

# Unlocking Open Source Design, for all of humanity

Eriol Fox,  
Thomas Kueber &  
Andre Jay Meissner



interaction20



# Unlocking Open Source Design, for all of humanity.



## Thomas Kueber.

Pronouns: He/Him

**Co-founder Futur2**  
**@mryash**



## Eriol Fox.

Pronouns: They/Them

**Humanitarian Designer**  
**@erioldoesdesign**



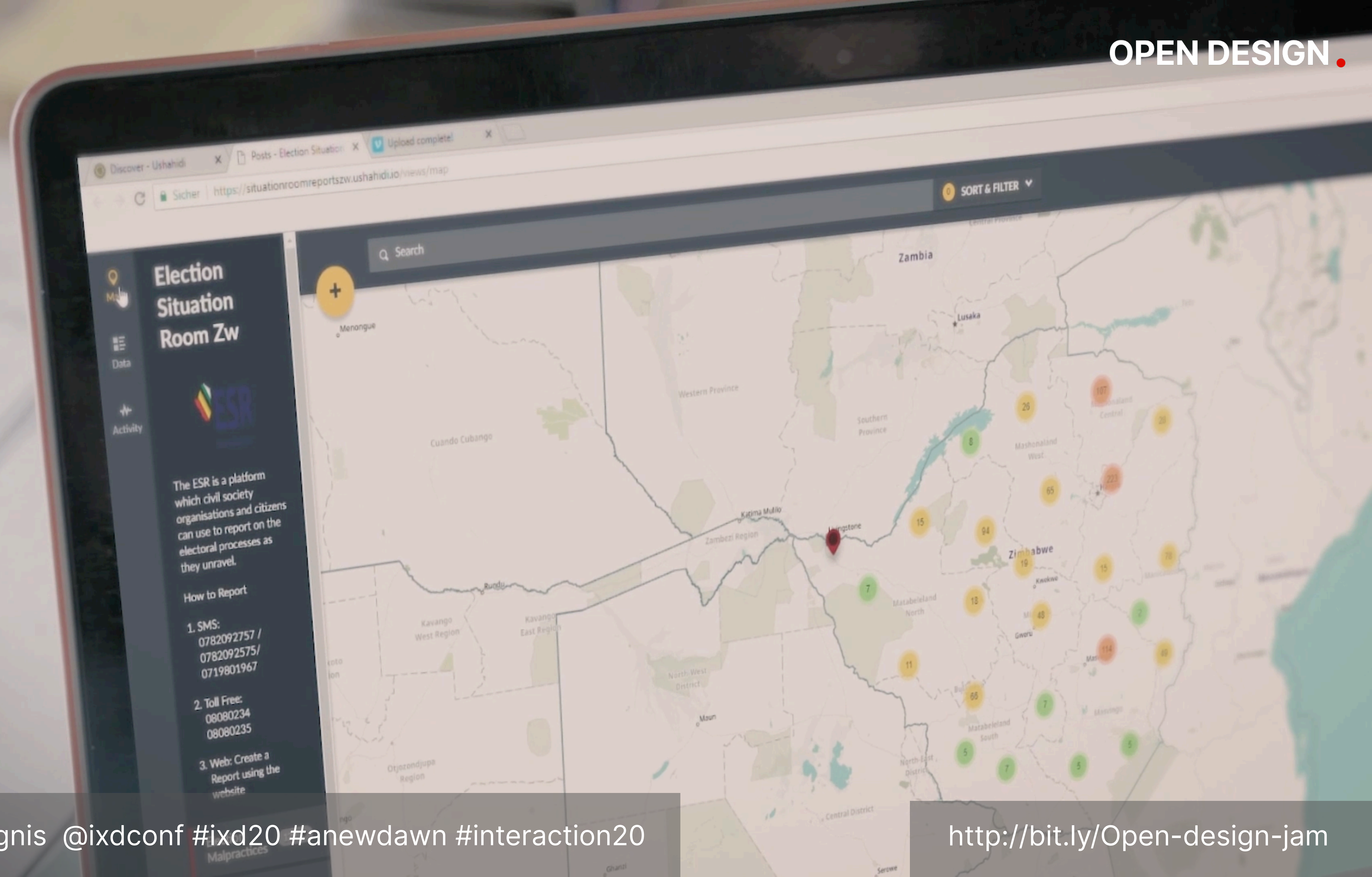
## Jay Meissner.

