

# Becoming a designer for humanitarian technology and open source software.

**Design Journey**

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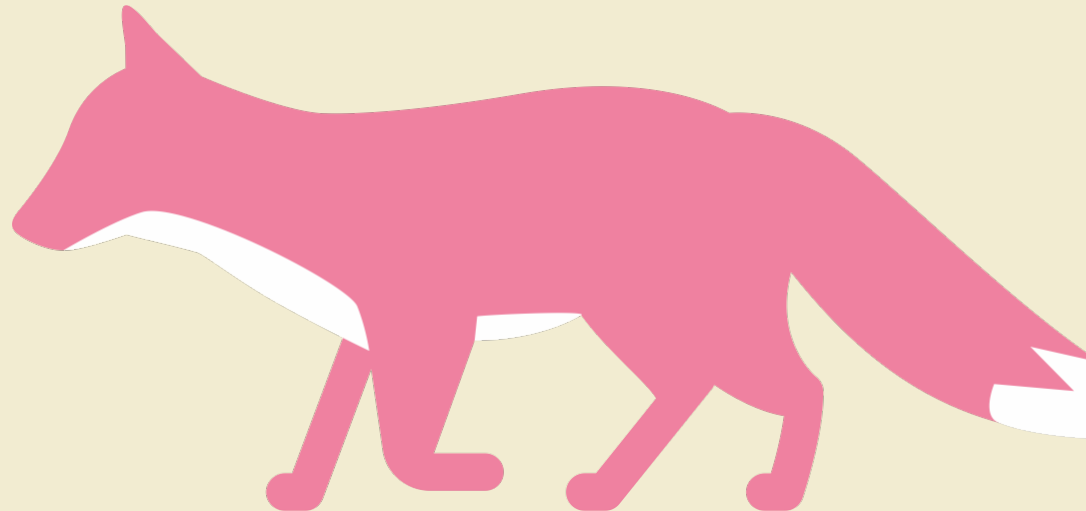
**Humanitarian design**

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**Open Source Design**

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<https://bit.ly/SCA-design>



# Hi, I'm Eriol. (ehh-roll)

**I'm a human rights centred designer.**

**Lead designer at Open Food Network.**

**PhD student researching Humanitarian OSS + Design.**

10 years in digital product design & UX.

