

-----Original Message-----

From: Peter Suber <peter.suber@gmail.com>

Reply-To: Peter Suber <peter.suber@gmail.com>

Date: Sunday, September 1, 2013 3:04 PM

To: "Cremona, Rebecca Lynn" <rebecca_cremona@harvard.edu>

Subject: Re: 515: Tag Team 2.0

Project update

TagTeam's pace of development slowed after the release of version 1.2 in February 2013, when our developer had to turn his attention to other projects. We used that period to gather user feedback, review priorities, and fix some bugs. New feature development resumed in June 2013, and accelerated in August when we hired two new developers, Brian Buchalter and Brian Gadoury, from End Point Corp.

Since June 2013, we've added two major features, above and beyond a range of small enhancements. One major feature makes it easy for project managers to review the tags already in use in a given project, how often they have been used, and how similar they are to other tags. This helps them make intelligent decisions about which tags to support, deprecate, and merge, and this in turn helps them make the project's evolving ontology more coherent and intelligible to users. This feature directly serves TagTeam's support for "folksonomy in, ontology out", which sets it apart from other social-tagging platforms.

The second major new feature, started but not not finished, lets users generate feeds based on arbitrary boolean combinations of project tags. This gives TagTeam unparalleled power as a publisher of useful feeds, and lets readers customize and fine-tune feeds for following new developments on any project subtopics, no matter how broad, narrow, or complicated.

Our new developers estimate that they can complete all the major features (medium priority and higher) on our priority list before the end of October 2013.

Financial update

The funds for TagTeam went to the Berkman Center, which can supply financial details.

By October 31, 2013, TagTeam will have reached a significant plateau. We do not expect to apply for an extension for feature development, though we will want funding for bug fixes, documentation, promotion, and other "wind up" tasks.