

# MIT Hive 2.0

Next steps  
2.13.17

# MIT Hive: **Why** do it?

- MIT has already engaged with millions of **digital learners** through MITx and OCW.
  - But it's generally a *one-way conversation* (expert → learner) without major opportunities for *meaningful interactions* for the learner.
- At the same time, we know there is a large community of *MIT faculty, students* and *alumni*:
  - who are doing interesting, **undiscovered** work
  - who are looking for ways **to share** their passion and knowledge
  - who want to **stay engaged** with the Institute and the world, for personal and professional reasons.
- Therefore, we want to create a platform to engineer more **interactive** forms of **peer-to-peer** engagement between MIT students/ alumni, and the outside world, around areas of **strategic impact**.

# MIT Hive: **What** should it look like?

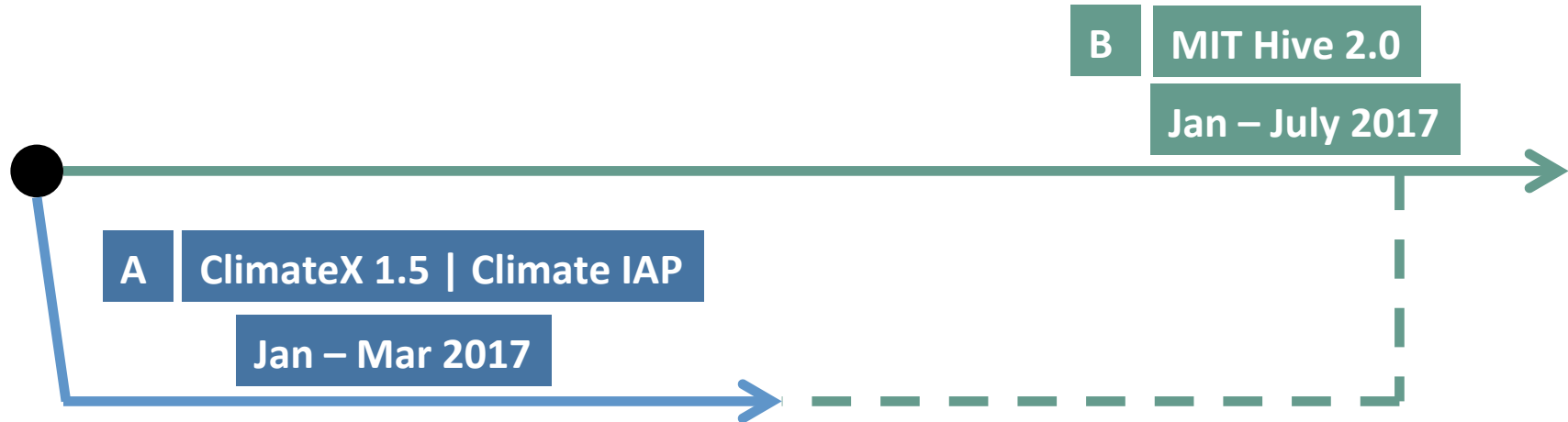
## The Product Vision

*“A vibrant, enduring, self-perpetuating digital community of MITx learners and the MIT community (students, alumni & faculty) who find value in their shared connections and their passion for problem-solving, and whose activities create value for MIT.”*

## The Measured Outcomes

- 1 High levels of engagement
  - Traffic
  - Membership
  - Interaction
  - Return visits
  - User generated content
- 2 Balanced audience levels
- 3 Sustained connections
- 4 Addressing real problems
- 5 Enhances MIT reputation

# MIT Hive: **Where are we heading?**



1. Significant improvements to the existing user experience.
2. Continued engagement through community mgr.
3. Capture / publish 3-5 min videos on MIT people doing interesting climate work.
4. Heavy organizing presence around IAP campus activities.