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



@erioldoesdesign

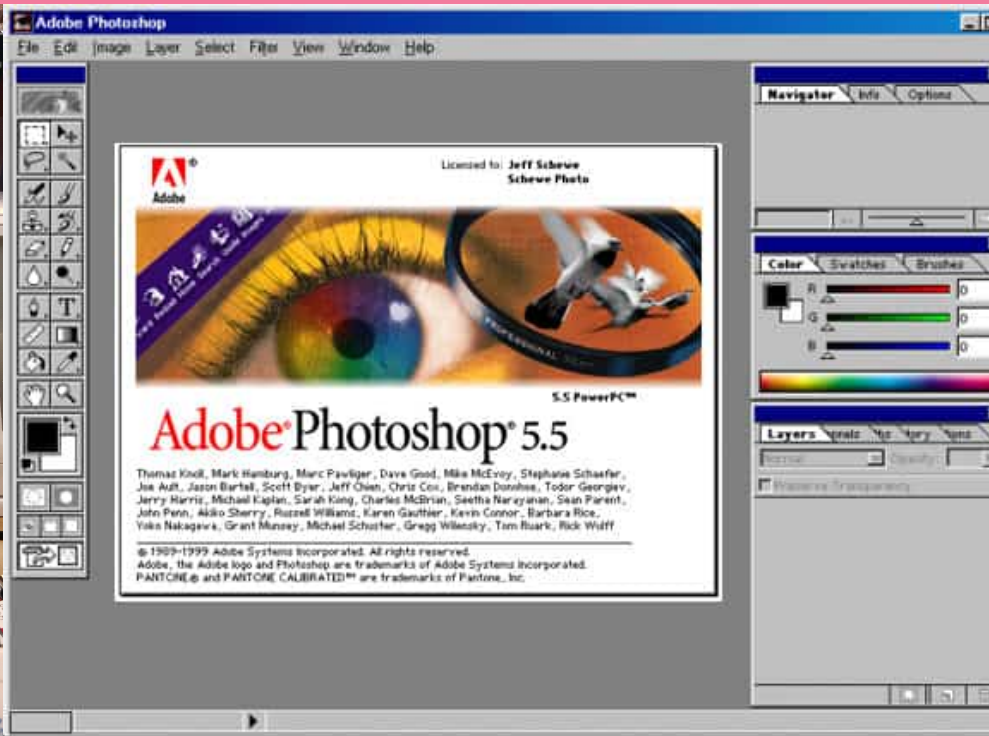
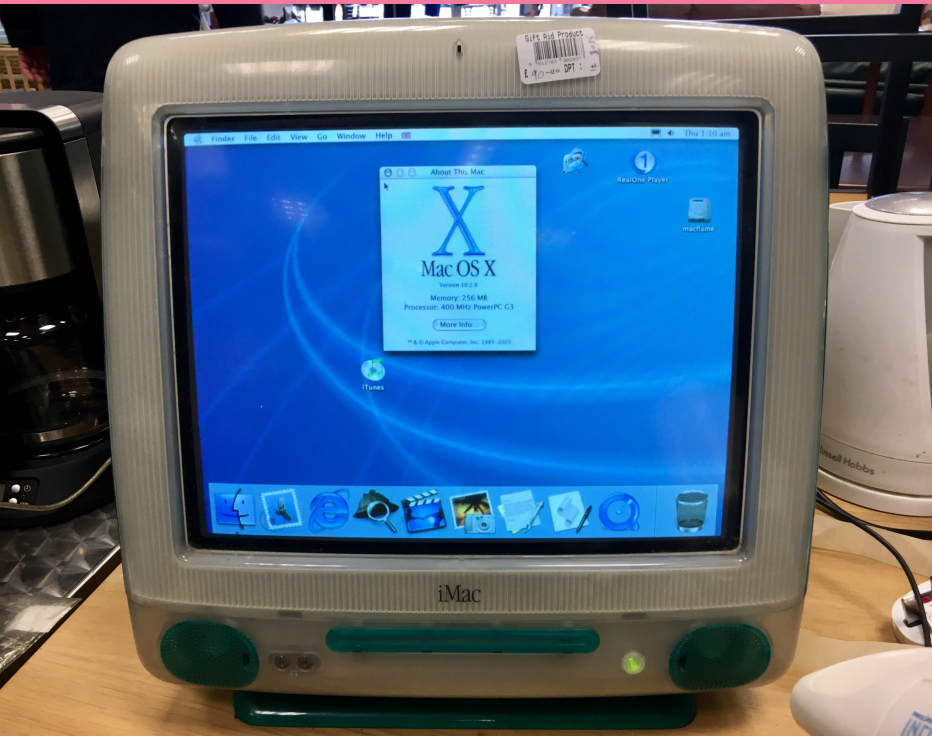
# From artist to designer.

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**I started out focusing on art in school....**

**...but I also loved computers and what they could do.**







# From artist to designer.

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**When I started to move towards design I got strong signals from the design community that I 'was not welcome' because I had not studied design.**



**How  
exclusionary!**

**This will be  
hard!**

**Will everyone in  
the community  
be like this?**

**Can I be a  
designer if I  
didn't study it?**

**Who will help  
me?**



**Where do I start  
to find my place  
in design?**

**How can I get a  
job in design?**

**Will I ever be  
'good?'**





**I'll do it anyway!**





# **I looked to my community work for opportunities.**

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**I created two projects around mapping that helped me build my  
design skills.**





### DOWN TOWN GREEN MAP

Choose the green shop that best suits your needs. The map shows the location of each shop and the services they offer. You can also find out more about the shops and the services they offer on the website.

