

# OPEN DESIGN.

## Setting up your OSS for design contributions.

Slides in Keynote file: <https://bit.ly/EF-open-up-2020>

Hi, I'm **Eriol**. (Ehh-roll).

They/Them pronouns.

**10 years** in digital product design & UX.

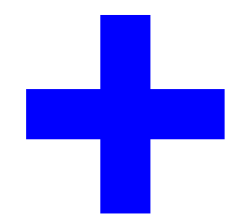
7 years in **humanitarian sector** 2 years in **(FL)OSS**.

PhD student researching **how designers interact with OSS**.

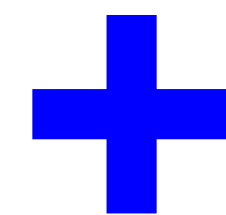
Designer at **Open Food Network**



**Designit**<sup>®</sup>  
a wipro company



**Adobe**



**Ushahidi**



**OPEN DESIGN.**

# Open **design** is...

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A way for designers who want to tackle big societal problems by contributing to humanitarian open source software (OSS).

But when it comes to OSS, designers often don't know what they can do to contribute and how to do it.


Open Design created a set of methods, tools, examples and workshop frameworks and tested these at 4 events located in Berlin, Seattle, Bangalore and Taipei.

These were all created in the open to encourage designers to learn, iterate, adapt and modify to better understand the principles of OSS participation.

We used Ushahidi's Crisis Communication OSS tool TenFour to test how these worked and to benefit from design OSS contributions.

**<https://github.com/Erioldoesdesign/opendesign>**

**<https://www.tenfour.org/>**



# Getting ready for designers in your OSS.

# Getting collaborative!

**The 'workspace' in Miro**

<http://bit.ly/open-up-2020>

**Adding design into  
your readme and  
contributor guides.**

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# Including design in the read me.

<https://github.com/ushahidi/tenfour/blob/develop/design-contributions.md>

Making an explicit design section on your read me, or in your contribution section and simply asking for help is better than not having it.

‘Perfect is the enemy of good enough’ in this regard.





Search or jump to...

Pull requests Issues Marketplace Explore



pa11y / pa11y.github.io

Watch 7 Unstar 7 Fork 11

Code Issues 4 Pull requests 2 Actions Security 0 Insights

Branch: master pa11y.github.io / contributing / designers.md

Find file Copy path

alexkilgour add new logo to the pa11y site, add usage instructions, and favicons (#... cfcfb2f on 16 Sep 2016

3 contributors

56 lines (33 sloc) | 1.8 KB

Raw Blame History

title	description	permalink
Designers - contributing to Pa11y	How designers can contribute to Pa11y projects, and design-specific guidelines.	/contributing/designers/

# Designers

Hello. Would you like to help us out with brand and design? Pa11y hasn't had loads of attention in this area and we'd love you to join us. It's time to bring some thought and consistency to our project designs 🎨

- [The Pa11y Brand](#)

@opendesignis

@erioldoesdesign

<https://pa11y.org/contributing/designers/>

**OPEN DESIGN.**

# Contributing design as an OSS contributor for TenFour

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A comprehensive 'Sticker Sheet' or 'Design system' for the current TenFour UI & journey flow to be used for any designers looking to contribute UX, UI, Graphics, Illustration, Interaction Design or any visual design to TenFour as an OSS product.

This is an [Adobe XD file](#) and as such, will only work on Adobe XD software. A cloud doc is in development as of November 2019.

Downloadable master XD doc located in an open google drive [here](#)

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Download the fonts used in TenFour's design kit [here](#)

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See the 'flat' screenshot files of the TenFour app categorized into folders [here](#)

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XD Cloud doc located [TBC](#)

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🔗 XD live link individual canvas clickable view located [here](#)

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XD live link grid view located [here](#)

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*This issue will serve the purpose of version control until such time as Adobe XD (or related plugins/products) are able to facilitate versioning of design files.*

First file uploaded by @Erioldoesdesign on the 04 - November - 2019 at 22.05pm

# Design labels and design issue discovery.

## Labels



Back-end issues

Design: Interaction

Design: UI

Design: UX

Design: Usability + Inclusion

Design: User Research

Design: Visual + Graphic

Epic

Feature request

Feature: Check-In

Feature: People

Front-end

Open Design issue

P2 - Normal

**Clearly explained labels in your readme are essential.**

<https://github.com/ushahidi/tenfour/blob/develop/README.md>

## Labels and how to use them to find design issues

**Open Design issue** - An issue that has been identified for an **Open design** workshop. These workshops bring together designers wanting to contribute in groups (or individuals) to issues in TenFour.