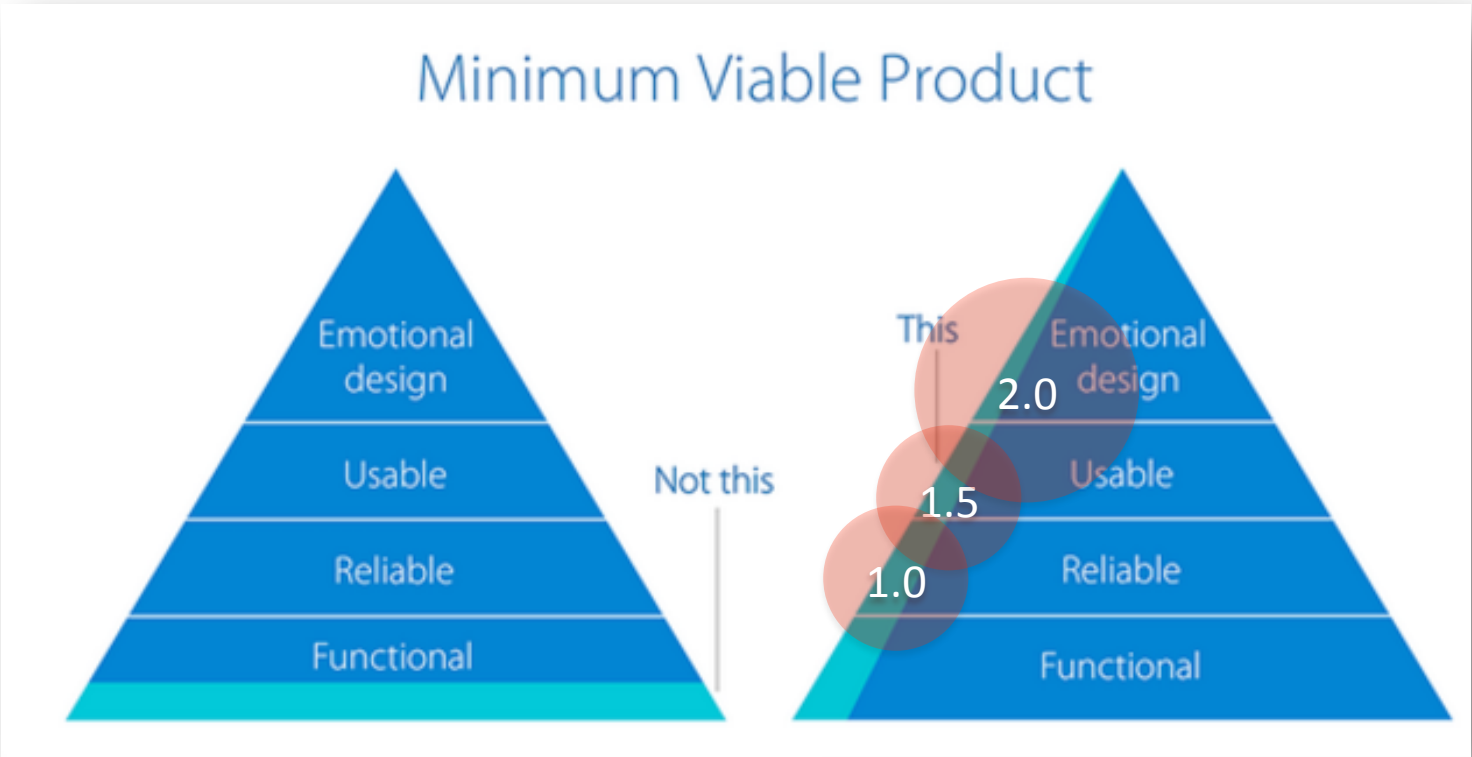
1. Explore a new domain
  - Climate action
  - K-12 STEM teachers
2. Design, prototype and test:
  - A better user experience
  - Expanded set of services
3. Build and release a production version.

# MIT Hive 2.0 – **Where** should we go next?

## K-12 STEM TEACHING

Organization	People Interviewed	Potential Opportunities
STEP Woodrow Wilson	Eric Klopfer Justin Reich Claudia Urrea Angela Belcher	No immediate opportunities
Edgerton Center	Kim Vandiver Bob Veith	Partner to assist in creating a K-12 teacher science and math training program with local private schools.
MIT Museum	John Durant Brindha Muniappan PA d'Arbeloff	Pilot w/ MIT Museum's NordAnglia schools (140+) partnership: Maintain momentum following onsite teacher development bootcamps.
Lemelson – MIT	Stephanie Couch	Pilot with teacher development program for inserting "Invent" curriculums into schools.
u-Lab	Otto Scharmer Adam Yukelson	Partner with u-Lab to merge common engagement goals and learnings towards a shared platform.