For more information, visit the website: [www.downtowngreenmap.co.uk](http://www.downtowngreenmap.co.uk)

## Icons

- |                                    |   |                                       |                                |                                      |                                       |                                      |                              |                                    |                                     |                                       |                                  |                                     |                                  |                              |                                   |                          |                          |
|------------------------------------|---|---------------------------------------|--------------------------------|--------------------------------------|---------------------------------------|--------------------------------------|------------------------------|------------------------------------|-------------------------------------|---------------------------------------|----------------------------------|-------------------------------------|----------------------------------|------------------------------|-----------------------------------|--------------------------|--------------------------|
| Green shop<br>Sioip gwyrdd         | Elderly friendly<br>Cytaliger ff hennod | Stereoscopy<br>Sylu ar aer            | Sports site<br>Safle chwaraeon | Local food<br>Bwyd lleol             | Disabled access<br>Mynedd arall       | Needle exchange<br>Cynweld noddyddau | Local shops<br>Stopiau lleol | Volunteer site<br>Safle gwirfoddol | Historical site<br>Safle hanesyddol | Fallen trees<br>Cedden wedi'i chwympo | Traffic hazard<br>Mentri traffig | Community garden<br>Gardd cymunedol | Public garden<br>Gardd cymunedol | Place of worship<br>Lleoliad | Bicycle repair<br>Jantwradau beic | Litter bin<br>Bin sialod |                          |
| Food gathering<br>Cynulliddeu bwyd | Dog friendly<br>Cytaliger i pen         | Public space<br>Swth cyhoeddus        | Green school<br>Ysgol gwyrdd   | Lively site<br>Safle bywiog          | Public toilet<br>Ty bach ff cyhoeddus | Will<br>Will                         | Noisy site<br>Safle awnlyd   | Eco club<br>Clwb eco               | Bike shop<br>Sioip beic             | Art site<br>Safle caffi               | Vandalism<br>Fandaleith          | Prison<br>Canthar                   | Trees<br>Coed                    | Park<br>Parc                 | Healthy food<br>Bwyd iachus       | Litter bin<br>Bin sialod |                          |
| Bike racks<br>Cwsn beicwrs         | Child friendly<br>Cytaliger i blant     | Pulverised concrete<br>Tafon/Ty bwyrs | Water feature<br>Ffontedd afon | Community centre<br>Canolfan cymuned | Redevelopment<br>Datblygiad newydd    | Politeness<br>Cytaliger i ddrwynt    | Hospital<br>Ysbyty           | Recycling site<br>Safle aroglu     | Swims site<br>Safle sioipwr         | Green maps<br>Mapiau gwyrdd           | Charity shop<br>Sioip arosion    | Library<br>Llyfrgell                | Diversity<br>Amrywioldeb         | Bus route<br>Llysofwr bysiau | Empty site<br>Safle yng           | Cemetery<br>Wystaw       | Dog park<br>Parc iogwrdd |

### Clifton St

Clifton Street is a busy street in the heart of the city. It is a mix of old and new buildings, and it is a great place to visit. The street is lined with shops, cafes, and restaurants. It is also a great place to walk and enjoy the view of the city.

For more information, visit the website: [www.cliftonstreet.co.uk](http://www.cliftonstreet.co.uk)



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The Clifton Street area is a mix of old and new buildings, and it is a great place to visit. The street is lined with shops, cafes, and restaurants. It is also a great place to walk and enjoy the view of the city.

**~~From~~ I can be an artist ~~to~~  
and a designer if I want!**

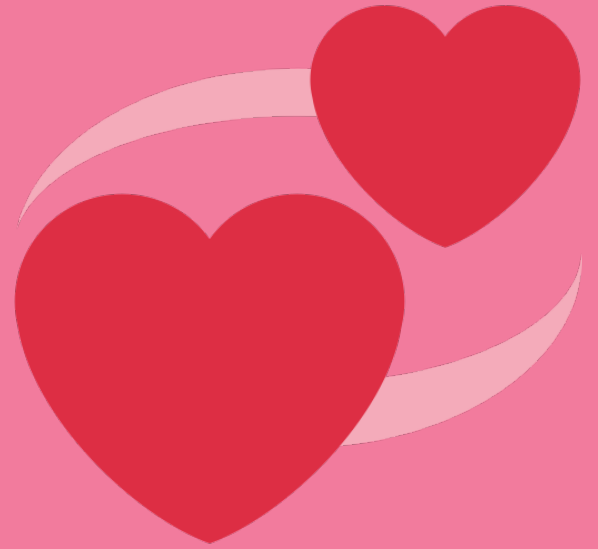
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**Design is no longer a place where only people who have studied design in school and university can thrive.**



