

Simply Secure



Ushahidi

OPEN DESIGN

Design for good is opening up.

Our journey into design for
humanitarian open source software.

Why aren't there many design related **contributions to OSS?**

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github.com/Erioldoesdesign/opendesign

Designers
collaborating and
contributing to
Humanitarian OSS and
tech for good at
challenge gatherings.

Designers want to work on projects ‘for good’.

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Berlin 2018 & Seattle 2019

@erioldoesdesign @opensrcdesign #RemoteDesignWeek

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Most designers don't have a clue about OSS.

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OSS isn't part of design education.

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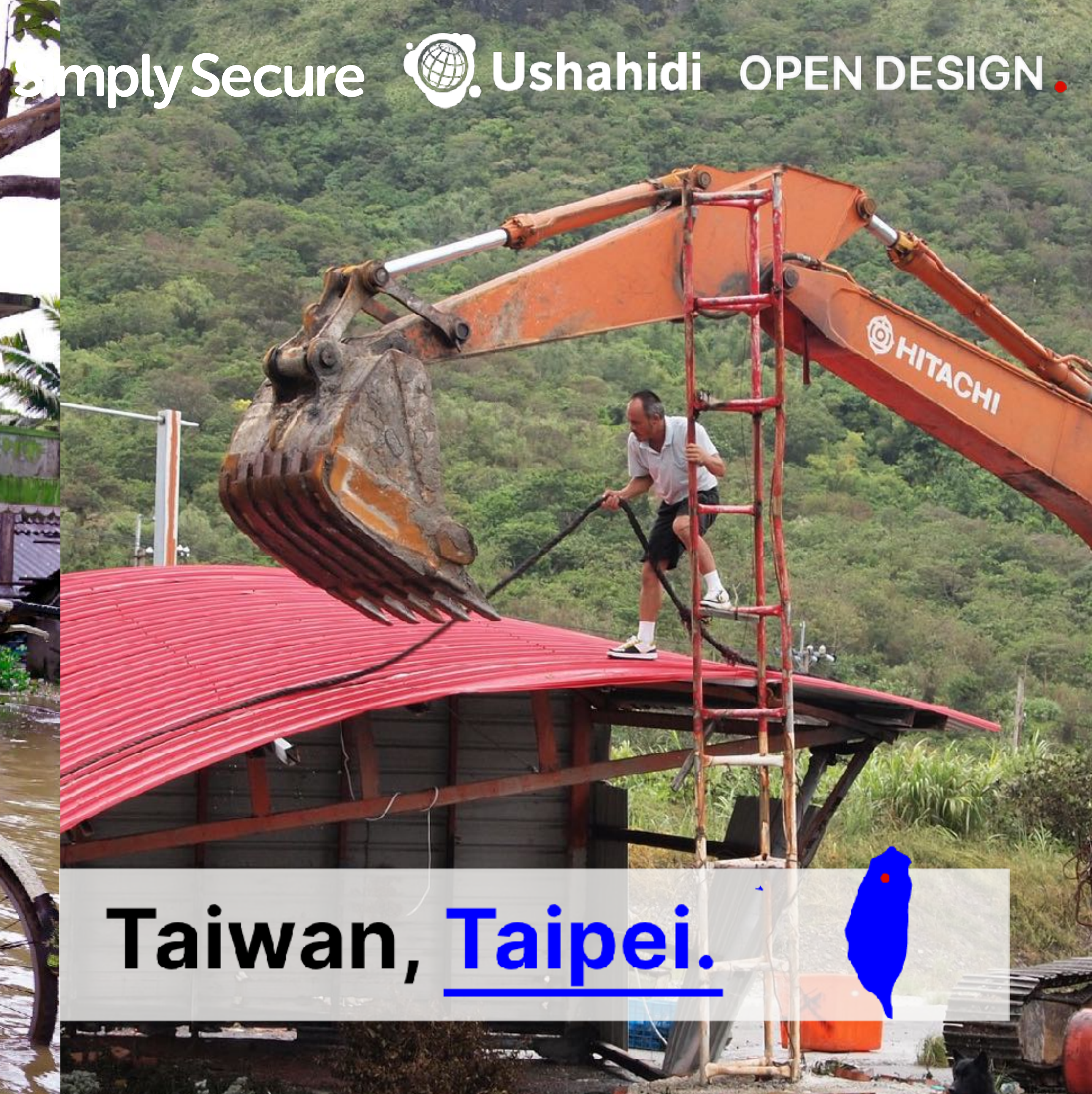
**Even if designers
know OSS, Github
can be a barrier.**



India, Bengaluru.



