
MARRAKECH – Wiki Edit-A-Thon
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RECORDED VOICE: This meeting is being recorded.

RAYMOND KING: Okay, is everyone ready to get started? Great. So, a number of you have asked where Dustin is and he's online with us. Maybe Dustin, you can say hello by Zoom. Okay, great. I'm Ray King. I've been involved with ICANNWiki since the start around 2005 or so and I have with me Andrew Merriam as well, who is also Board Member for the project and has been with the project since 2011. Actually, was the primary person who was focused on it before the Dustin era and then Dustin, of course, worked on it since then and he is here with us through Zoom. So, if any of you guys know any of us, we'll just say hello now. And I thought maybe we could start by just doing a quick once around the room. Just introduce yourselves and then afterwards I'll speak a little bit about the history of the project and what the purpose is, what some of the things are that are important to us and then we'll do logins for those of you who don't have logins and then we'll take a look at what is involved in editing, try to answer some questions you guys

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might have and we'll go from there. Seem like a good plan? Great, okay. So, who wants to start? Perfect.

SOUAD ABIDI: Hello everyone. My name is Souad Abidi. I'm from Algeria.

IHITA GANGAVARAPU: Hi guys. I'm Ihita. I'm from Delhi, India. I am an Action Ambassador.

SOUAD ABIDI: This is Souad Abidi from Algeria. I'm a NextGen participant. Thank you.

INNOCENT ADRIKO: Hi everyone. Innocent Adriko is my name from Uganda NextGen.

RAYMOND KING: I want to add one thing. As you introduce yourself, tell me just one thing you're hoping to learn or understand today.

INNOCENT ADRIKO: Okay. I would like for us to outline about ICANNWiki, what it does, first of all and how I can be able to participate in it. Maybe what can I do, like the kind of work that is done there. Thank you.

NERTIL BERDUFU: Hello, my name is Nertil Berdufi. I came in from Albania. I'm a NextGen Ambassador. I've been registered here before as a NextGen.

NOUR EL HOUDA ZOUABI: I'm Nour El Houda Zouabi. I'm from Tunisia. I'm a NextGen. Actually, I want to know who wrote the ICANNWiki and how can we contribute, and should we have a special background to be able to contribute to Wiki or not? Thank you.

MELCHIZEDEK ALIPIO: I am Mel Alipio. I'm NextGen Ambassador. I actually have already this ICANNWiki, but I'm interested if there are updates on the Wiki itself.

CALEB OLUMUYIWA OGUUNDELE: Okay, my name is Caleb and I've been an Alumni of the ICANNWiki Class for a very long time and I'm an active contributor.

MANJU CHEN: Hi, my name is Manju Chen. I'm from Taiwan. I'm not NextGen. I'm just here and what I wanted to know is because I used ICANNWiki a lot when I was a newcomer but then I kind of found out that it was stopped updated since, I don't know, 2016 or something. I have a [inaudible] around that time and I'm just wondering why it stopped updating and stuff.

SULAIMON MORIAM OMOWUNMI: Hi everyone. My name is Moriam. I'm from Nigeria. I'm a NextGen participant. I don't really know what ICANNWiki is all about but I hope to learn more about it here in this meeting.

OLUWASEUN SANJO AJANI: Good afternoon everyone. My name is Oluwaseun Ajani. I'm from Nigeria. I'm a NextGen participant. I want to learn how ICANNWiki can contribute to community engagement at the grassroots level. Thank you.

EILEEN NAY KWIPOYA: Hello everyone. My name is Eileen Nay from Kenya. My interest in ICANNWiki is just to know how it's structured. The structure of ICANNWiki.

ADISA BOLUTIFE: Hi everyone. My name is Adisa. I'm from Nigeria and my major expectation here is to get familiar with what ICANNWiki is all about. It's something I've heard a couple of times, but I look forward to having more knowledge about it today.

LEVY SYANSEKE: Hi everyone. My name is Levy Syanseke. I'm from Zambia. From this session what I hope to learn is practical understanding of what an ICANNWiki thing is about. Thank you.

RAYMOND KING: Excellent. Thank you all so much. You had a couple great questions and I'll just start there which is, I think one of your questions was how was it created or programmed or how did it get started. ICANNWiki uses open-source software called MediaWiki. So, the way it got started is we literally just installed a blank MediaWiki and we started editing it to get it going. You can think of MediaWiki is to creating a Wiki like WordPress is to creating a blog. So, you could just install WordPress and you could start a blog. That's also same kind of PHP software, etcetera. And that's how we got ICANNWiki started so we didn't develop the underlying software, if that makes sense.