**Community helped  
me get where I  
wanted to be with  
my career.**

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**People from varied  
backgrounds/subjects  
make *\*amazing\** designers!**

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**Psychology.**

**Writing/English.**

**Social Science.**

**Science.**

**Teaching.**

**Art.**

**Engineering/Computing.**

**Marketing.**

**Journalism.**



**Design still has problems  
with competition vs  
community and  
supporting each other  
but it's changing rapidly.**

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**The four key skills/  
attitudes I think  
designers need to  
thrive are...**

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- 1. Curiosity about people.**
- 2. Listening skills.**
- 3. Desire to solve problems.**
- 4. Communication skills.**



**Everything else will  
come with time and  
practice.**

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**Software. Team work. Research skills. Interview techniques. Vector SVG. Layout. Grid system. Print. Logos. Design systems. UI. accessibility. SASS. CSS. HTML. Wireframing. Prototyping. Personas. Design Ops. Service Design. Branding. Kerning. White Space. Minimalism. Maximalism. Data Visualisation. Infographics. UX Design. Motion Graphics. Sound Design. Immersion. Gamification. User Journey. Personas. Documentation. Info Architecture.**

# Humanitarian Design?

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Mixing my love of community development and design.





# COMMUNITY LITTER PICKS

Come join the Local Environmental volunteer group every third Sunday of the month for community litter picks!

Meeting at 4pm at 10g Moira Terrace

Litter pick dates {  
Sunday 19th August  
Sunday 16th September  
Sunday 21st October  
Sunday 18th of November  
Sunday 16th December



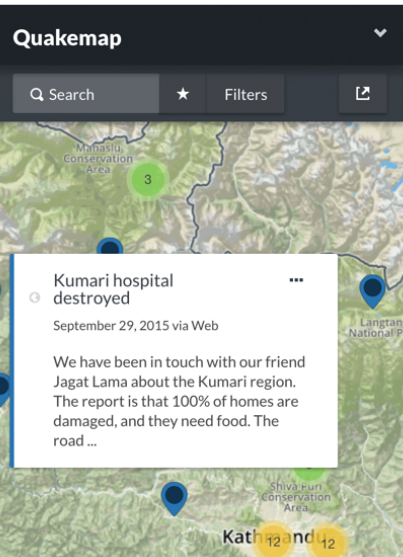
For more info please contact:  
[Adamsdowneag@gmail.com](mailto:Adamsdowneag@gmail.com)  
02920 460 899





Helping people raise their voice and those who serve them to listen and respond better

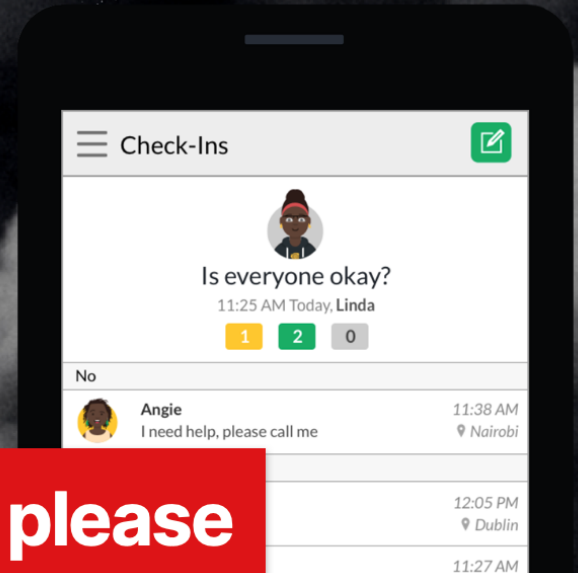
We were able to map all the health facilities in Kathmandu Valley before the earthquake, which will undoubtedly help the relief workers' ability to deliver supplies and help save lives.