# MIT Hive 2.0 – **How** should we do it?



NOT LIKE THIS

1

2

3

4

LIKE THIS

1




2

3

4

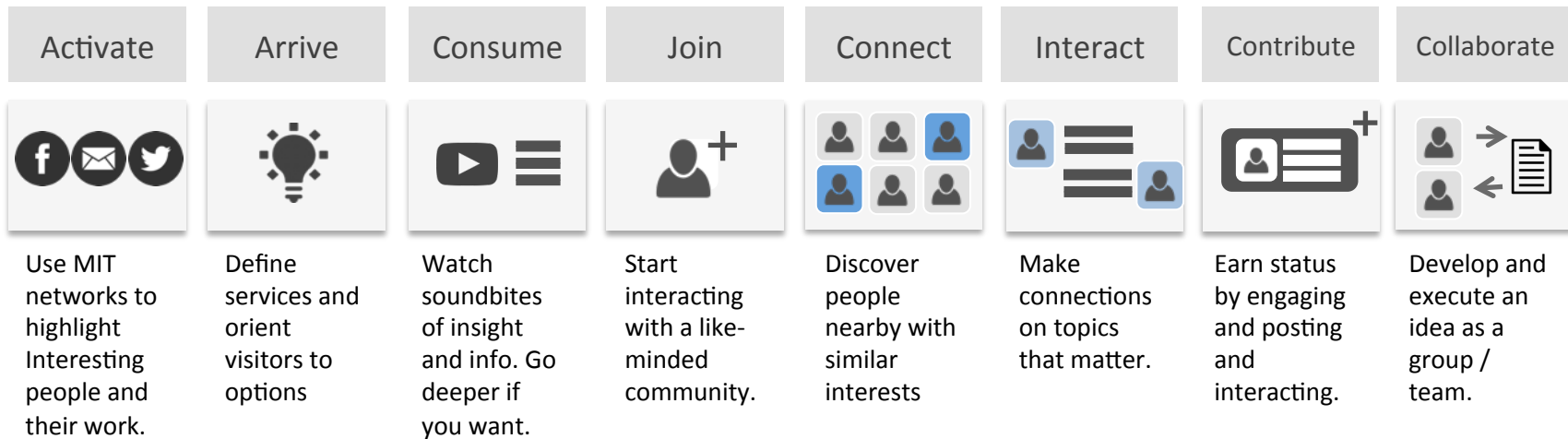
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# Hive 2.0 – **How** should we do it?

MIT Hive		
1.0	1.5	2.0
		
Be scrappy	Stay rapid and shallow	Sharpen our services
Start a conversation	Highlight MIT talent thru video	Design to hook
“Canned” community site features	Reduce UX friction	Step into new domains
Webinars	Follow social media best practices	Establish the journey / process
	Promote exploratory browsing	Connect to campus activity
		Connect to MIT content assets
		Create social points
		Mobile, intuitive and fun

# Hive 2.0 – How should we do it?

## ----- The Community Engagement Funnel ----->



ClimateX 1.0    **Test Basic Services** / stand up some rough features   

ClimateX 1.5    **Clarify Services** / make UX improves to reduce friction   

ClimateX 2.0  
K-12 STEM 2.0    **Sharpen the services** / practice the “Hooked Model” through features



1.5

**“I want to learn more about ideas coming from MIT”**

Videos and Webinars  
Case Studies

Bite-size Interviews w/  
MIT students / faculty.

1.5

**“I want to interact with a like-minded community”**

Profiles / Messages  
Topic Forums

People connections  
Topic conversations

# MIT Hive 2.0 – How should we do it?

## Potential Hive 2.0 Services (based on user feedback)

2.0

**“I want to interact with experts (for professional development).”**

Mentor Matchmaking  
Office Hours

Webinars / Private  
Expert advice

2.0

**“I want to explore deeper content from MIT”**

Funnel towards MIT  
assets

Curate / tag content:  
MITx / OCW / News

Pop-up IAPs

2.0

**“I want to make the world better, but I need help and a method”**

Better integrate with  
campus activities.

u-Lab / CoLab / SOLVE /  
d-Lab / Challenges

Open source case  
studies.

# MIT Hive 2.0: Proposed Schedule

- Jan-Feb (“keep learning”)
  - Talk to additional audiences.
  - Explore new opportunities/partnerships
- Mar-Apr (“start sprinting”)
  - Design, prototype and test updated journeys:
    - Uncommitted users (curious / transactional)
    - Committed users (participant/contributor)
- Apr-Jul (“build something”)
  - Build and release a production version of Hive for Climate and K-12 STEM Education.