You had another great question which was, do you have to have any qualifications to edit the Wiki and the answer is no, you don't. In particular, the Wikis are generally built mostly by people who are learning their way into a particular area or particular subject. I remember I went to a Wiki Conference once for Wikipedia and it was in my local area and I was talking to a guy and he said that he was very proud of the article he had written on Ethiopia. And I said, "Well, you must've been there. You know that the article is so great." And he said no. He said, "I've never been there. I'm dying to go there one day but it was my interested in this country that led me to create this article."

And the same thing is true, I think, of most Wikis so even an ICANNWiki there might be topics that are technical in nature, or deep into policy and you know there's some probably people who know the subject very well, but generally people who are subject matter experts are not the people who create the articles. It's people who are learning about the topic and what's cool about a Wiki environment is that you tend to, as you learn, you document what you learn. You say, "I learned this here." You put it in the article, you reference it, and it becomes your own way of referencing your work. So, basically if you're learning online and sharing what you're doing, it's a great way to like take notes in public.

And what's cool is that as you do that your articles, you may find someone else jumps in and starts editing the article with you. So if you have an interest in a certain area as you develop the article then someone else will jump in. And it could be a small thing like maybe they'll correct a spelling error or maybe they'll add a reference or maybe they'll add a paragraph. And then all of a sudden, you're not just learning but you're having fun learning with somebody else.

And then your articles might touch other adjacent articles and you might find other people who are working in similar areas and that's what we love about Wiki because it's collaborative and it's just cool to build together. And that's one of the Core Values, so when we talk about why is Wiki different than a lot of other things you might do, and the answer is that I think it scratches a certain itch for me personally which is what we call 'be a builder'. And it's fun to build things, right? So, as we all contribute to the articles and every time they get a little bit better, we're building this thing together and it's never complete. So, there's just like Wikipedia always says, there's never an endpoint. The same is true for pretty much any Wiki that you build. One of the things that's very important is this concept of 'be a builder'.

One of the other Wiki values that I think is important to assume good faith and the idea here is that obviously, because it's an

open Wiki, anyone can get on and you could delete an article, or you could replace an article with something that would be inappropriate. It's called vandalizing. And from a Wiki perspective there's two things. One is that it's pretty easy to repair a Wiki because you can always go back to prior versions so if someone comes in and spends a week totally making an article into something that doesn't make sense anymore, you could just kind of say, "When was the last time it did make sense?" and just restore that version. So, it's pretty easy to repair.

But the second thing is that if you have an attitude of collaboration, then you kind of have to assume that the people you're working with are working in good faith even if they're in another country, even if you've never met them, even if they speak a different language or in a different culture, etcetera. This idea of just start with the assumption that everyone's working with the same goal of making a resource which helps other people learn their way into the ICANN Process.

Now, it doesn't mean that every time you edit an article someone else is going to think you're edit makes sense or you're going to think someone else's edit makes sense, but I think if you have the assumed good faith in your mind, you might say, "Well, they're coming from a different place. They have different information in their heads so they're doing their best." And maybe you edit it

again or you leave them a note saying, “I didn’t understand what you meant by this”. And that’s how you get to a great place. They have a saying that in with the Wikipedia group if someone comes over and just wipes an article out entirely you can still assume good faith. You can say, “Well, that wasn’t vandalism. I assume that you didn’t understand how Wiki works and you couldn’t believe that you could actually wipe out an article, so you were just testing it. Let me help you understand how this really works.” That make sense? Oh, sorry.

IHITA GANGAVARAPU: Just trying to follow through and clarify if I’m understanding correctly. That implies that ICANNWiki works more like Wikipedia.

RAYMOND KING: Yes. ICANNWiki pretty much follows the same Wiki principles as Wikipedia with one or two exceptions.

IHITA GANGAVARAPU: So, does it also require to go through a process of approval after a first draft for someone who hasn’t made any Wiki posts before on ICANNWiki or it just goes straight up?

RAYMOND KING:

It goes straight in. So, ICANNWiki's a lot smaller than Wikipedia. So, we don't have a stringent set of rules as Wikipedia does. And the other thing that we do is to get a login we have to approve you and that makes a big difference. Wikipedia you can make an anonymous login, so Wikipedia is very, very vigilant about watching all the changes and if you went to Wikipedia and you changed a popular article, the article on Obama or George Bush or Justin Timberlake or something like that, you would see that within five or ten minutes if your edits not legitimate it would just be reversed. They're just watching things very, very carefully.