**No photos/copies please**



A tool to help other teams reach each other everyday and in a crisis. On any device.



# Isooko's aim

“ Isooko explores the potential of digital technologies to support peace through testing and development in Rwanda and Kenya.”

You can find more info at [isooko.eu](https://isooko.eu)





# Dispatcher's aim

“ Can technology help people create and maintain resilience in times of crisis? What kinds of technology aids rather than overwhelms? ”

You can find more info at [bit.ly/ush-dispatcher](https://bit.ly/ush-dispatcher)



**It is possible to work  
on projects for good as  
a designer.**

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**But it's deeply challenging as a person.**





[facebook.com/polycomdevelopmentproject](https://facebook.com/polycomdevelopmentproject)

# Working with trauma in design activities.

No photos/copies please

# User journey maps

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**A typical design activity used to better understand what people are doing over a period of time that your trying to solve a problem for.**



# BEFORE

# DURING

# AFTER

TRIBE  
&  
WAR

- I was at home  
- Normal programs  
- Listening to news  
- Singing along

- I was at home  
- Normal programs  
- Listening to news  
- Singing along

- I was at home  
- Normal programs  
- Listening to news  
- Singing along

Very hopeful  
Determined  
Sense of humanity  
Success

Feelings  
- Fear  
- Hope  
- Calm  
- Safety

Making  
&  
Slang of  
Issues

- Shaved  
- T-shirts  
- Bundles of bottles  
- Bundles of pillows  
- Bundles of blankets  
- Bread  
- Toilet paper  
- Toilet paper  
- Toilet paper  
- Toilet paper

Time period  
few  
months  
KIBERA

- Books  
- List of items  
- Packing  
- Curious

Displacement

- Confused  
- Sad  
- Wounded  
- Hopeless  
- Can't help others  
- Schooled

- Back to basics  
- No food  
- No home  
- Losing new friends

- Real that people have  
been to kibera

few  
hours of food

After paper  
came back  
at school  
home  
from  
school

Education  
Responsibility  
- Respect

- Love  
- Business started  
opening

Hope  
- Promises  
- Calm

- Safe space  
- PEACE Day for  
Lions: Kibera

HOPEFUL  
Human life was

No photos/copies please

No photos/copies please

TRIBE

+

WAR

during

- Shooked
- Terror
- sounds of bullets
- Sounds of killings
- Bad scores from media
- Death pictures
- Tribal war

Time period

- Shooked
- Bullets
- Trauma
- Church

# MANCHESTER BOMBING : MY JOURNEY

[https://en.wikipedia.org/wiki/Manchester\\_Arena\\_bombing](https://en.wikipedia.org/wiki/Manchester_Arena_bombing)

Doing/Thinking

I was working on my laptop. In a different city.

Happy/alooof

Before the incident

Doing/Thinking

After hearing what happened, I watched the news and read twitter.

Scared/worried

During the incident

Doing/Thinking

I contacted my friend who had a brother in the incident. Started a slack support group.

Desperate to help

After the incident

Doing/Thinking

I checked twitter

Bored

Directly before the incident

Doing/Thinking

Asked people if they were safe on facebook etc.

Panicked

Directly after the incident

No photos/copies please

# Human rights needs designers.

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Understanding the problems faced by those in difficult and dangerous situations is key to solving those problems well.

Designs work with the people affected to understand and communicate the needs and guide solutions.





# Designers are human.

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**When working with humanitarian, 'for good' projects understand that the rule of self-care applies. You can only design well for others if you, and your company/organisation are taking care of and supporting you.**



# Open Source Design

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How I found a new community.



