Content, like software, is not about technology. It is the embodiment of a method, a workflow, a mind. The creator's burden is to be relevant by merging interaction, aesthetics, and contextual information. Knowledge sharing is not just about technology, but it is about embracing a mindset of openness. Innovation and creativity stem from open data, open information, and open teams. Platforms for data sharing exist, but they can be improved by corralling more contributors, and minimizing the barriers to entry.

Open idea networks

Wikis are a layered microcosm of the web, allowing for embedding and organizing content beyond traditional, static, slow-to-reproduce publications. Like good software, content should be skill-scalable, time-scalable, and data-scalable. For someone who wants to learn something in 30 minutes, or been asked to brief their colleagues on a topic in two days, they don’t need a textbook, they don’t need 20 peer reviewed articles. Content should be created by non-experts with niche knowledge and experience.

Content management systems must draw from a pool of talent and experience

AgileWiki contains a catalogue of open geoscience data sets to coincide with other initiatives like the Open Seismic Repository, Virtual Seismic Atlas, and OpenEI. The rock physics community should seek and share standard data sets, editable rock property catalogs, with rich metadata for the same end goal.

DIY programming

Cast your expertise into tools and algorithms that can be easily implemented, reproduced, and adapted

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