

Playbook:

# Twitter for Education

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Since launch of our new application and onboarding process for the Twitter API platform in late July, we've heard a lot of concern from the educator community about potential barriers and challenges to onboarding their students and potential challenges/pitfalls. The launch of this new onboarding experience was in no way intended or expected to deter or hinder this use of our platform and we have quickly invested in trying to better understand the concerns of this community so that we can learn and improve.

While the current solution is not perfect to support your needs, it is workable and per feedback from your peers, is very reasonable. We've put together the following playbook to simplify and help guide you, the educator, and your students through the process and allow you to continue your educational programs and endeavors.

While our API platform and tooling will continue to evolve, we will continue to consider how we can maintain and improve the experience for this developer audience.

# Getting Access

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## 1. Apply for “Organizational” access

Today, our application process supports 2 different application types, “personal” targeted at more hobbyists and “organizational” targeted at businesses and “groups” of developers working together. To support educational and classroom experiences/access, we are going to leverage the “organizational” workflow and tooling. You the educator, should go through the application process at <http://developer.twitter.com/apply>.

Please ensure honesty, transparency and clarity in the application process to ensure we can approve your application in a timely manner.

## 2. Collect Twitter @handles from students

To use Twitter’s API platform, a valid Twitter account is required. Note that this is a new requirement for developing with our API.

## 3. Invite students to join your account

Within an approved organizational account we offer the ability to build “teams” to collaborate on your project. Within the “Team” section of the Developer Portal’s top right subnav, invite all of your students to your team with the “Developer” role using their @ handles.

While it may be ideal to invite students to participate based on their email addresses, we unfortunately don’t support this functionality today.

## 4. Have each students create a client app

Once a student has joined the developer account, they can then create a client app through the “Apps” section of the Developer Portal. We would encourage students to only create a single app.

## 5. Access the APIs

Once students have created apps, they can access our standard APIs in the same manner as before.

## 6. Revoke access

At the end of the course / semester, you can remove the student members of your team from your account and repeat steps 2-5 for your other classes going forward. At this time, students will be able to continue using their apps, but would need to go through the application process themselves to create new apps or leverage our premium APIs.

# FAQs

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## **What if a student “goes off the rails”?**

If a student goes off the rails with their app in a way that may trigger enforcement action, action is likely to be taken on the individual user and we can refer to your application to avoid disruption for the entire account/other students.

Similarly, as the rate limits are per app (not per account), the actions of each student are limited to their own work (ie. if they hit rate limits, only their app will be impacted).

## **Will there be a limit on the number of students I can invite?**

No

## **Will students be able to see my own apps?**

No, currently there is no way to share or see other’s apps through the Developer Portal.

## **Will students be able to make a purchase on the account?**

No, only account admins can make a purchase / manage billing for our premium APIs.

