

RECREATION CENTERS OF SUN CITY, INC.
CommTech Committee
April 17, 2025

Chair Nettesheim called the meeting to order at 2:00pm in the Lakeview Center Board Room.

Present: Chair Chris Nettesheim, Co-Chair Jim Rough (Tech Committee) Co-Chair Rick Gray (OCC Committee), and Committee Members Mike Wendel, Lori Ellingson, Mike Matusz, Randall Hutton, David Tesar

RCSC Staff: Mike Dirmyer, Interim GM

Absent:, Suchindran Chatterjee, Steve Ammon, Sandee Crawford, Dennis Stokely,

Guests: None

Review/Amend Prior Meeting Summary: The April 10, 2025 Summary was accepted as presented.

Discussion Items:

The new web site has been delayed until late May. This is due to issues with TEG integration. Umbraco Cloud was being used in our new environment. TEG would not work successfully with it. A new release of Umbraco (13) has just been released. It appears that TEG can integrate using this new release. TEG software runs on its own servers.

Chris Nettesheim gave a whiteboard description of the new website environment. This showed where development occurs and how changes are promoted through production. She also explained the SPRINT process. See the diagram below.

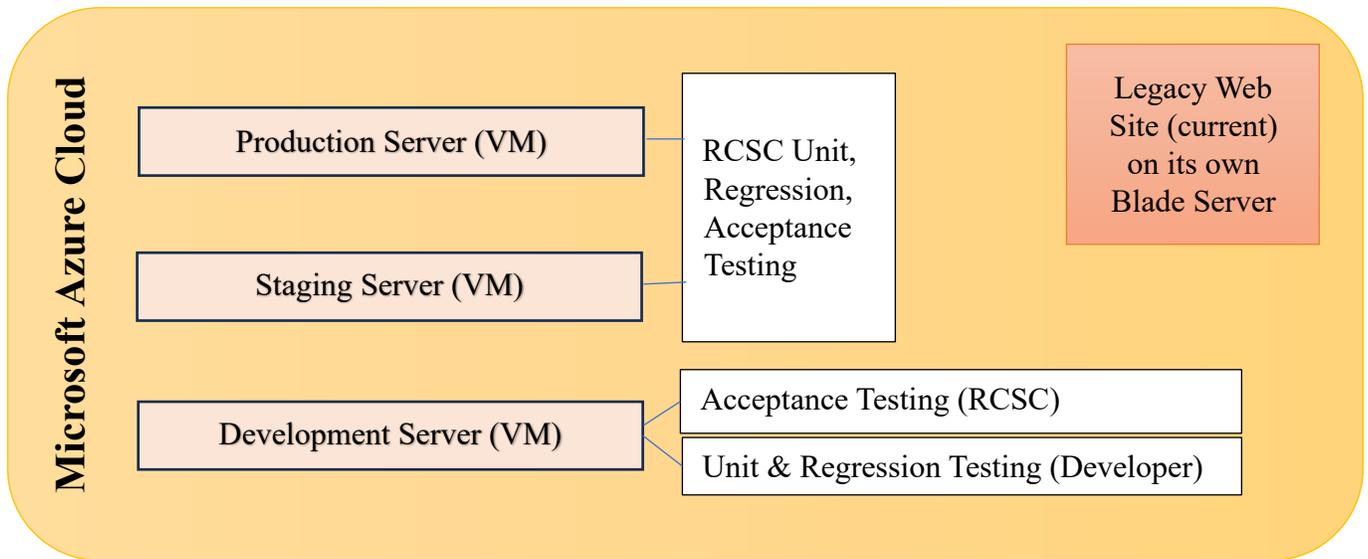
There was a discussion about Social Media Management and why it is necessary. Rick Gray also mentioned that we may want to add a Visitor Center focused Facebook page. This would allow the current RCSC Facebook page to be used for communication with RCSC Membership. The Visitor Facebook Page would focus on outsiders (non-members) interested in Sun City. There was also discussion regarding the name of the RCSC Page to possibly be more specific to RCSC. The current name could be interpreted to cover more than just RCSC focus. There was discussion about the Logo and colors.

The meeting was adjourned at 3:10pm

Next Meeting: April 24, 2025, at 2:00pm– Lakeview Board Room

Respectfully submitted,

Michael Wendel, Acting Secretary



8 Hour Sprints – 6.5 hrs. development; 1.5 communication (messages, emails, mtgs).
 Each Sprint is represented by a Story Card (a piece of work)
 Story Card is implemented on Developer Laptop, then promoted to Development Server.
 Release Management function will decide what Cards are to be bundled into a Release and promote those to the Staging Server for more testing.
 If testing reaches acceptable goals, it gets promoted to Production.
 This may be an oversimplification but shows the general progression from Developer to Production.
 This process is managed by Embraco 13 (which allows integration with TEG)