

Let's Connect, July 2023



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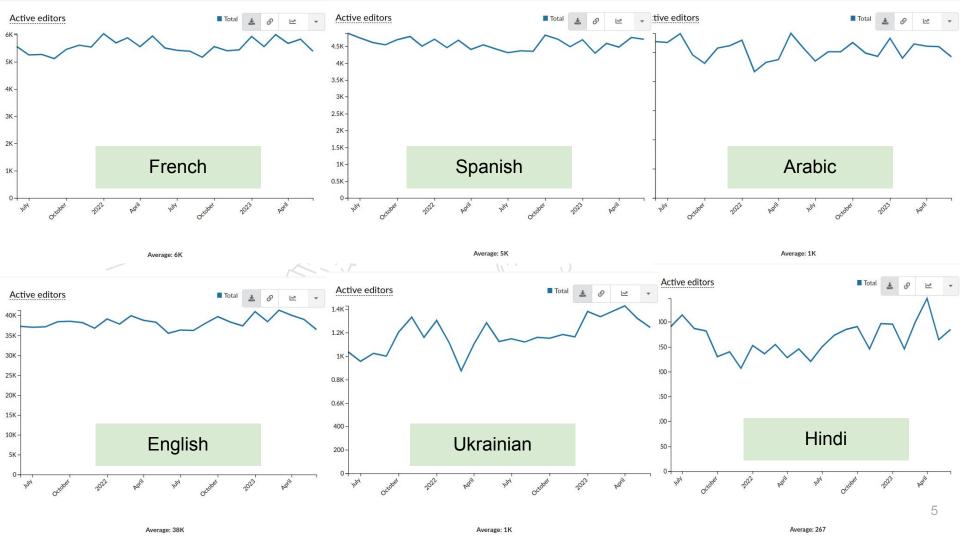
# Wikimedia depends on volunteers

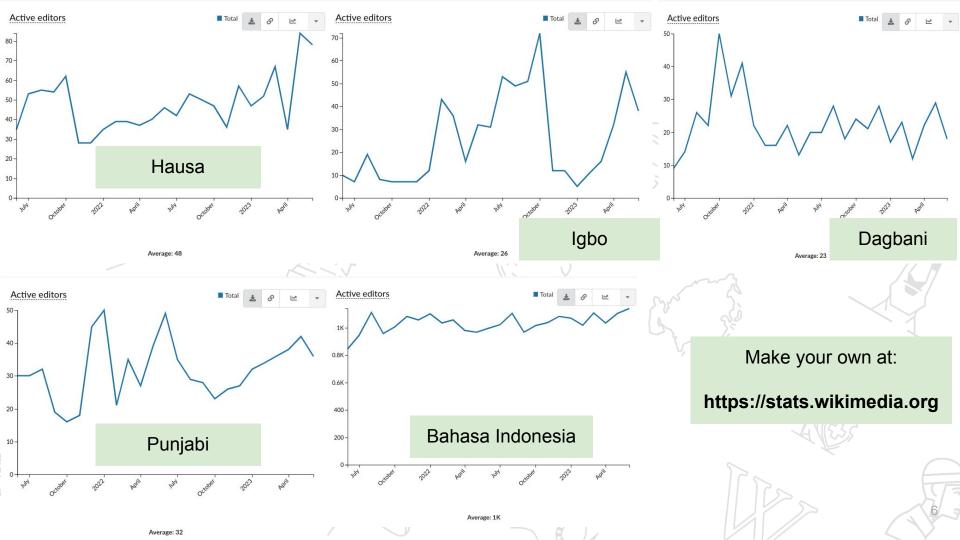
# Wikimedia depends on <u>a steady influx</u> of volunteers





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# How can we attract (more) volunteers?





#### Some volunteer motivations

- Help my language community access information
- Using my knowledge to benefit others
- Practicing my knowledge/skills through writing
- SAVING THE WORLD: providing information about topics important for future of mankind (wars, inter-human relations, preservation of nature, energy consumption etc.)
- Being invited to contribute

#### Some volunteer motivations

- Language pride
  - "How could it be that we don't have this in our language?!"
  - "How come we have fewer articles than X language?"
- Language preservation
- Inspired by others' work
- Campaigns



#### Some volunteer motivations

- Obsession: "I CAN'T STAND THE RED LINKS!"
- "someone is wrong on the Internet!"
- Sense of responsibility/ownership
- Encouraged by others' building on my own work
- Joy in working competently
- Force of habit
- Sense of pioneering, groundbreaking work





# Accumulating volunteers

- 1. Volunteers are **coming to us all the time!** We just need to **drive fewer of them away**. (the good-faith ones)
- 2. **Outreach**: proactively proposing volunteering (ideally, multi-session and/or specific-audience)
- 3. Defend against burnout: lose fewer volunteers.





# Getting newbies to stay

- **Distinguish** between good-faith and bad-faith newbies. Usually, we do OK rejecting bad-faith newbies, but can **improve reception** of good-faith ones.
  - Remember: not **every** person can be motivated to Wikimedia work. The model *doesn't* work for everyone.
- Different motivations require **different onboarding** (see also [[m:101]])
- Help promising newbies deal with setbacks



# Getting newbies to stay

- appreciation ==> motivation
  - Identify promising newbies and appreciate them!
     (e.g. using <u>Quarry</u> queries such as <u>this one</u>)
  - Also appreciate "oldies", "techies", ...
  - Off-wiki appreciation (treats, merchandise, ...)