**Design: Interaction** - An issue which needs attention to how users interaction with it. Could be UI connected, voice, or gesture. Particularly useful for Human Computer Interaction/Design (HCI/D) people.

**Design: UI** - An issue which needs attention to the interface that users use. Can be a visual interface but also a conversation interface (voice) etc.

**Design: Usability + Inclusion** - An issue which needs attention to how users of all abilities and needs are considered. Inclusion and accessibility focus needed to inform how the feature functions.

**Design: User Research** - An issue which needs further user research done to fully discover and validate the problem/hypothesis presented in the issue.

**Design: UX** - An issue which needs attention on user experince of the feature or issue. Could be prototypes, flows, inclusion of other features, interactions and tasks that the user performs as part of this issue.

**Design: Visual + Graphic** - An issue which needs visual design and/or graphics. Could be to help communicate a feature visually with animations, supporting graphics and illustration or logo, colours and brand changes.

**QA by Design** - This is an issue that after having gone through development, needs a designer to approve the functionailty.

# Good first design issues.

**A good first design issue:**

**'Empathy map'**

# 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.

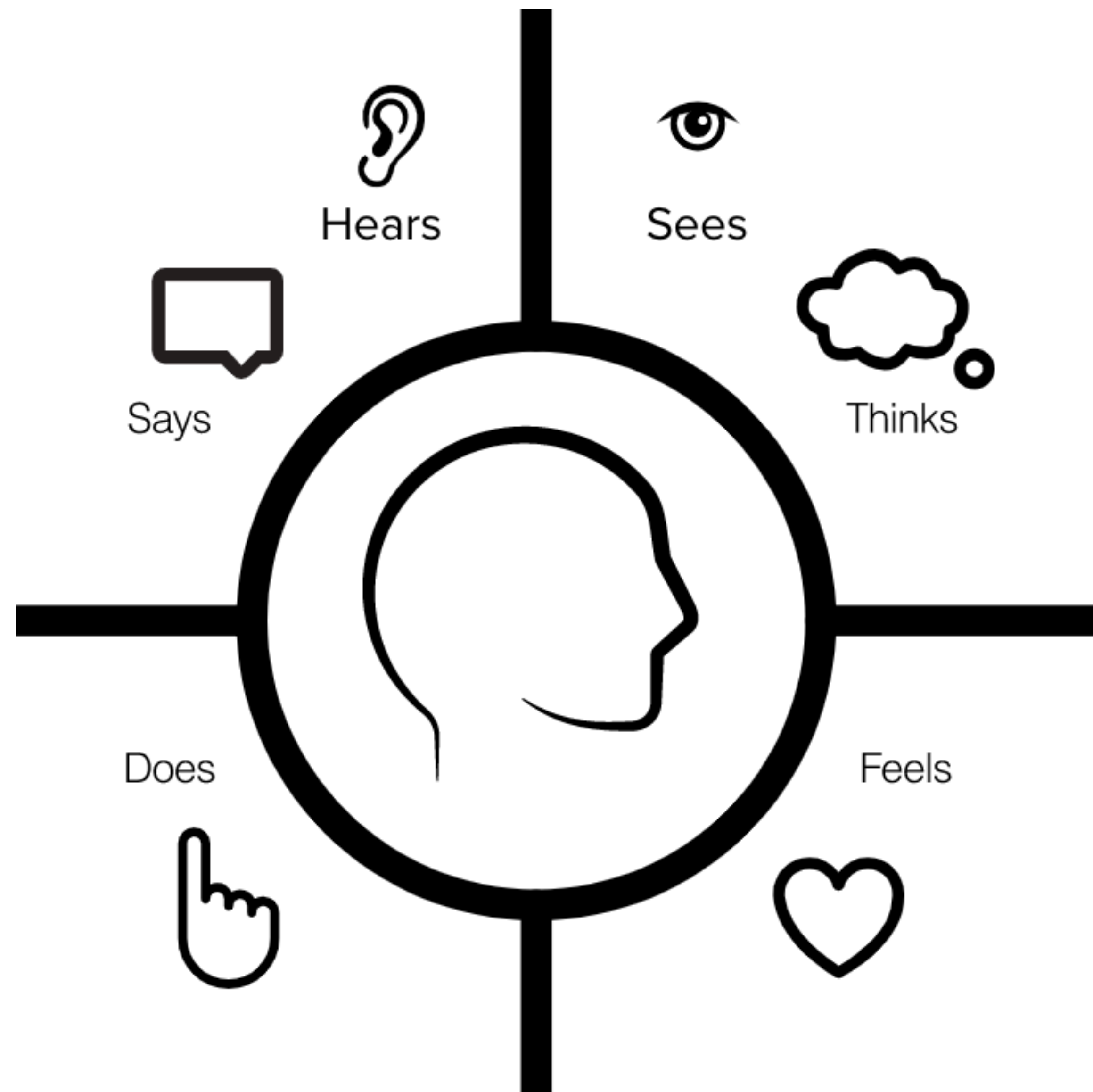
It builds empathy and gains alignment around user needs, goals, and pain-points.