# Appendix

- Expenses to date
- 4 User Behaviors
- Hooked Model
- 10 Key Themes
- What we've done to date
- Performance indicators
- Hive 2.0 Workshop concepts

# MIT Hive: The 4 User Behaviors we observed

## The **Curious**

Uncommitted  
Mild interest in the topic  
Looking for a diversion  
Won't come back without a hook



## The **Participant**

Committed to the domain  
Highly engaged, wants to do more.  
Not sure how to participate.  
Looking for suggestions.

## The **Utility Seekers**

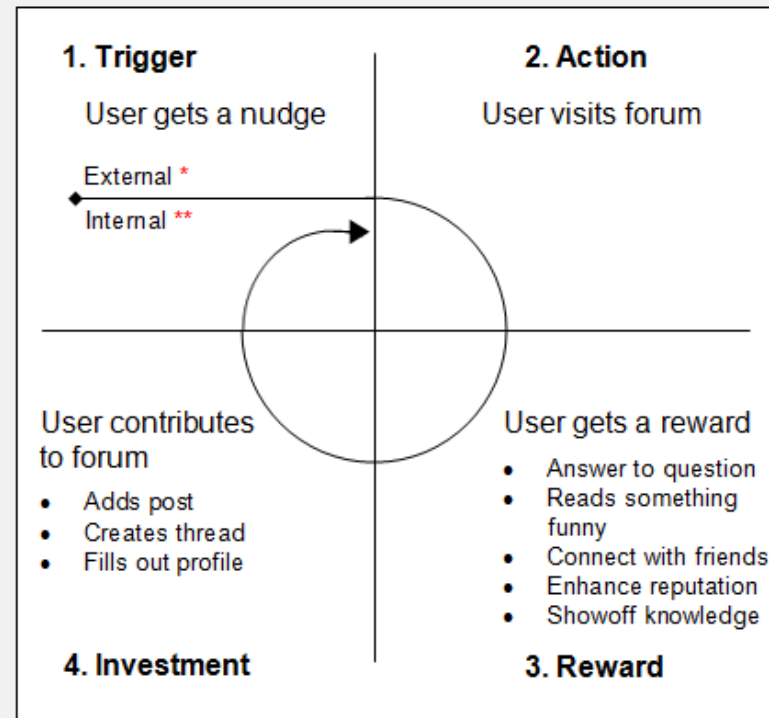
Uncommitted  
Looking for a specific benefit –  
information, career, etc.  
Low investment in the site over others



## The **Contributor**

Committed to the domain  
Motivated to share his/her work.  
Altruistic and engaged  
Sees clear benefit in contributing

## The Hooked Model Applied to Forum Software



**\* External Triggers may include:**

- Link/advert on main site
- Email Alert
- Search engine result

**\*\* Internal Triggers may include:**

- Bored
- Curious
- Seeking connection

# MIT Hive: The 10 key themes that emerged

1. “Outsiders” are drawn to the MIT brand for the chance to **get closer to MIT “experts”**
2. There is a **surplus** of “interesting and undiscovered” work going on at MIT.
3. Video is the biggest driver of traffic / engagement. Capture rapid, **bite-sized** and sharable conversations at low cost.
4. Support **mixed commitment levels**: Edutainment for the curious / Transactional for the engaged.
5. Committed users want to take action and work with others, but have **little time**
6. Create a **simple and focused** value proposition.
7. Make it **mobile-friendly**, intuitive and fun.
8. Increase engagement by reducing **UX friction** barriers in profiles, messaging and posting.
9. Increase session length by promoting **exploratory browsing** through related content
10. Drive repeat visits through alerts, **notifications** and social status indicators

# MIT Hive: **What we've done so far**

	<b>BSD Discovery</b>	<b>BSD Prototypes</b>	<b>ClimateX 1.0 &amp; 1.5</b>
	Jan – Jul 2016		Aug – Dec 2016
<b>Domain</b>	Entrepreneurship		Climate Action
<b>User research</b>	Surveyed: 3700 Interviewed: 40	User testing: 15	Surveyed: 300 Interviewed: 6 Analytics: 800 users
<b>Audiences</b>	MITx Learners Bootcamp Alumni MIT Alumni MIT Staff		MITx Learners MIT Alumni MIT Grad Students
<b>Service themes</b>	Peer-to-peer learning Mentorship Matchmaking	Team Challenges	Peer to peer learning
<b>Platform</b>		Paper prototypes	Drupal Commons
<b>Prototype features we tested</b>		Create profile Messaging Challenge flow Collaboration tools	Create profile Messaging Topic forums Videos / Webinars