Pronouns: He/Him

**Adobe XD**  
**@klick\_ass**









# What is Open Source Software?

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# Designers want to work on projects ‘for good.’



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

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# OPEN DESIGN.



# A year of research.

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<https://opendesign.usahidi.com/open-design-articles/>

@opendesignis @ixdconf #ixd20 #anewdawn #interaction20



# OSS isn't part of design education.

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# Explanation of OSS contribution sounds like 'work for free.'



# Most OSS projects understand design as **'logos' and 'graphics'.**

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# Why we continued the 'live workshop' approach.





India, Bengaluru.



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Taiwan, Taipei.





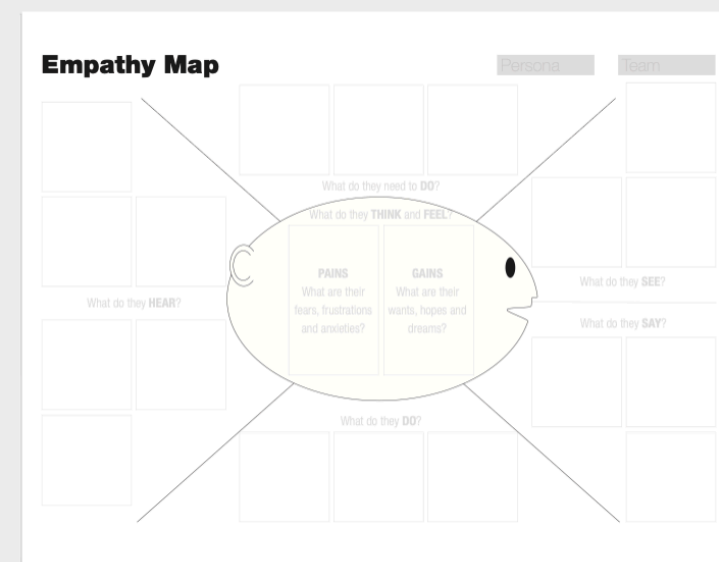
# Design activities.

## 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.



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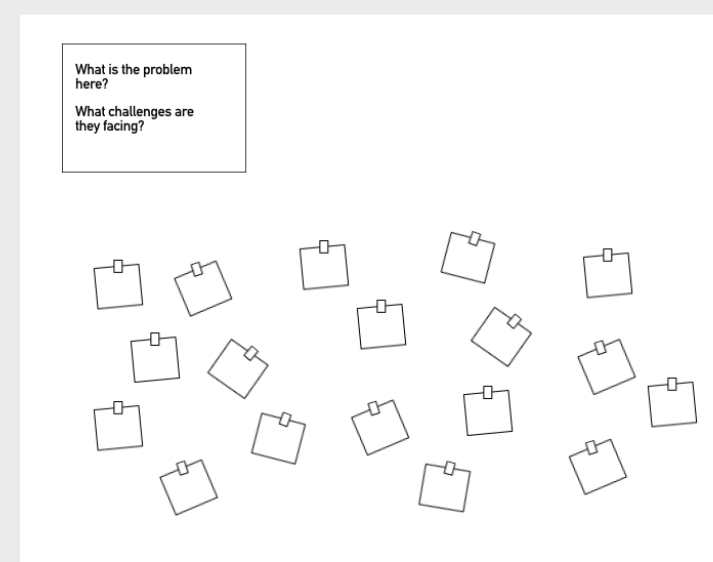
Group exercises

## 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 ideation. It also helps further define the issue in the repo and add context for other collaborating designers.