### Whats the purpose:

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

### Mural template:

<http://bit.ly/OD-Empathy-Map>

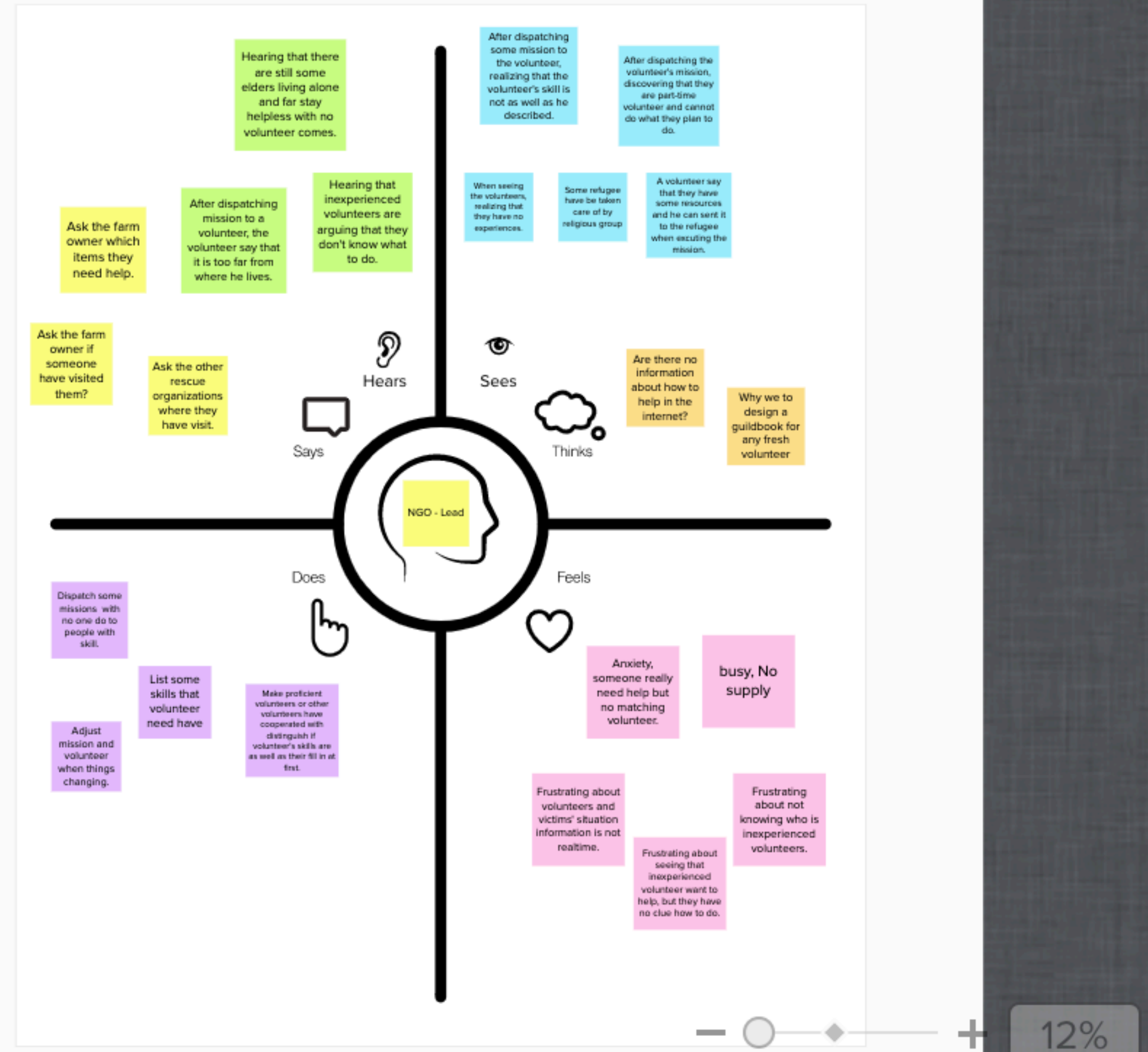




WHO	do	NGO Lead think
Full-time volunteer	do something they did before	they can guild others to help Residents step by step. they can share their experience
Inexperienced	find some guild to follow	who can ask? if I do somethinh i think right, is it really right?
some group volunteer	they have their steps and goal( we don't know whether will interference	I need to find someone to guild them, or a SOP.
Part-time volunteer	they may choose something just need short time	We need to sync them with which refugee and where they have cover.
Family members of victims	they may need some SOP to tackle the situation. ex. take leave, apply scholarship for emergency...etc.	I need to know their vacancy time before I dispatch the mission.