Smaller Wikis generally could take a day or a week or something and the other big difference between ICANNWiki and Wikipedia is that Wikipedia has a notability criteria. Wikipedia's primarily a secondary source which means its articles are built with references to primary sources of information so if you say that the Black Sea is 4,227 meters long than you've got to reference it somewhere. With ICANNWiki and many smaller Wikis because we are trying to gather information about our community and many of us don't meet the notability criteria, there aren't articles written about us and a lot of places to site secondary sources, we just have to trust that it's right. So, we don't have a notability benchmark the way they do.

CALEB OLUMUYIWA OGUNDELE: So, I wanted to answer to your question and like you said how can you contribute. ICANNWiki is more like the way ICANN operates. It's a Multi-Stakeholder thing. Whether you're a lawyer or you're a doctor, as long as you have something to do within this community you can actually post content. More especially, how can you contribute which is the key thing. I'm sure in your different languages, some of you might be French speakers, some might be [inaudible] speakers and all of that. There are projects on translation the ICANNWiki that is very important, and volunteers are currently needed. I'm sure you probably speak Swahili, right? So, we want Swahili speakers to come and translate content and do great stuff. I'm sure that you will find it very interesting volunteering and also add to your [inaudible] that you volunteered on a project.

UNKNOWN SPEAKER: [inaudible]

RAYMOND KING: That's a great question. So, she asked what is the difference between the information on icann.org and icannwiki.org. ICANNWiki is a completely independent project, so it is not governed by ICANN. It's purely ground-up made by the

contributions of people who are either in the ICANN Community or around the space. Is that everybody? Go ahead.

OLAUG: If there are no approval process how can you be sure that the information are correct? I can then write anything I want there?

RAYMOND KING: Yeah, that's a great question which is how do you know the information's correct. The answer is you don't and it's also true for Wikipedia you don't either. And the Wikipedia has the advantage that it's above so much critical mass that if someone says something that is obviously untrue than it's much more likely to be edited to be correct. With ICANNWiki we assume good faith. Another Core Wiki Value is that change is cheap so even if something is wrong, it might just be wrong because someone made a mistake. But that's okay. Change is cheap, and you just correct it as you move forward.

I think that's the core difference between Wiki and almost any other form of publishing is that normally someone drafts something, someone checks it over, and then when you hit the publish button it's because you think it's worthy of being published and in the Wiki environment, it's the opposite. You publish first, edit later. Things are always in flux, but the idea is

that for the most part it's correct and it's a whole lot better than if you didn't do the work. Please.

MELCHIZEDEK ALIPIO: Who is managing that organization if it's not part of ICANN?

RAYMOND KING: I'm sorry?

MELCHIZEDEK ALIPIO: Who is managing that organization because it says it's non-profit?

RAYMOND KING: So, that's a great question, too. ICANNWiki is a 501c3 Non-Profit. We have a Board of Directors. There are currently four Board Members; myself, Andrew, we have two others, Judy and Jonah as well, who are part of the ICANN Community. In terms of who manages it, I'll be honest with you. Right now, the project is in a little bit of trouble to be quite frank because it's a non-profit and we rely on donations from the companies that have sponsored us in the past; very notably ICANN itself as well as Google, Amazon, and a bunch of other companies that have generously donated in the past, and generally we use that money to hire people who have taken a more active role in running the project.

So, I was the original founder of the project and I have a day job. I run the registry for .wiki as well as .inc, .design, and now .gay as well. We have a registrar, too so that's my day job. So, I give it as much attention as I can, but we have no full-time people right now and, in the past, we have for the most part had one or two full time staff and those people manned the Booth. We had ICANNWiki Booth. Sometimes we'd print t-shirts. Sometimes you may have seen the caricature badges, we hire a caricaturist to do that. All those things cost money and right now unfortunately we don't have funding from ICANN because they had some budget constraints and things and we're trying to work that out, but the project's been unfunded for a year so right now we don't have any full-time staff so it's kind of a weird moment. I hope that it can survive the test of time.