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Group exercises

## Ideation.

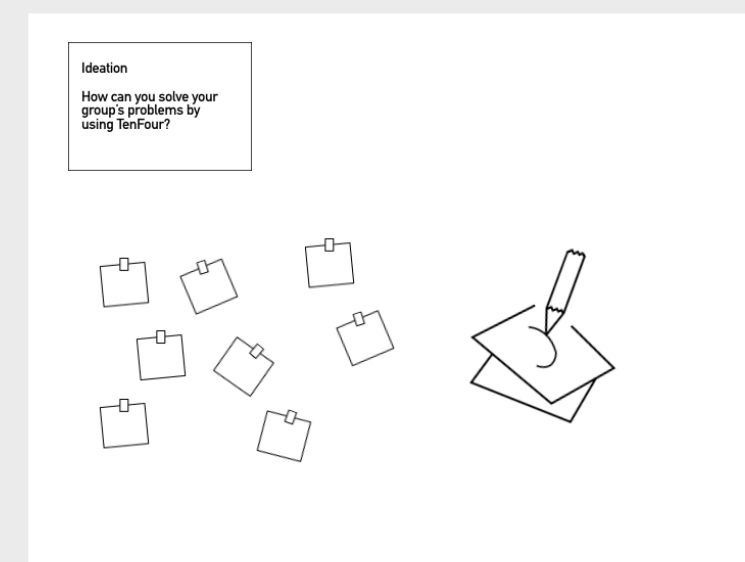
Develop ideas on how you could solve the challenges for your user. Think big and beyond a single purpose.

What it is used for:  
Please develop as many wild, bold, weird ideas 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.

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

Which idea best solves your challenge and for your users?



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Group exercises

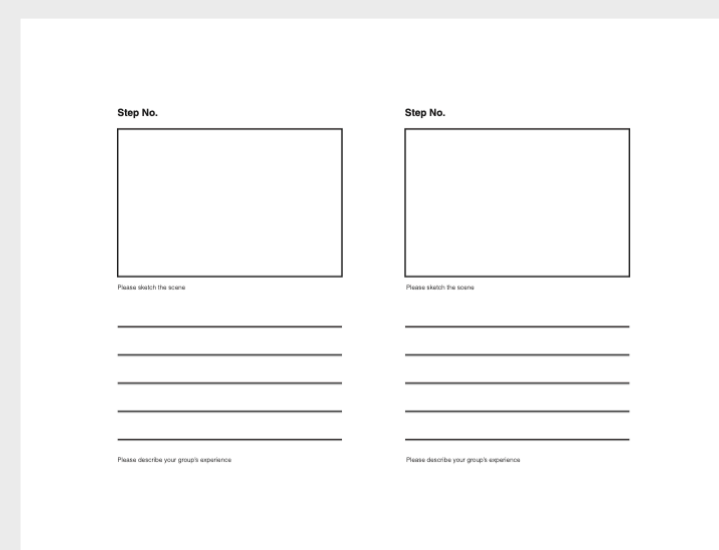
## Story-board.

Define your idea and how it works step by step

What it is used for:  
If useful, you can story board 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.



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Group exercises

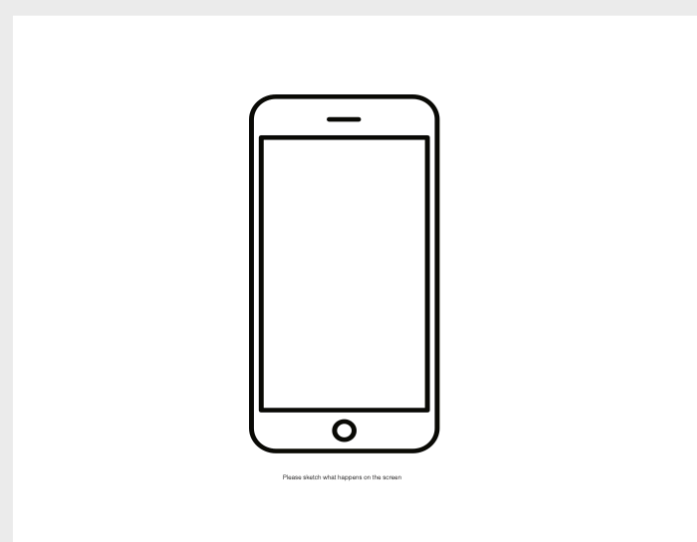
## Sketching & Prototyping.

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 usertesting

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Optional exercise.  
You can go straight to XD prototyping.