People of government, national army		If they need to change their time or have some emergency task make them need to return to work, I need to know immediately.

Use this template to create empathy for whoever you're solving a problem

1 Build empathy and keep your focus on the user by putting yourself in their shoes.



Pains

Frustrations and anxieties

- Anxiety about someone really need help but no matching volunteer.
- Volunteers and victims' situation information is not realtime.
- Inexperienced volunteers want to help, but they have no clue how to do.

Gains

Wants hopes and dreams

- An efficient way to manage volunteers' information and skills.
- Everyone update situation easily to make the NGO-Lead know the realtime situation.
- Inexperienced volunteers need a guide.

**A good first design issue:**

**'Sticker sheet.'**

TS

All Assets

+

+

#FFFFFF

#000000

#00AF64 Brand/Logo Green

#FFC334 Brand/Logo yellow

#0093FF

#4285F4

#C77777

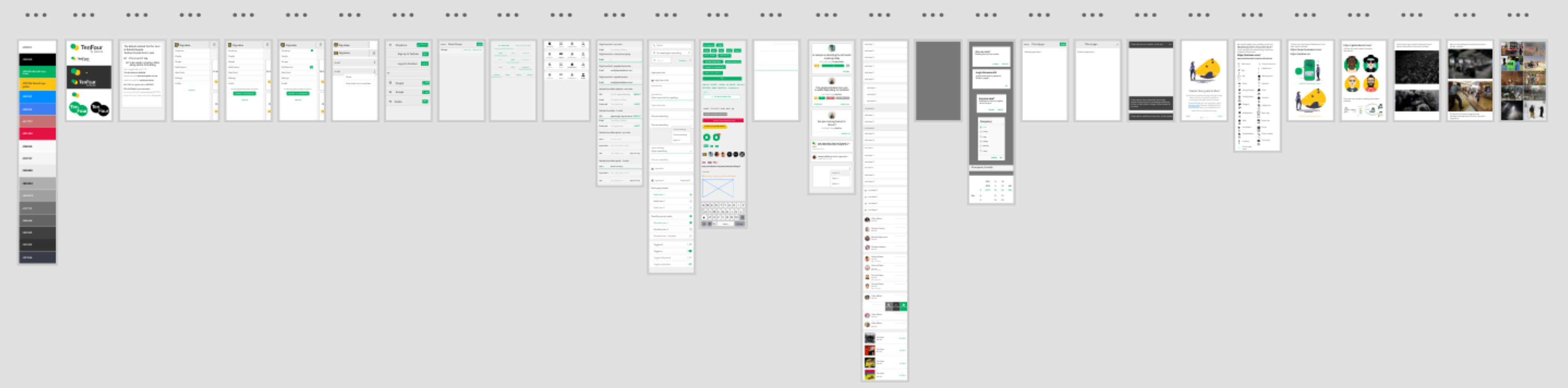
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#FAFAFA