# Open Source Design

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**How I found a new community.**



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

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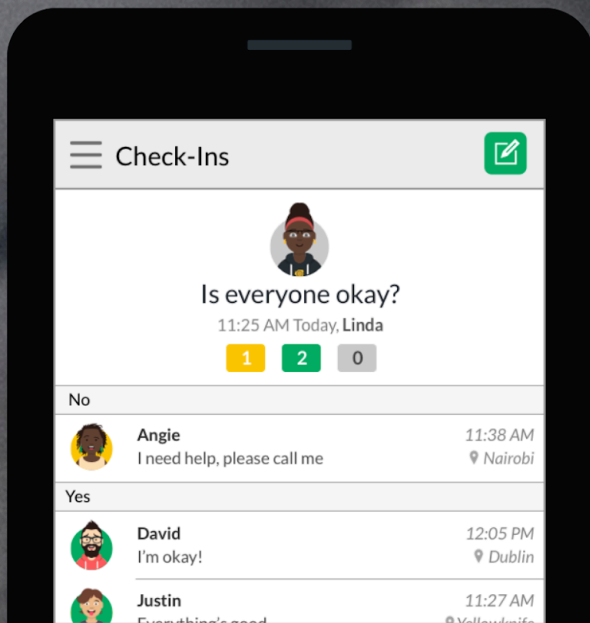
# EMERGENCY TEAM CHECK-INS

Any device

Any channel

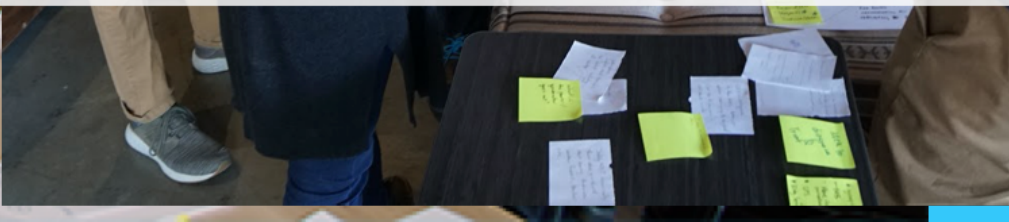
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# Berlin 2018 & Seattle 2019



# Designers want to work on projects 'for good.'

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





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

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

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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.

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



OPEN DESIGN.

Group exercises

## 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.

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



OPEN DESIGN.

Group exercises

## 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 ideas as possible and mark them on post-its. Please work as quietly 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 ideas! at the end of the session by dot voting.

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



OPEN DESIGN.

Group exercises

Which idea best solves your challenge and for your users?

## Storyboard.

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 challenges actions.

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

Optional exercise.



OPEN DESIGN.

Group exercises

## 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.

Whats 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.

