

An arrival point for visiting Rumpus Land Online, this landing page will include

- What is The Great & Grand Rumpus
- How The Great and Grand Rumpus will come to life
- How you can get involved.
- Directions to THE PORTAL and THE WELL

Grumpus Main

2. THE PORTAL

THE PORTAL is a tool designed as the input point for content contributions by participants across the Grumpus project. It features a series of online forms aimed at different collection points - well workshops, design workshops, and fabrications. Each form is equipped to collect specific data, stories, audio, documents and images about that unique content, from that unique community member.

Forms (for want of a better word) include (click through to see what content fields will be on each form).

- Well Making - Schools
- Well Making - Libraries
- Design
- Fabrication

Each entry will form a THING (we need a better word for this too), with it's own data set. Data fields across these forms does not need to be the same, but each THING key information should be consistent so all collected content displays the same key data set (for instance - Name, Location, Contribution Type).

Data captured in a completed forms will allow each piece of content to be stored with a unique identifier, tags to differentiate content, and will generate a unique QR code which can be used to locate or access that data online or IRL.

[The Portal](#)

3. THE WELL

[THE WELL](#) is a tool designed as an output point for content contributions, a place for project participants to discover, store, and share THINGS - ideas, designs and fabrications. As a home for all the incredible content being created by participants, all THINGS collected via THE PORTAL will end up in THE WELL. Importantly, not all data collected at INPUT will be shared publicly in the well.

THE WELL will contain three types of THINGS. Submissions of THINGS will be tagged with one of these three categories.

- **IMAGINED THINGS** - Concepts created by children.
- **DESIGNED THINGS** - Designs created by young people, students and community designers.
- **FABRICATED THINGS** - Fabricated sculptures and installations created by young people, students and community fabricators.

Architecture of THE WELL will allow for users to discover content in two ways

- **BROWSE:** A List or Image Carousel that features each THING
- **RANDOM:** A button or other tool to select a thing at random.

They will then choose a tag category to access.

- All the THINGS
- Imagined THINGS
- Designed THINGS
- Fabricated THINGS

These could be used as a two stage menu question.

For example…

I want to:

- Randomise
- Imagined THINGS

[The Well](#)

4. AUTOMATION

A crucial function of Rumpus Land Online is an automated messaging service designed to notify participants of instances in which their contribution to the project have been utilized by others.

For example:

- Prior to a [Well Making Workshop](#) in schools, a parent will have opted in to receiving emails from State Library regarding the project.
- The child of that parent will have participated in the workshop and imagined a Neon Troll Fairy, adding their idea as a THING to THE WELL via THE PORTAL including the email address supplied by the parent. Upon submission, the portal generates a unique identifier for the THING #112 (or something that works).
- Months later, a young person in an onsite design workshop accesses Rumpus Land Online, where in THE WELL OF DREAMS they discover the most incredible idea - THING #112 - A Neon Troll Fairy -. They work with peers to create a scale-able design for the Troll Fairy, including drawings, renders and CAD files.
- As they complete their design, they log their designs as a THING via THE PORTAL. On a drop-down menu on the form, they select that they have used THING #112 as the inspiration for their design. They submit.
- An automated email, generated from a template message with data pulled from the THING #112 data set, is sent to the email address assigned to that THING. It informs the parent that the THING created by the participant on X date, the Neon Troll Fairy, as been used as the inspiration for the creation of a new THING - a design called Mega Neon Troll Fairy. It features a link to visit THE WELL and view the THING that has been created.

OTHER THINGS OF NOTE

Language: This process should have the capacity to incorporate participants speaking and writing in languages other than english. What capacity does the SLQ Wiki have to input character sets other than latin?

File Types What file types (audio and images) are able to be uploaded and displayed on the SLQ Wiki? What are the maximum file sizes?

Langauge In line with the philosophy of the Grumpus project, we are working to use non institutional language that captures the whimsy and wonder we are working towards. At the same time, it will also need to be simple and easy to understand. How whimsical should we go? How much is too much? Is there a risk that the abstract language becomes just as much a barrier as the institutional?

Created by *Peter Musk* on 2021/03/11 16:29.

contributors

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