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Group exercises



# Design activities.



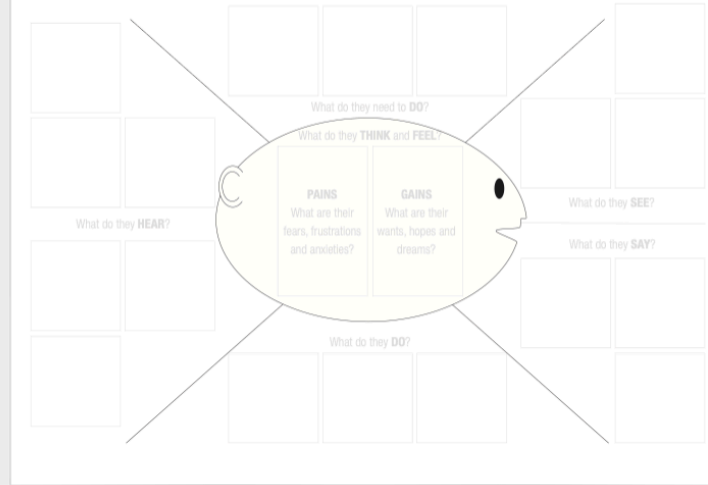
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### Empathy Map



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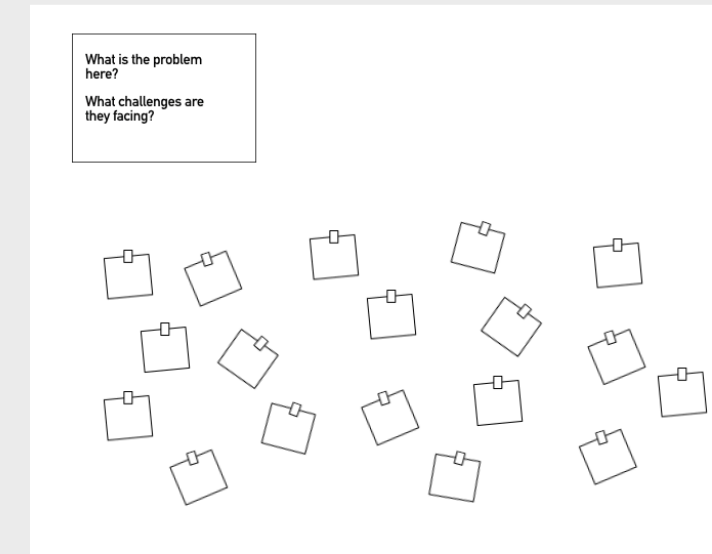
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Group exercises