But ultimately what the goal of ICANNWiki has always been that it's a volunteer project and that we all do it for the benefit of the community and because we care about creating an onramp for people to learn their way into ICANN. So, ICANN as a policy-making organization is pretty transparent but it's also a little hard to break into and I think that you guys are great examples. You're NextGen and other people that are... You're learning your way in and I think that ICANNWiki is a great way to connect information because you can just jump from one article to the next because they're linked, and you can kind of explore in the way your brain

might work. So, it's a fantastic tool and a fantastic onramp and we want it to be that way.

So, we can ask questions a lot like, "Hey, this article isn't correct." or "Why haven't you updated this?" and the answer is always, "You're right. Why don't you hit the edit and help us out." because there's no one person really responsible for maintaining the confidence. It's a community-built thing so we all have equal rights on this site. Everyone has the same ability to edit the articles, everyone has the same ability to comment and help other people, etcetera. Please.

SOUAD ABIDI:

After sending a draft document for example, contribution draft, the contribution from a volunteer is there any kind of verification to valid this contribution or not?

RAYMOND KING:

Right, no. The only validation really is that anyone can look at recent changes, so we don't have this concept of draft. So, when you edit an article you're editing the article. Got to be like in a Wiki mindset here, okay? So, you can then look at recent changes. In a second I'll hop over here and show you how it mechanically works but you can look at recent changes and you can see everyone's edits like what edits have been made and if you feel like an edit

doesn't make sense you could edit it back or you could flag it or you can say something that would indicate that you think it's not right or it needs to be reviewed but generally speaking those types of edits, I mean, most of what gets put up there is generally in the right direction.

SOUAD ABIDI: So, it's kind of trust? You trust the writers.

RAYMOND KING: Assume good faith. It's transparency as you can see what was edited when and be a builder. It's a joint project. It's like if all of us get together and said let's on a ground-up basis, collaboratively and ground up, let's build something together, we have to trust each other and so it's very different than a hierarchical system where there are people approving changes, etcetera. Because a change could be just, it could very small, it could be a whole page of information, it could be anything. Yeah, I love these questions by the way. Keep them coming.

LEVY SYANSEKE: Okay, so from the questions that have been asked, I'm wondering because that Wikipedia has a certain standard on what articles can go on.

RAYMOND KING: Right, that's a nobility cutoff, right?

LEVY SYANSEKE: Yeah, for instance an article for it to be validated has to have at least a reference of some sort and from another open source like a book or so and so on. But then if we're going to have articles under ICANNWiki why wouldn't there be such at least to help with credibility of the articles?

RAYMOND KING: We love references. It's always good to reference your work. It also creates a way for people to learn more if they want to read more deeply. The reason we don't have a cutoff is because ICANNWiki also has information about many participants so like us in this room, all of us can have articles that describe ourselves and many of us may not meet the notability bar. So, we want to be able to be inclusive. Again.

LEVY SYANSEKE: So, would that mean for someone can still write an article without necessarily referencing, final draft can still be on ICANNWiki?

RAYMOND KING:

That’s correct. One of the things that we do ask is that articles are factual and not self-aggrandizing. So, let’s say you start a company and you’re like, “Hey, I’m going to...”, this brand-new posting company or something like that, and you make an article, that would be fine. You can say, “Well hey, I’m a company that’s related to the ICANN world. I’m based here. I’ve got this many employees and I do this and this.”, that’s one thing but if you get on and raise like a marketing piece like, “Man this company is just the greatest. Our products are absolutely the best in the world.” then we would say that has too much of a marketing spin and we’d ask you to make it more factual.

Because I think one of the things about Wiki is you want to be able to gain the information as quickly and as clearly as possible, so you want every article to be very quick and clear and factual. You don’t want to read some long marketing document because that also affects the credibility of the Wiki because the Wiki should be neutral, factual information. And that’s why if you look at a Wikipedia article, they’ll also have a section for maybe for controversies. They’ll have a section which tries to give you a balanced view of whatever that thing is they’re talking about and we strive to do the same thing. So, it’s not a place for people to come advertise themselves or their companies but you want to put up where I’ve worked, what I’ve done? Absolutely. I describe companies in a clear factual manner please do that. Please.

INNOCENT ADRIKO: Okay. Caleb talked about translations. For example, you volunteer and translate. So, who assesses those translations and then how do you validate them? Thank you.

RAYMOND KING: The concept is the same which is that let's say you're helping with the French version and you might see an article in the English version and say, "Hey, I think this article should exist on the French version.", just go ahead and make it. Same process. We trust you. We assume good faith and if some point later it doesn't look right someone else will edit it. Good? Yeah.

