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Why design is important in open source communities

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Agenda

- A little bit of info

  - What's design?

- Community

  - How does it interact with it?

- Importance

  - Why is it important for OS projects?

- Future

  - What does the future have in hold for design?

What's design?

- Design is the creation of a plan or convention for the construction of a measurable human interaction and involves considerable research, thought, modeling, interactive adjustment, and re-design.

What's a designer?

- A designer is a person who designs. More formally, a designer is an agent that "specifies the structural properties of a design object". Anyone who creates objects, products, processes, graphics, experiences etc. is referred to as a designer.

The process of design

- Design in itself might seem like an easy job, but as any area has its own tricks and problems.

- The most used design process is called the Rational Model.

- There are 4 stages in this model; pre-production, production, post-production and redesign.

Pre-production

- **Design brief** – an early statement of design goals

- **Analysis** – analysis of current design goals

- **Research** – investigating similar design solutions in the field or related topics

- **Specification** – specifying requirements of a design solution for a product or service.

- **Problem solving** – conceptualizing and documenting design solutions

- **Presentation** – presenting design solutions

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Production

- **Development** – continuation and improvement of a designed solution

- **Testing** – in situ testing of a designed solution

Post-production

- **Implementation** – introducing the designed solution into the environment

- **Evaluation and conclusion** – summary of process and results, including constructive criticism and suggestions for future improvements

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Redesign

- **Redesign** – any or all stages in the design process repeated (with corrections made) at any time before, during, or after production.

BUT

- Designers usually do NOT follow this process, since they use creativity and emotion to generate design candidates, the process is improvised and there are no universal sets to follow.

Open Source =/ only Code

"We need to offer every non-technical open source contributor the same friction-less contribution path as we do with coders."

The community and OS projects

Designer   Developer

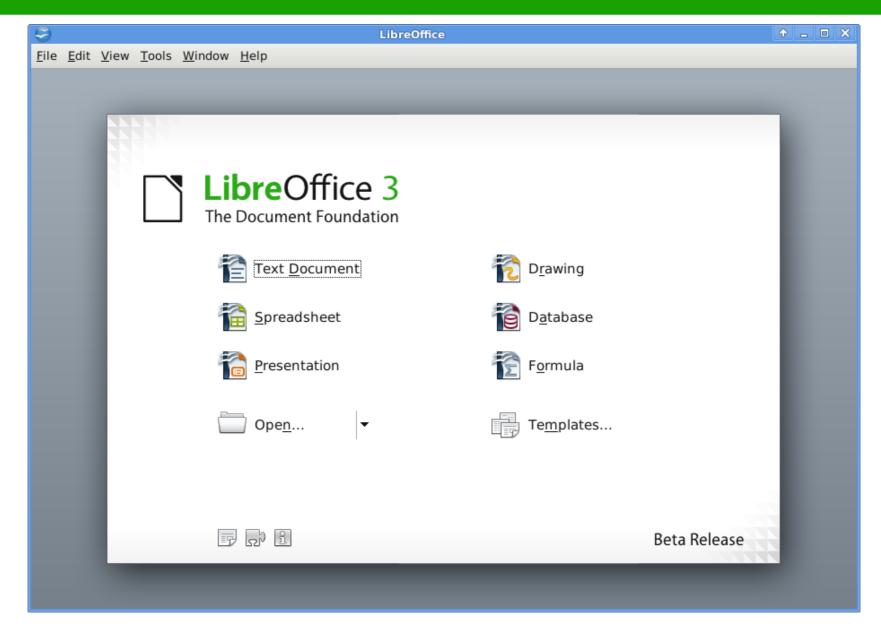## Sharing is caring
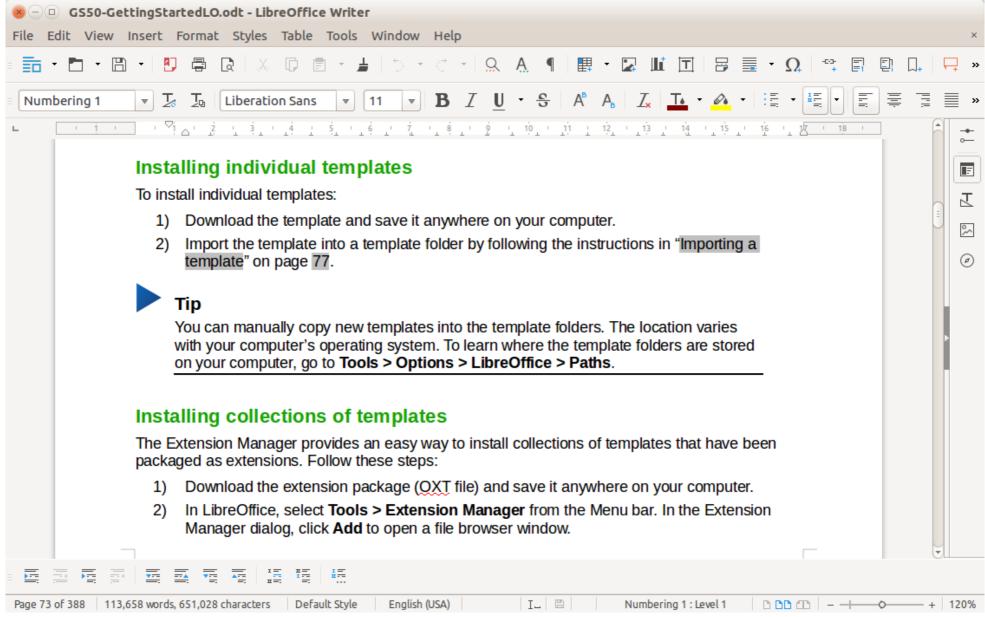
The community and OS projects

A designer in an OS project/community

Since OS projects are mostly community-based, each and every contribution is appreciated, so please, don't be shy and join us, even if you are not technical.

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The community and OS projects

The community and OS projects

Unfortunately, design in OS projects most of the time isn't given the necessary attention, even though the UI is the first thing a user sees when he/she uses the program.

The community and OS projects

This situation must change!

The way to do this, is to attract new contributors that like to work in the open, using OS design programs and that could bring fresh ideas at the table.

The community and OS projects

Some open source design tools

Open Source Design

The community and OS projects

Ura Design

Future

Many open source projects rely on proper UI/UX for them to be appealing to the users and to survive in the long run

This means design will always be important and have a crucial role on the adaption of OS in general.

Thank you!

Questions?

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