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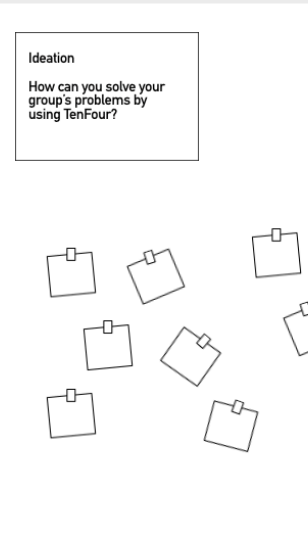
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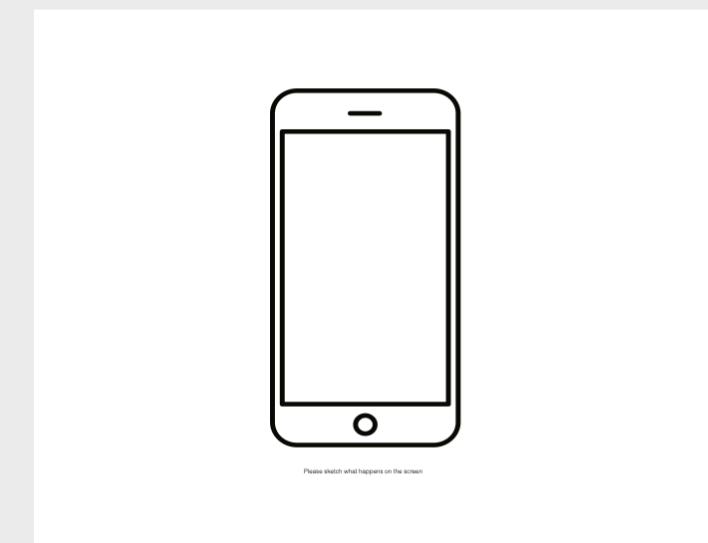
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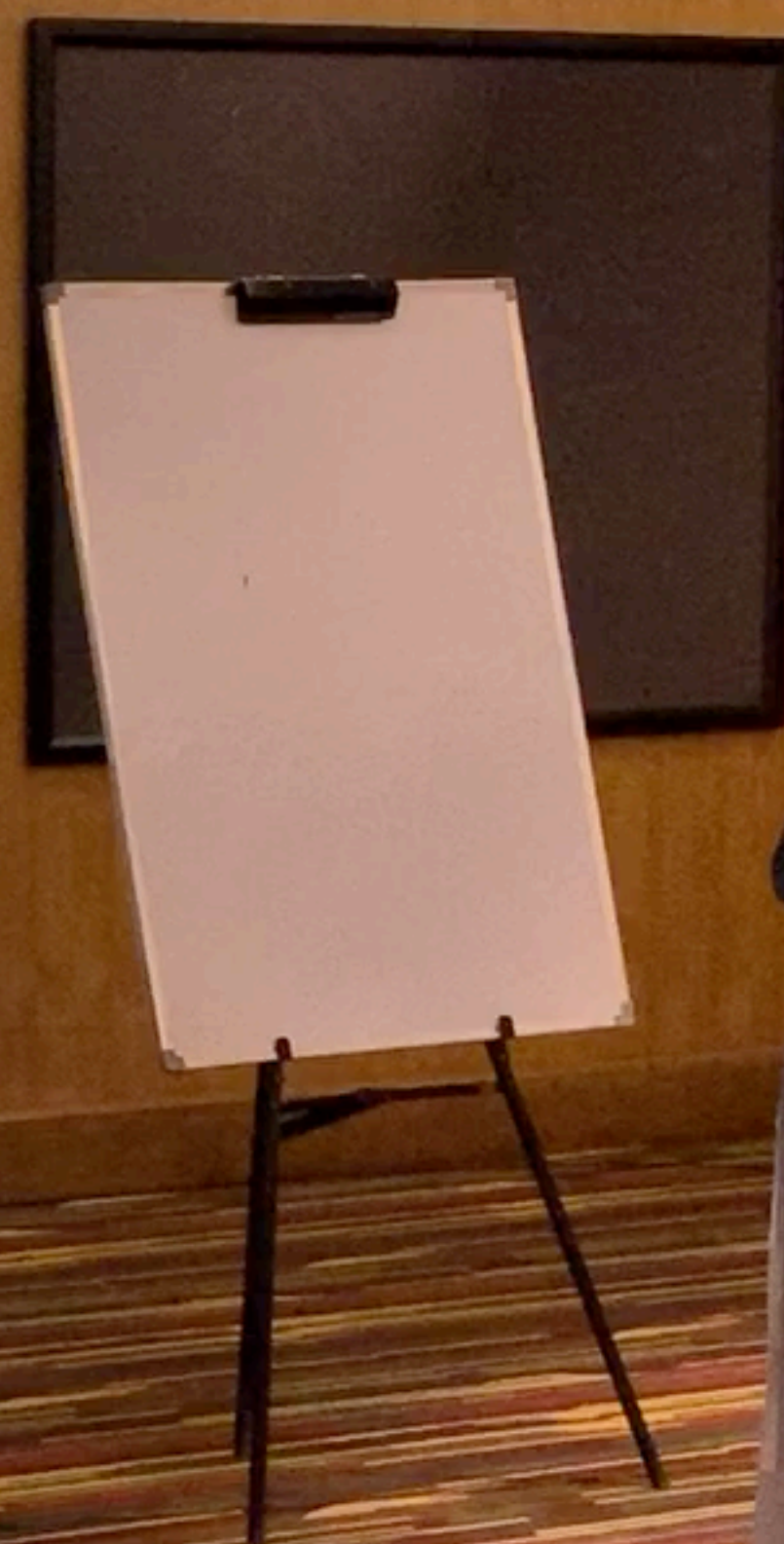
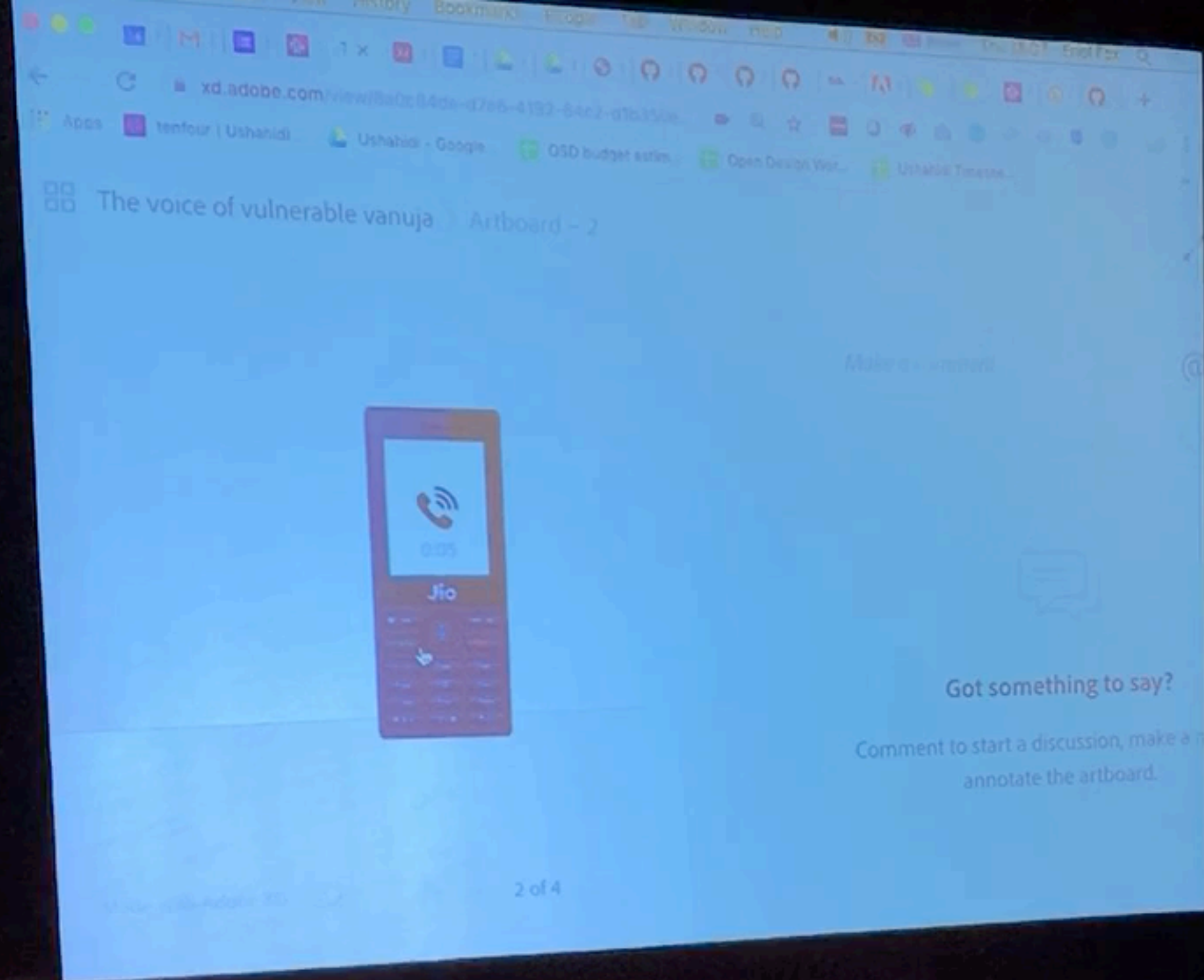
Optional exercise.  
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Group exercises





FIRE



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# More cities in 2020 and beyond.

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**Increase and  
sustain contribution.**

**Support the community.**

**Build understanding between  
design and OSS.**

**Bringing Open Design to  
education and workplaces.**



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

**[github.com/ushahidi/opendesign](https://github.com/ushahidi/opendesign)**

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