EILEEN NAY KWIPOYA: Thank you. My question is does ICANNWiki only support the articles from ICANN related topics and internet governance issues or does it cover all articles in all fields?

RAYMOND KING: Yeah, we're trying to keep it items that are relevant to ICANN or internet governance in general, so I think we're willing to go a little bit further than just ICANN so if it's related to some of the organizations that are around ICANN that are also involved in internet governance, that's fine. But I wouldn't put an article

about Jay-Z up there for example. Unless he bought a domain name and it was somehow an issue. If it's not really relevant I don't think it makes sense. Good? Yeah.

SOUAD ABIDI: So, as you said that ICANNWiki is independent from ICANN and so why ICANNWiki has ICANN in the name? Is it because it covers like topics related to ICANN work and eco-system or what?

RAYI: Yes, exactly. Because it's descriptive of the ICANN process so it makes sense to call it ICANNWiki versus something else Wiki.

SOUAD ABIDI: So, why is it independent?

RAYMOND KING: It's independent because we felt that it made sense for there to be a place where people could contribute using a different process. On the ICANN site I'm sure that if you have something that needs to be posted to icann.org, it probably does go through more scrutiny and more review. And we want to do something different. We want to do a Wiki and I think ICANN probably wouldn't have our articles describing all the participants and

things like that. They probably would need more... it would just be a different process. You couldn't do this project effectively using the traditional methods they use on icann.org. Alright, good?

Okay, great. So, couple of items that are important for us. One is this concept of refactoring and when you have for example like a blog. A blog is generally, you've all seen people might have a blog. They'll publish articles and then people will make a bunch of comments underneath, and if it's a popular article it can have a lot of comments. And that's a great way to share information with the world and have collaboration, etcetera, as well, but it's very different. In a Wiki environment our goal is to get the information transferred as efficiently as possible, so the idea is instead of commenting you just go in and edit the article. And I think it's more efficient if you have an article about a particular topic and over time people edit it and edit it and edit it, every time it gets a little better so maybe the organization, the structure of the article gets better, the wording gets more concise.

So often times the best kind of edit is where you take five sentences and you make it down to three sentences that are said in a more concise manner, so it doesn't mean you're always adding but you're actually refactoring. So, you're adding where it's appropriate. You're subtracting where it's appropriate. It's

like pruning a Bonsai tree. We call this concept refactoring so that over time a Wiki article becomes a thing of beauty. It's like a pearl that's been honed over time versus a typical article which may have a bunch of comments. You have to read through a lot of comments to really understand everybody's thoughts and opinions but again in that environment everyone's opinions their own. In a Wiki environment it's more like a collaborative work like, how can we together make the best article describing a certain topic that we can.

Okay? Another thing that we kind of believe in is this idea of real people so it is good when you make your account we think it's great to use your real name, stand behind the edits you make and it's just easier to operate than if people edit anonymously. Okay? Yeah, please.

NOUR EL HOUDA ZOUABI: I have a question but in a different direction. I want to know about ICANNWiki and can it be considered as a reliable source for a researcher because as a researcher, whenever I would take a Wiki page as an example, whenever I use Wikipedia for a reference they refuse, my professors, saying that it's not reliable. It's not a reliable source of information. Thank you.

RAYMOND KING: Well, Wikipedia is by definition secondary source so it's not a primary source. It references primary sources. I think Wikipedia is such an amazing example because it's got so much. The more it's touched the better it gets. I would view ICANNWiki the same way. I would agree that it's not a definitive primary source.

INNOCENT ADRIKO: I want to ask are there challenges with copyright issues with ICANNWiki?

RAYMOND KING: What you should not do is, let's say someone's written some information and you find it somewhere on the web. you're like, "That's great. I'm just going to copy that into ICANNWiki." You might be violating trademark if you do that, so you don't want to do that. Generally, you don't want to copy information over because that runs the risk. But if you are reading and digesting information that you find elsewhere on the web, you're referencing it and you're putting it to refactored Wiki format, then that's fine.

And the information that's on the Wiki is all governed by the Creative Commons, CC BY-SA license so if you're familiar with Creative Commons, the idea is that we want the information to be as free and open as possible. So, when you contribute to

ICANNWiki, you're gifting the work you do to the rest of the world. But you're also saying, CC BY-SA is, BY is By Attribution. So, if someone else takes the information from ICANNWiki and uses it than they should attribute and say, "Hey, I got this information from ICANNWiki." Just the same way if we reference something else we want to put the reference there. And SA is Share Alike so that means that if someone takes the information from ICANNWiki and puts it on their website they can attribute and say, "This is where I got the information." but they also have to share it the same way so if someone else then copies the information from their site they also have to keep it with the same open-source license for the information. Does that make sense?