# On-wiki appreciation [1/2]

- The **thank** button
  - Statistics show <u>thanked people are more active</u>
  - Thank someone everyday!



# Pop quiz: Who are the top 10 thankers on your Wikipedia in the last 90 days?



Sample query: https://quarry.wmcloud.org/query/74957

#### Pop quiz:

Who are the top 10 most thanked on your Wikipedia in the last 90 days?



Sample query: https://quarry.wmcloud.org/query/74958

# On-wiki appreciation [2/2]

- Barnstars, medals, etc.
  - Their value is proportional to your respect for the person who awarded you the barnstar
- Appreciation projects
  - Wiki-zhushchyvky! (off-wiki, for on-wiki contribs)
  - Other examples?
- On-wiki appreciation is a <u>zero-cost high-value</u> way to motivate volunteers!

# **Engaging newbies off-wiki**

- Try to have **low-barrier**, recurring activities
  - e.g. a photo walk, taking pictures and uploading them to
     Commons, while discussing <u>Freedom of Panorama</u>
  - Recurring/regular -- meetups, WikiThursday
- Lets you engage immediately at the moment when interest is generated (e.g. "our next photowalk is in seven days!" (rather than in seven months)



#### Off-wiki volunteers and allies

- Given diverse volunteer profiles (interests, capacities, motivations), not everyone can or wants to write articles (or patrol, or proofread...)
- Keep an open mind on how to harness good-will
  - But don't compromise on principles
- **Non-editors can help** a lot in organizing off-wiki activities; it's desirable as long as **active editors** are **also** involved; negative results likely otherwise.
- Local **professionals** (lawyers, accountants, media experts) can help without editing





#### I need volunteers for X!

- **Describe** on-wiki what you need; describe **why** X is the thing to do. But:
- Accept that not everyone may share the interest in X
- If you can't find enough volunteers, you may need to **change** your plan. Go with the **energy**!
- In time, **build** more volunteer interest with your original plan.



#### Summary of principles for retaining newbies

- We're open to everyone, but:
- not everyone will be *interested*; not everyone interested will *manage to adapt* to our norms; **and that's okay**.
- Spend time cultivating *promising* people, not *fighting* to keep people who are refusing to accept our norms
- Try to match skills and motivation to roles and tasks.
- **Keeping** the newbies who come *anyway* **is easier** than **actively attracting** people who weren't already interested.



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#### Outreach

- Outreach is better understood, and better documented, so not the subject of this session. But quick tips:
  - Each of the *motivating factors* from the survey can lead to **its own strategy** for outreach.
  - O Single-session general-audience doesn't work.
  - Sparking interest is <u>easy</u>. Supporting the newbie through the full integration process is <u>hard</u>.
  - o **Experiment**! Innovate. Adapt.
  - Outreach-recruited newbies like the same stuff (appreciation etc.)
- Soon (Dec 2023): online core training modules on WikiLearn











# These things demotivate 1

- Endless, circular discussions.
- Indifference and lack of collaboration, e.g. board proposes X and are the only people doing it.
- Feeling unappreciated, taken for granted. Lack of feedback.
- Being criticized by people who aren't helping / working themselves.



## These things demotivate 2

- Bureaucracy in "real life", paperwork, accounting...
- Lack of consensus on core policies (e.g. copyright)
- Conflict resolution on controversial topics or high-conflict users (emotional labor)
- Feeling unheard, lacking a voice, lacking influence.



## These things demotivate 3

- Having to work with unmotivated people, e.g. students just wanting a grade
- Repetitive labor
- Not daring to delegate
- Patrolling burnout: using more time to patrol than to create new articles; spam overload.



# Reducing burnout

Each of the <u>de</u>motivating factors can be taken as a problem to work on, as a community. You can do something about each of them! <u>Identify</u> the ones most common among your community, and act.



# Reducing burnout - tips 1

- Have we mentioned appreciation?
  - Not just on-wiki; not just in-person; e.g.
     tweets, press releases, interviews
- the **delegation trap** leads to burnout. Ask for help.
- Face issues, don't repress them. Ask if help is needed.

# Reducing burnout - tips 2

- Try to match skills to roles; but *also* be flexible and let people switch and experiment.
- What if we just don't *have* some skills so we can't delegate?



# **Building team skills**

- not everyone is a born speaker, teacher, report-writer, etc.,
   BUT anyone can be taught at least some competence in e.g.
   public speaking, partnership building, conflict resolution
- providing training for volunteers is important and valuable;
   WMF supports such activities; external training can be invited or even purchased.
- **Mentorship:** Bring a volunteer colleague with you to observe you (and learn from you); learn from others.



#### Easier said than done...

- I know...:)
- These aren't guaranteed recipes. Avoiding burnout takes attention, empathy, and patience.
- If a challenge seems impossible, cut it up into more manageable goals.
  - E.g. we don't have enough volunteers to run an education program! But can we get a regular meetup going? Can we gradually train volunteers for next year?

#### Mismatched volunteers

- Sometimes the person and the role are not a good fit
- **Discuss it.** Gently look for ways to improve it. **And if you can't**, find a way to re-assign roles.
  - "Founder Syndrome" is an extreme case of this
  - The fact X is the only person who volunteered to do Y still doesn't mean X will do a good job.
- Staff/volunteer roles and tension





# Outreach is the standard approach to gaining volunteers...



# **But much** improvement is possible in retaining "organic" newbies,

# And in reducing the number and frequency of people burning out.





**Keep in touch!** asaf@wikimedia.org