# MIT Hive: ClimateX performance measures

Sep 15 – Nov 30 2016

Site

1300 sessions (55% return visits)  
752 users; 2.6 pages / session; 3:30 duration

Engage

% Users	45	18	13	9	15
# Sessions	1	2-3	4-9	10-25	25-100

Video

936 views; 3973 minutes; 4:14 average duration

Social

55K impressions on Twitter; 175 followers; 101 likes

Mktg

Acquisition:  
30 / 30 / 30 / 10 - Direct, Email, Social, Org Search

Members

850 subscribers; 650 members; 25% MIT / 75% Non

Demo's

18-34 = 60% of audience (70/30 M/F)  
55-64 = 20% of audience (50/50 M/F)

Geo

50% US  
Top countries (<10% each) Nigeria, Egypt, Lithuania,  
UK, Columbia, Brazil, Australia, Mexico, Canada

## The Measured Outcomes

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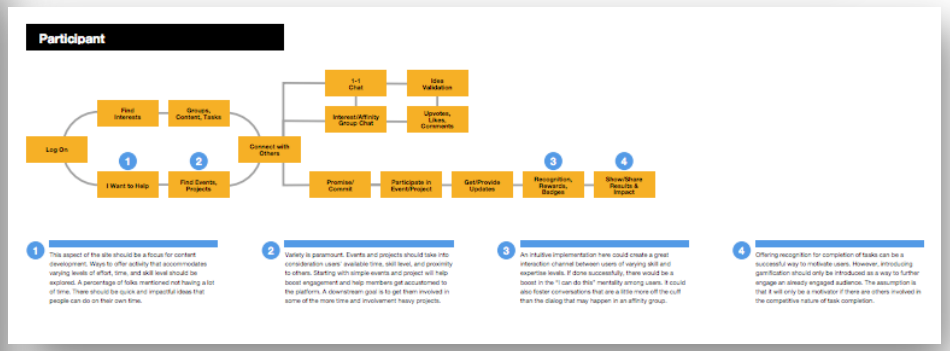
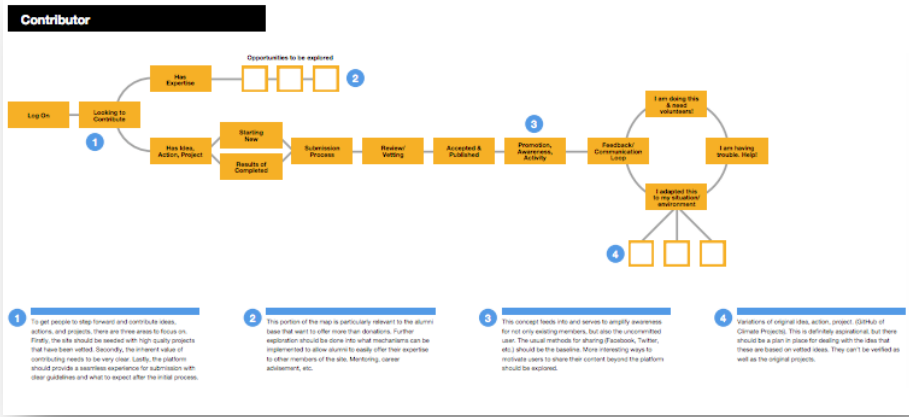
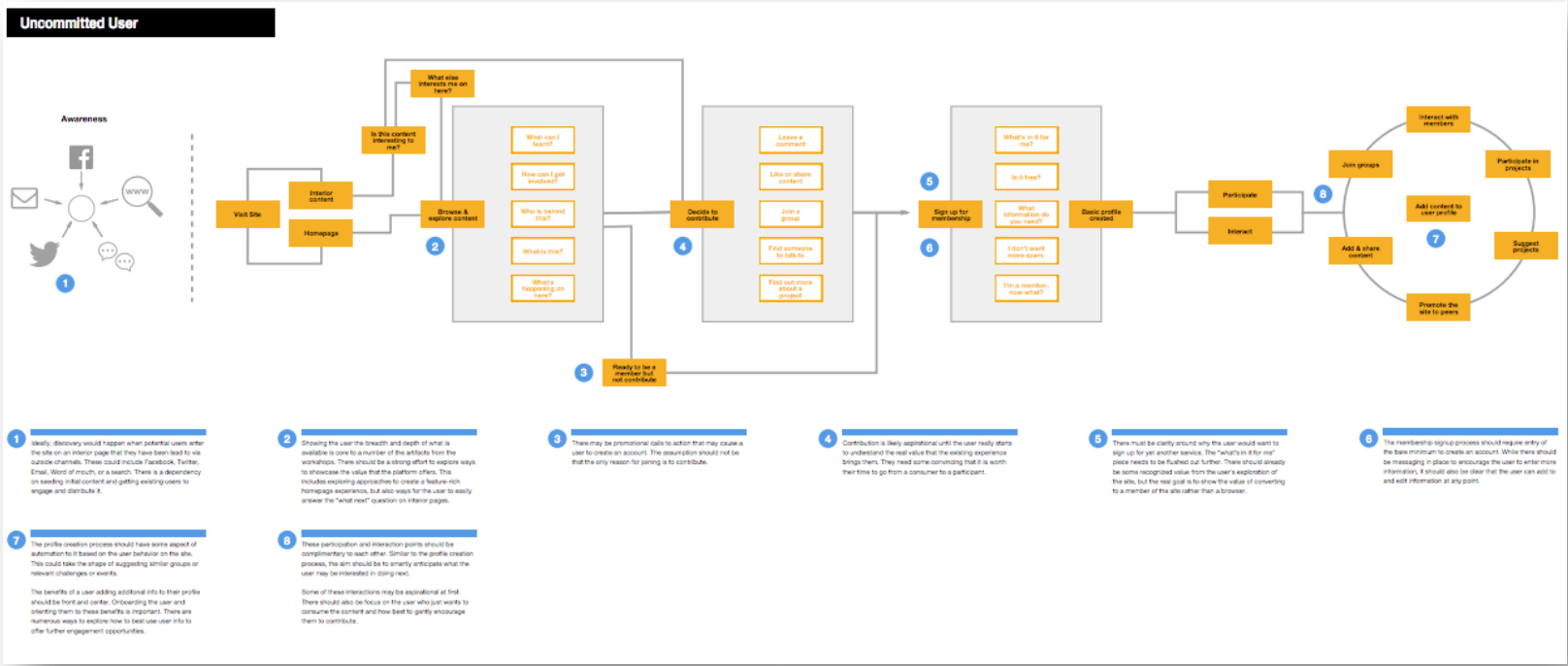
3 Sustained connections