SOUAD ABIDI:

I'm working on a project increasing multilingual capacity, capability I guess. I think Arabic is on your list and as a speaker, an Arabic speaker, I would like to know where as far as implementation so far, so the implementation of this language so far in your project?

RAYMOND KING:

Yeah, we do have some of the languages which you can see on the left-hand side. I think we have a little bit of a start on the Arabic version. So, I'm going to, let me hop over to this computer for a

moment. Okay. I just clicked on the link on the left-hand side and you can see we have a little bit of a start and I think that's true with the other languages as well. On the left-hand side we've got Spanish and Swahili, Portuguese, etcetera. And we would love it if we could build out these versions of the Wiki. The main issue for us is really just getting enough momentum. Frankly its pretty hard to keep the English version up to date, so I think the challenge here is not the technology because it's there. The challenge is really getting enough eyes and ears and hands on the project to make it something really of value and that's where you guys come in. That's where all of us come in. Because it's just a volunteer project. Please.

EILEEN NAY KWIPOYA: So about volunteering to translate the ICANNWiki. Must you be affiliated with the ICANN Community or you can just be an individual from outside to volunteer?

RAYMOND KING: There is no requirement except the love in your heart to help us build something together.

INNOCENT ADRIKO: Is there any strategic plan about scaling up different areas?

RAYMOND KING:

I think your question was is there a strategy towards building up the volunteerism? It's hard. I have to tell you it's hard. We've done a lot of Edit-A-Thons we've talked to a lot of people in the Booth over the years, and what happens is some people just take up the mantle and start working on it. But generally speaking we all have busy lives and volunteerism is... We don't have the magic formula because we think that the Edit-A-Thons are a great way to introduce people and hopefully some of you guys will get the bug and drive this forward as your own project because it is your own. It belongs to the Community. Did you want to offer to volunteer? I was just kidding. Shall we take a quick look at editing? How much time do we have by the way? Does anyone have a check on? I forgot how much time we have for the meeting. Twenty-five more minutes? Okay, great thank you.

So, let me just show you a little bit about how Wiki is edited in general and then we'll do logins to make sure that everybody who wants a login has one. Dustin's prepared to help facilitate that in a moment. But I'll just show you a couple basic items first. I wonder if I can put this window away somewhere. Okay. So, every article has a name and you can search for a name just by typing it in the search box. So, I don't know, let's look at Dustin's article. Okay so I typed that in and you can see here's an article which

talks about Dustin. There might also be articles about different topics, so I don't know what's that, WHOIS for an example. You can see topical article. Articles about companies.

Actually, there's an article about ICANN. You can search ICANN and you can see the article on ICANNWiki about ICANN. We're particularly proud of this one because it's pretty well built out and Andrew did a lot of the work on this, so we'll give him some credit there. Articles about different companies in the space, etcetera. And there is one article called Sandbox as well. So, if I type in Sandbox, you'll see that there's an article that just says "Test", so it's kind of a place where you can mess around and not worry so much. This article right now has one word which is the word "test". Can you all see this screen by the way? No, is it too small? Let me see if I can make it a little bigger.

How's that? A little better? Okay. So, the way this works is that you can edit any article. The article titled Sandbox I can edit it just by hitting the word edit. Okay? I'm in edit mode and if I wanted to... I'll make it testing 1 2 3 and then I'll just save it. And every time I edit the Wiki I'm also allowed to describe what I'm doing. It's optional but I can just say "I'm just messing around and learning about Wiki editing." and I'll go ahead and save changes and you can see the article now says, "testing 1 2 3" so if any of

you go to the article it's going to say, "testing 1 2 3". That make sense?

I can also look at recent changes. We talked about this before. So, on the left-hand side it says Recent Changes and if I click there you'll see that the last thing that happened was that the Sandbox was edited, and it was edited by Ray, that's me, and there were seven characters added and the description is "I'm just messing around learning about Wiki editing". So, I can see exactly what's just happened. It's fully transparent. Okay and if I want to see what the actual change was I can hit this diff link here, you'll see that it shows exactly what the change was. It was a change in line 1. In this case there is only one line, but the old version was "Test." The new version is "testing 1 2 3". That make sense?

