

## Background ...



- I have called together the "elders of the community" to this brainstorm session [\*this is a subjective call on my part based on the individuals' past contribution to the Ontolog community, as well as their standing in the field, and possible willingness to continue to contribute.]
- Hoped to be at the session are: AmandaVizedom, BarrySmith(r), EdBarkmeyer, JohnSowa, KenBaclawski(r), KurtConrad(n), LeoObrst(r), MarkMusen, MatthewWest, MichaelGruninger, MikeBennett, MikeDean, PatHayes(n), PeterYim, TillMossakowski, [(r)=regrets; (n)=no response yet]
- In light of PeterYim's retirement, and my working towards phasing myself out of daily chores relating to Ontolog's management and operations, I hope we can collectively come up with some mindshare on "what next?"
- want to hear everyone's thoughts on the matter, especially, how you think we can move the Ontolog community forward, with even more energy and spirit; and, of course, what one might bring to the table to support that

## Breaking it down ...

- ONTOLOG: as ...
  - a Community of Practice
  - an infratructure
  - a brand/franchise (carrying the same mission and values)
  - · ...?
- ONTOLOG Leadership alternatives ...
  - a sherpa
  - a benevolent dictator
  - an ad hoc committee
  - an institutionalized committee (say, a Board of Trustees)
- What is needed to keep ONTOLOG going forward (like it is now)?
  - Leadership
  - (content) programming
  - Production
  - system infrastructure support to sustain its operation
  - ... more?
- But, of course,
  - It does not need to go on; or go on "like it is now"



## Agenda for Today



- ONTOLOG going forward [y/n] brainstorm
- establishing a Board of Trustees?
- who will provide
  - the infrastructure
  - the support services
  - the day-to-day operations management
  - ... more?
- the current Ontolog archived Body-of-Knowledge
- supporting other communities which Ontolog hosts
- other pertinent issues
- ... any other business
- follow-up ... next step(s)



## **Open Discussion**