4 Addressing real problems

5 Enhances MIT reputation



# ClimateX 2.0: Journey Design



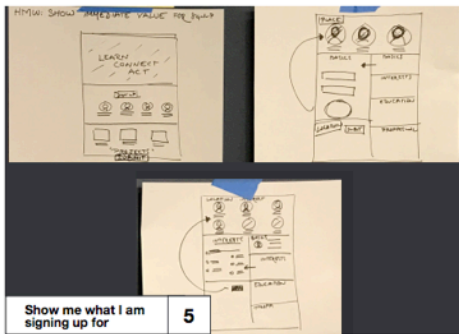
# ClimateX 2.0:



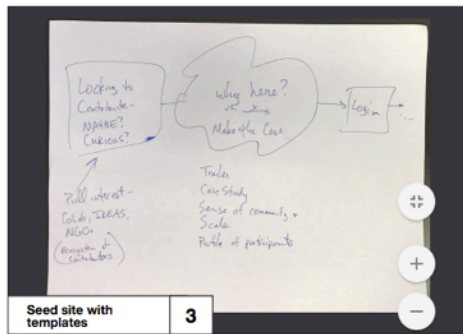
Adventure Cards 5



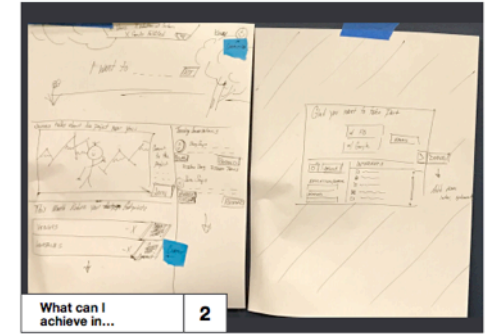
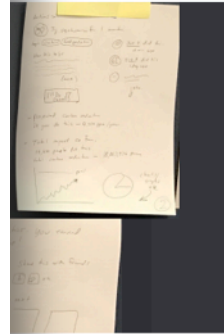
Immediate Activity 5