You can also see the history of the whole article. I can hit View History here and you'll see that there might have been... There's actually a few different versions of this article going backwards. The other thing I can do is to make a more complicated change... actually I should explain one thing. There's actually two ways to edit the Wiki. Do you guys have a question over there? Do you have a question?

NOUR EL HOUDA ZOUABI: No, it's about the group of NextGen. I'm not in it.

RAYMOND KING:

So, there's two ways to edit. If I just hit the edit button, then I have a screen that looks a little bit like a word processor and that's the first method. The second method if I can hit Edit Source, and this is the more traditional way of editing a Wiki. It is more like, I don't want to call it a programming language. It's kind of like HTML light, but it's actually more precise so it's kind of a matter of personal preference. I prefer editing this way because I know exactly what I'm doing, and I can control it more precisely.

For example, if I add something else I could for example, I could put an asterisk in front and that would create a bulleted list. So, I'm going to ahead and save that just to show you how that works and now you've got a little bit of a bulleted list. Okay? I keep hitting edit by accident, sorry. If I want to create a link, I can also create a link here. Link to our goal describing, sorry Dustin I'm just going to use you as my example today. What I've done here is I've said I'm going to put this in my bulleted list. I'm going to describe it as a link to an article describing and here if I put a double bracket around a term it'll automatically create a link to that article. So, what I've done is I've linked the Sandbox to the article describing Dustin.

So, I'm going to save that. And you'll see here that this is now a link. It's blue in color and as I roll over it, it underlines so if I click

there then boom. I'm at the article that describes Dustin. Everyone got that? If I create a link and I put in something that doesn't exist, like I don't know, put aardvark, if I spell that correctly. We don't think there should be an article describing an aardvark on this site. So, I'll go ahead and save that. And you'll see that it actually also creates a link but it's red in color.

So, the Wiki is telling us, "Hey, you're now linking to an article called aardvark, but this article doesn't yet exist", so either it was a mistake, or it could be an invitation to create an article with that name. So, if we think there should be an article with that name but there isn't, like this is the cool think about editing Wiki. You can just link all kinds of stuff, and you can say there should be an article about Dustin, there should be an article about [inaudible], there should be an article about WHOIS and you're just like linking these things. But you'll get to one and it'll show up as red and you're going to be like, "Oh I must've mistyped it or maybe there isn't an article describing that item". If there isn't you can just click on it and instead of getting an error, it's giving you an invitation to create an article about that subject. So now I can say, "Aardvarks are really neat animals." and I can just save that and now I've got another article describing aardvarks. That make sense?

So, you see how you can kind of stitch things together? And of course, if I go back to Recent Changes then I can see that recently, the Sandbox was changed. There was four edits made by me. You can see I can open and close the edits. And then there's another article here which is N which means it's a new article describing aardvarks. Now, any of you guys can edit these articles a long side so if someone wants to make an edit then we can see it right here on screen, as well. And that's called collaboration. Any questions on how that works? Okay.

This is a good example of something that probably should be deleted. I'll just go ahead and delete this article because we probably shouldn't have an article...

EILEEN NAY KWIPOYA: There's a question here.

RAYMOND KING: Yes, please.

INNOCENT ADRIKO: I used to see animations beside a picture when there's a biography. Is it ICANNWiki that does the animation?

RAYMOND KING:

Your question is about the caricatures. Generally speaking what we've done when we introduce ICANNWiki at the Booth, is that we ask people, "Hey, would you like to have an article about yourself on ICANNWiki?" And sometimes we take a picture, or they upload a picture, and then later what we do is we figure out all the articles that have a picture and that don't have a caricature and we hire a caricaturist to build those and then we upload those. We've been doing that for many years. But we don't have a Booth this time so we're actually not in the mode of doing that right now but that's historically what we've done. I'll show you how that works.

One of the other questions that we get a lot is what is the difference between a user login and an article? And it's a very important discussion. The login is what you use just like your login on any normal site. It's what gives you the ability to edit articles. Separate than that, you can create an article that describes yourself. So, my login is under Ray, but my article is under my name, Raymond King. Does that make sense? So that's the article that describes me and I think your question was, actually sorry. I'm a little bit out of order here. I've got an article that describes but anybody can edit this article so if someone else in the room knows something about me or wants to help me out and make my article better, then just hit the edit button and feel free to do that.

How many of you guys have ICANNWiki currently? Can you raise your hands? Okay, so most of you actually don't. So, I think what we'll do at this last section is if you guys can get on and you can, I think I have to logout to show this to you.