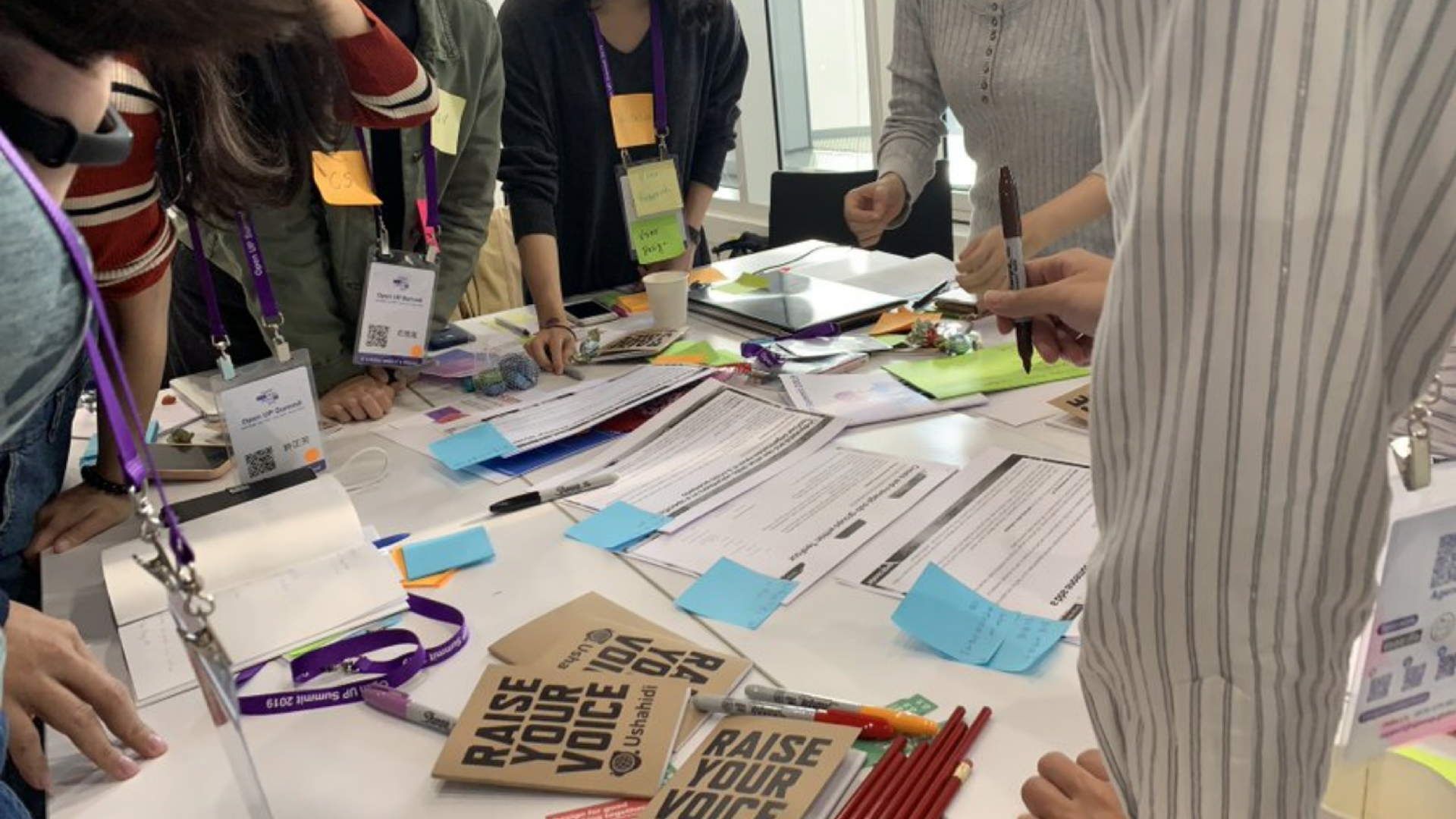


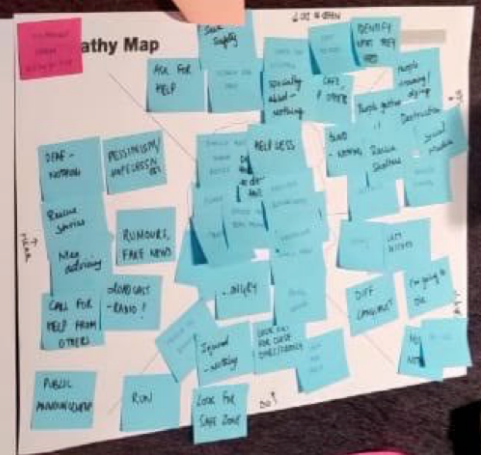
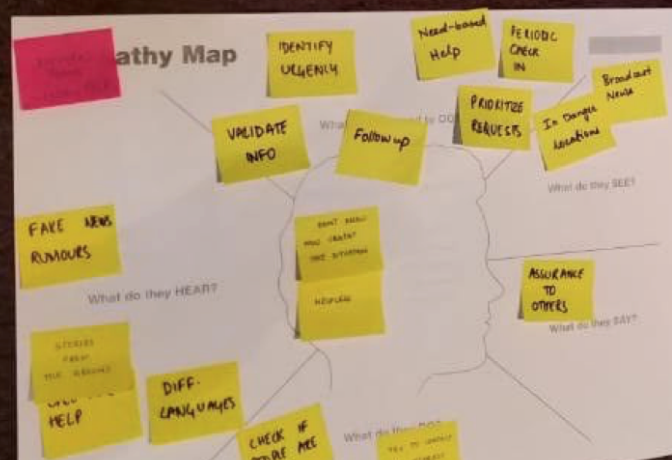
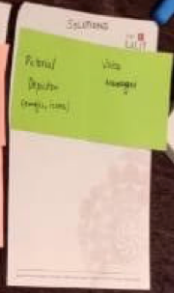
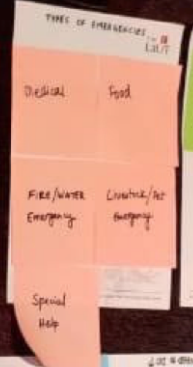
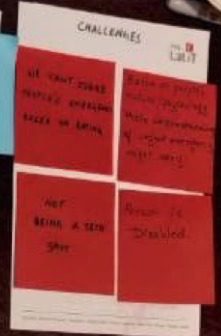
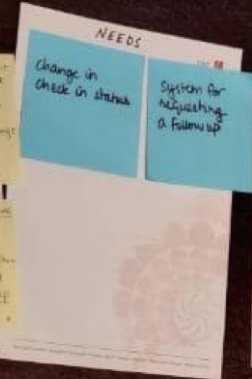
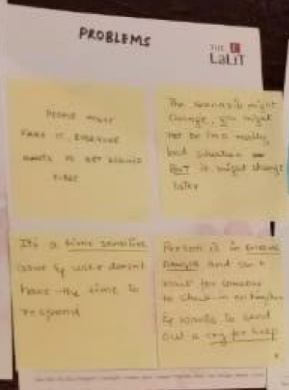
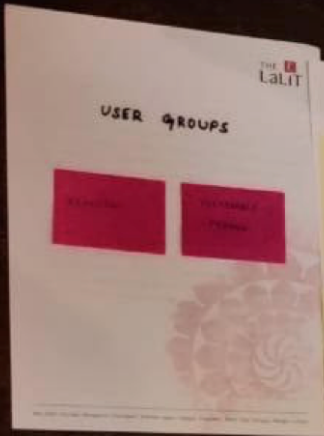
OPEN DESIGN.

Group exercises

Optional exercise.  
You can go straight to XD prototyping.







**Designers and developers  
collaborating together,  
openly across borders and  
organisations.**

**This is the future of design.**



# A community of supportive designers in open source

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