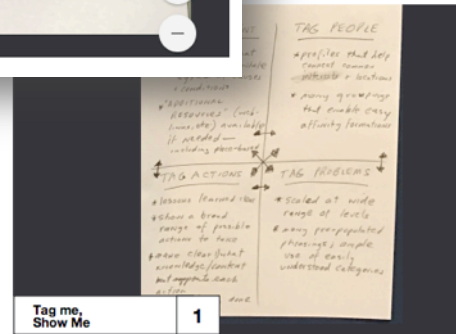
Show me what I am signing up for 5



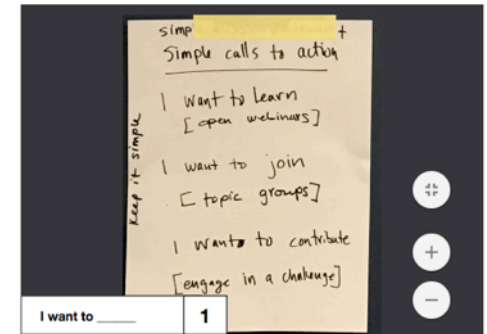
Seed site with templates 3



What can I achieve in... 2

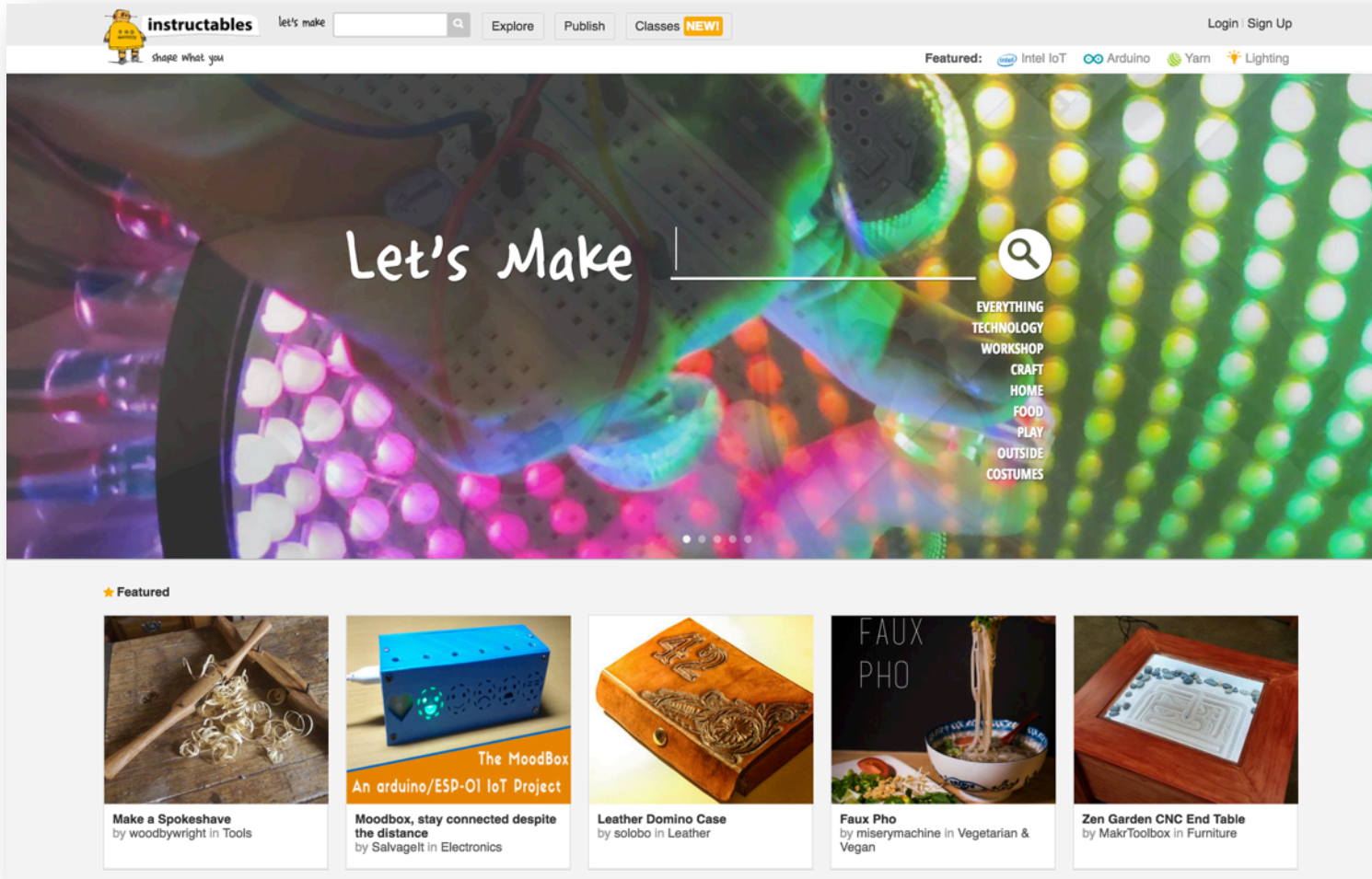