ADISA BOLUTIFE: May I ask how long does it take when someone sends a login request?

RAYMOND KING: The way it works is that if you look, this is an unlogged in version. You'll see there's on top Login, if you have a login, or Request Account. What I'll ask you guys to do now -- Dustin you can open it up right now, I assume you're there listening -- is you're going to hit Request Account.

DUSTIN PHILLIPS: Hey, Ray. Go ahead and go back to the home page. Now it says, will you refresh that?

RAYMOND KING: Okay.

DUSTIN PHILLIPS: It should say...

RAYMOND KING: The Account Requests get spammed a lot, so we have to open the... Right now, we're just going to make it, so you can just do it without needing to go through the approval process. We're going to leave it on for about five minutes just to get all you guys in and then we're going to turn it off again because literally within ten minutes it starts getting spammed. It's absolutely crazy. But you're just going to hit the Request Account in the upper-righthand corner.

DUSTIN PHILLIPS: Page crashed for you, so it was still showing the Request Account link but if you look up there now it has Create Account up at the top.

RAYMOND KING: Okay, got it. So, hit Create Account. I'm sorry. Hit Create Account and you should get a screen that looks like that and it's going to ask for just for a few pieces of information. You're going to choose a username. Again, my full name is Raymond King. My username is Ray. You guys can pick any user name that makes sense. Put your password in. Confirm that. Email and Real Name, these are

optional, so we don't publish this from here, but it just gives us a way to communicate with you in case we need to. So, it's great.

You're going to hit Create Account and you will have an account. Okay? So, we've got like a five-minute window. Why don't I let you guys go ahead and do that and if anyone's having trouble just raise your hand and Andrew or I will come by and help you. Okay, so? Boom. Go! We have to get ahead of the spammers. Yeah, it should work on the phone as well as the computer.

Okay, great. So, I think we just have maybe one or two minutes and I'll just summarize for you guys so if I could have everyone's attention for a moment. Andrew, that includes you.

I wish we had more time. A lot of you guys have asked great questions about how to edit and go further, how do I upload a picture of myself, how do I get a caricature, how do I go further with Wiki formatting. And much of the information is pretty much on the Wiki but remember that it uses MediaWiki so if you just look up how to edit MediaWiki, you'll see all the commands. Like, how do I bold, how do I make bullets, how do I upload pictures, how do I all this stuff. And that's best way to learn your way forward.

I've had a couple questions on caricatures. What we do generally is if you create an article, and you upload a picture of yourself, and it doesn't have the caricature, then periodically we'll look

through and try to figure out which articles are in that state and build caricatures but again, we're kind of in a weird unfunded dormant state so it might not be that quick, but we'll do it as quickly as we can.

You're always welcome to email us as well. You can email me directly or email ICANNWiki and I think I probably will be able to answer most questions or get you to the right person and other than that we would absolutely love to have any form of participation that you guys have time for. I hope I did a reasonable sales pitch for it even though I've told you that editing is tough, and volunteerism is tough but it's also very rewarding so with that I hope that you guys will go forth and edit the Wiki and help us make this a great community resource. Any last questions or comments before we wrap up? Go ahead.

IHITA GANGAVARAPU:

I was just curious. I'm Ihita. When we open the main homepage, there are five or six languages that are mentioned. So, if, for example, I try to contribute and then I translate one page will the languages mention then or do all the pages have to be translated for the language to be mentioned as an option?

RAYMOND KING:

Wiki is a very manual process so the way to think about it is that all those languages on the side, they're actually each separate Wikis. There's like the English ICANNWiki, the Chinese ICANNWiki, the Arabic ICANNWiki, the French ICANNWiki, like that. Everyone is a separate thing. To translate, what you do is to open up the English version and then open up the language version that you'd like to translate into and then read it, and then create the new article in the other Wiki. The other Wiki is just a smaller version of ICANNWiki in that language. But there's no automatic translation. Because the nice thing about Wiki is when things are done manually, they tend to be done better. When you do an automatic translation, like we could just rip everything over, but it would just be horrible, and we don't want that. We want everything to be hand-built with love.

Alright. Very good. Thank you so much everyone for coming. It really means a lot to us and we look forward to collaborating with you going forward from here, okay? Thanks. Give yourselves a hand.

RECORDED VOICE:

The recording has stopped.

[END OF TRANSCRIPTION]