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Taiwan, Taipei.



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Design activities.

Empathy Mapping.

Build empathy for your group.

What it is used for:
Empathy Mapping helps us consider how other people are thinking and feeling. It builds empathy and gains alignment around user needs, goals, and pain-points.

What's the purpose:
To zoom out from focusing on behaviours to consider the users' emotions and experience as well.



Group exercise

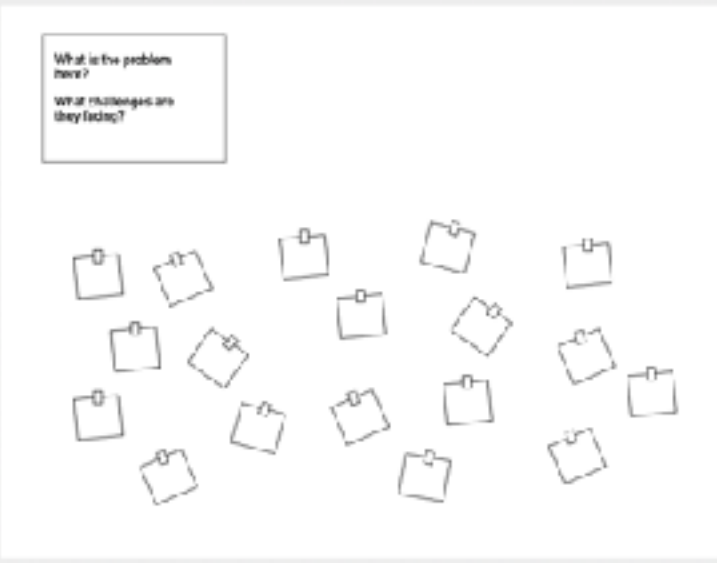
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Define the problems.

Understand your group's biggest challenges.

What it is used for:
Take your challenge and create the narrative for the person described in your empathy map. Define where they are struggling, state the problems.

What's the purpose:
This will help you to focus on specific problems to start the ideation. It also helps further define the issue in the repo and add context for other collaborating designers.



Group exercise

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Ideation.

Develop ideas on how you could solve the challenges for your user. Think big and beyond a single purpose.

What it is used for:
Please develop as many wild, bold, weird ideas as possible and mark them on post-its. Please work as visually as possible to allow others to understand your idea at one glance.

There are no bad ideas and no bad sketches. Vote for the best idea(s) at the end of the session by dot voting.

What's the purpose:
Develop a huge amount of ideas in order to choose the best one(s).



Group exercise


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Story-board.

Define your idea and how it works step by step.

What it is used for:
If useful, you can storyboard the process someone might go through when trying to perform the challenge's actions.

What's the purpose:
To help discover any missed opportunities or interactions by users when looking at challenges.



Optional exercise.

Group exercise


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Sketching & Prototyping.

Now manifest your ideas in mobile user interfaces.

What it is used for:
To map out what screens might be needed in the ideated process. Also useful for user testing.

What's the purpose:
This will help you to focus on specific problems to start the ideation. It also helps further define the issue in the repo and add context for other collaborating designers.



Optional exercise.
You can go straight to XD prototyping.

Group exercise

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Translate issues to design challenges.

<https://github.com/ushahidi/tenfour/issues/112>

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Designit[®] +



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Location specific builds community.

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Invite into the process a 'witness'.

<https://github.com/ushahidi/opendesign/blob/master/witness-brief.md>

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**Open methodology,
frameworks and processes
to use and remix:**

github.com/Erioldoesdesign/opendesign

A community of supportive designers in open source

opensource.design.net