Tag me, Show Me 1

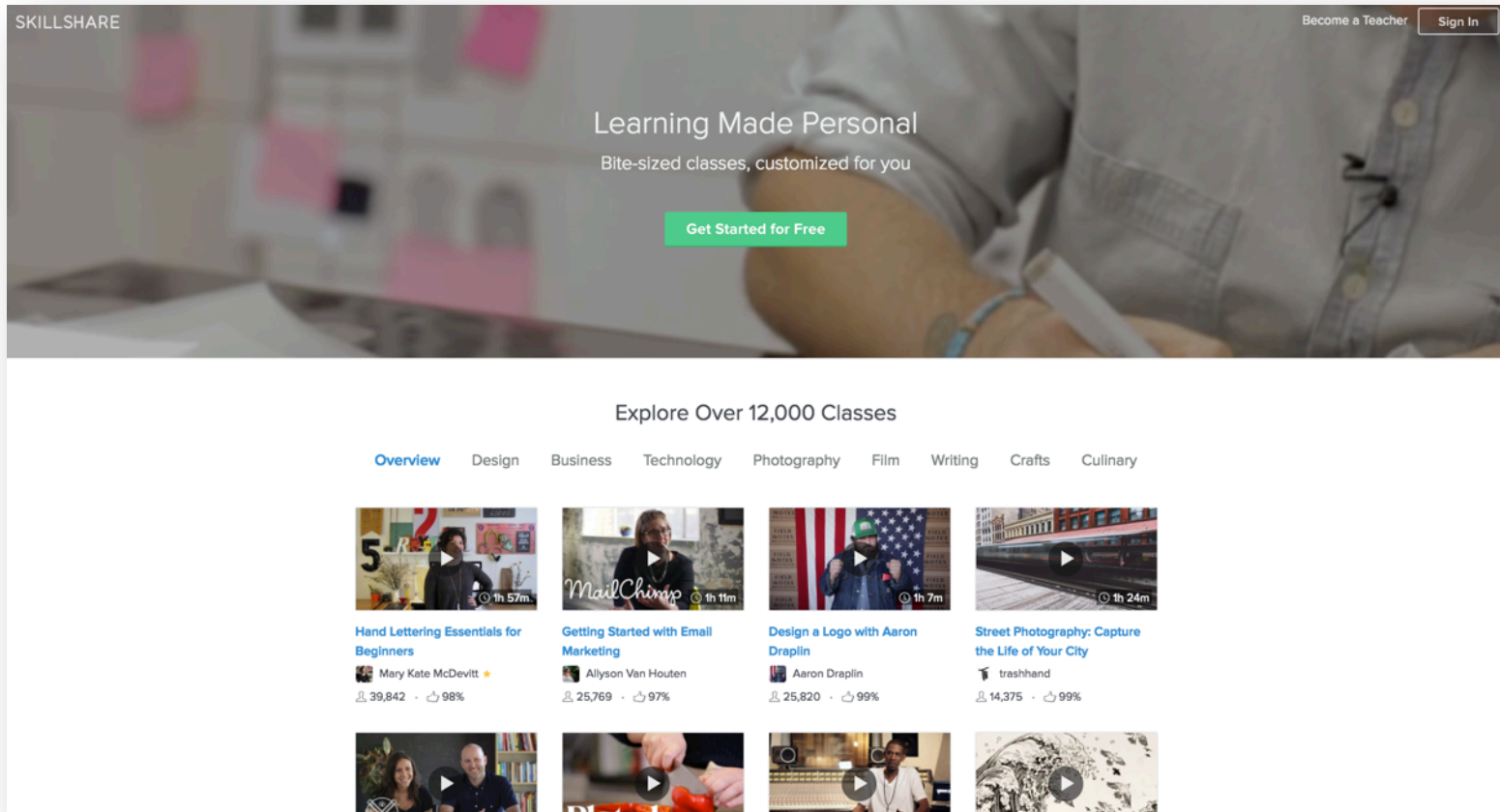


I want to... 1

# Sample design patterns to follow



# Sample design patterns to follow



# Sample design patterns to follow