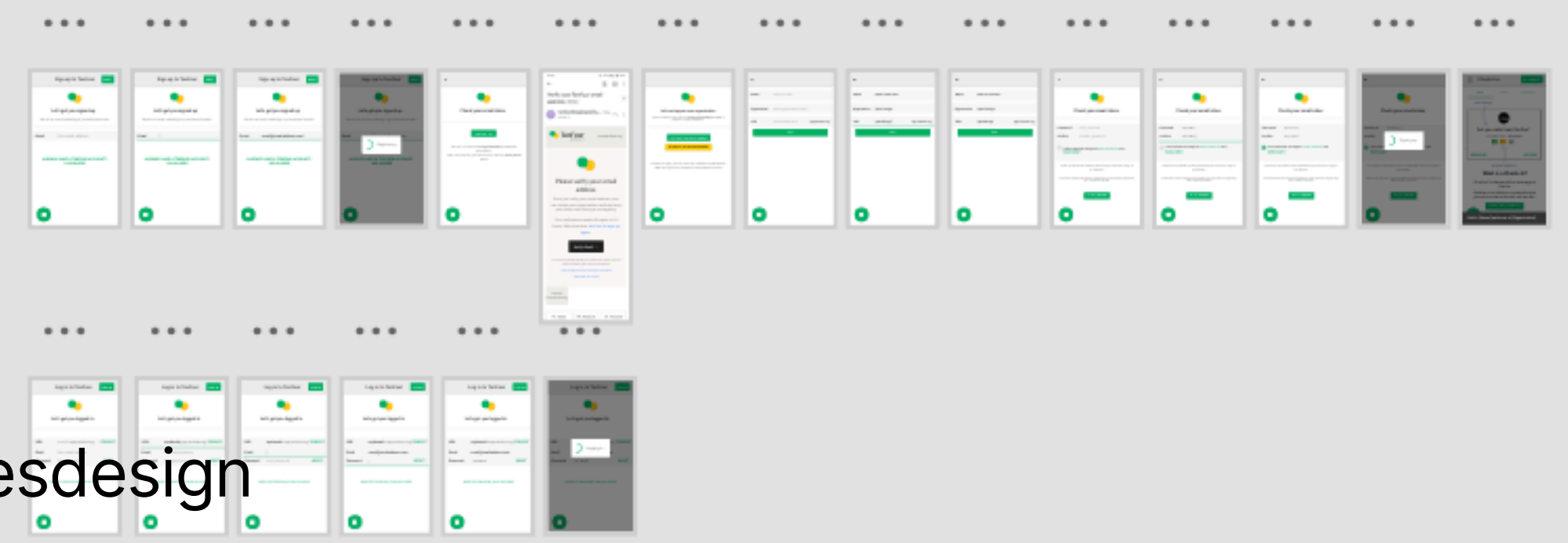
#E7E7E7

@opendesignis @erioldoesdesign

# Ionic Components styled



# Login & onboarding screens



# Check-in screen



# Other good first design issues.

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## Brad Frosts' Design interface inventory

<https://bradfrost.com/blog/post/conducting-an-interface-inventory/>

## Heuristic analysis

<https://www.nngroup.com/articles/ten-usability-heuristics/>

**Things we didn't have  
time for :(**

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**Design sprint framework.**

**Design templates** for activities.

**Rapid Prototyping** guidance.

**Remote/Online** participants.

**User testing** in Open Design.

**Choosing design tooling.**

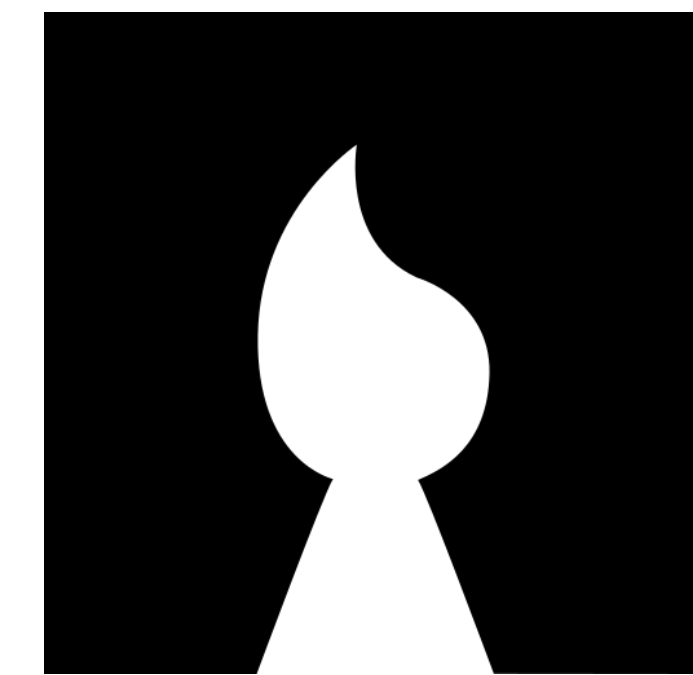
**Leading** open design workshops.

**Mentoring and skill sharing.**

# A community of supportive designers in open source

[opensource.design.net](https://opensource.design.net)

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# Thank you!

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Thanks to Adobe fund for design, Designit and Ushahidi for funding, supporting and hosting the initial phase of Open Design. Thanks to Open Source Design, Simply Secure and Newcastle University for supporting the next phase of Open Design.

Open Design is still seeking funding for the next phase in supporting more OSS projects to work with design as an open source contribution. Contact [opendesignis@gmail.com](mailto:opendesignis@gmail.com) for more details.

# OPEN DESIGN.



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**Designit**<sup>®</sup>  
a wipro company