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# Final Advice.

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# Get Paid.

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**Get paid what your worth  
and you are worth more  
than you think you are.**

**Including all y'all juniors, interns and students. Get paid!**



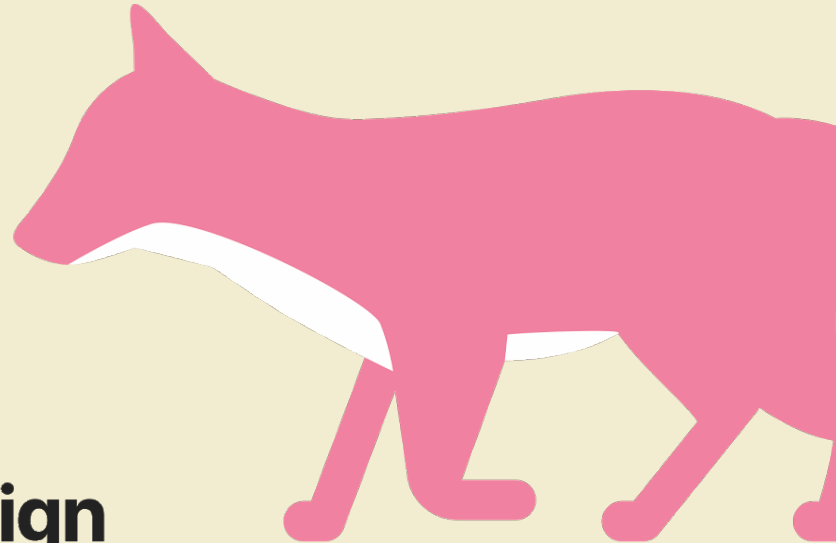
# Thanks folks.

[noti.st/eriolfox](https://noti.st/eriolfox)

[linkedin.com/in/eriolfox](https://linkedin.com/in/eriolfox)

[github.com/Erioldoesdesign](https://github.com/Erioldoesdesign)

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