DESIGNER'S COMPROMISES

in Open Source

Ecaterina Moraru

#FOSDEM2016

Hi!

I'm @evalica
Interaction Designer for XWiki.org

COMPATIBILITY

Not 100% compatible with your skill
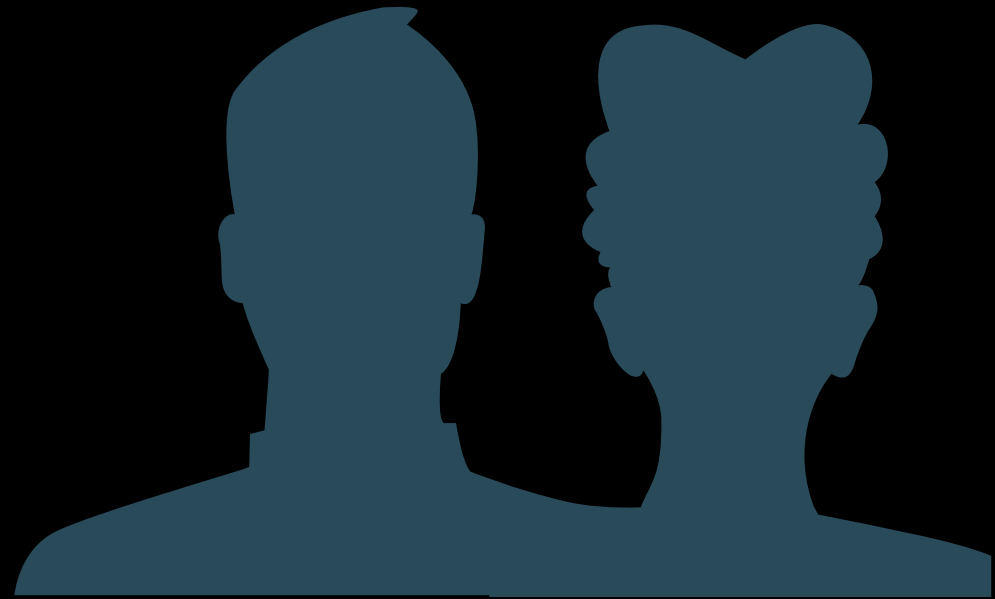Not suited for your experience level

TEAM

Lonely
Long-term vs. Short-term designer

PROACTIVITY

Identifying work to do on your own
One-Person UX Team

TARGET

Harder to identify target outside community
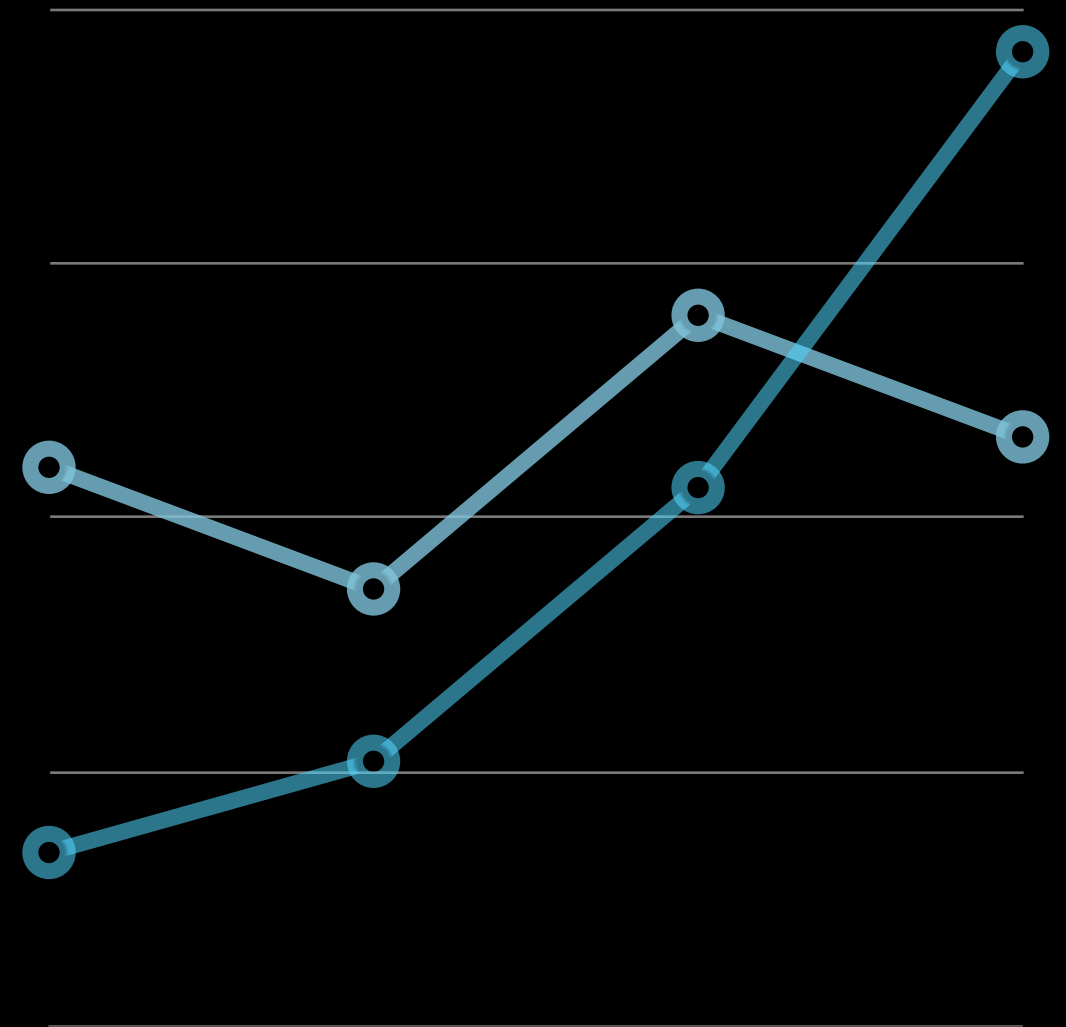Lack of direct feedback from target
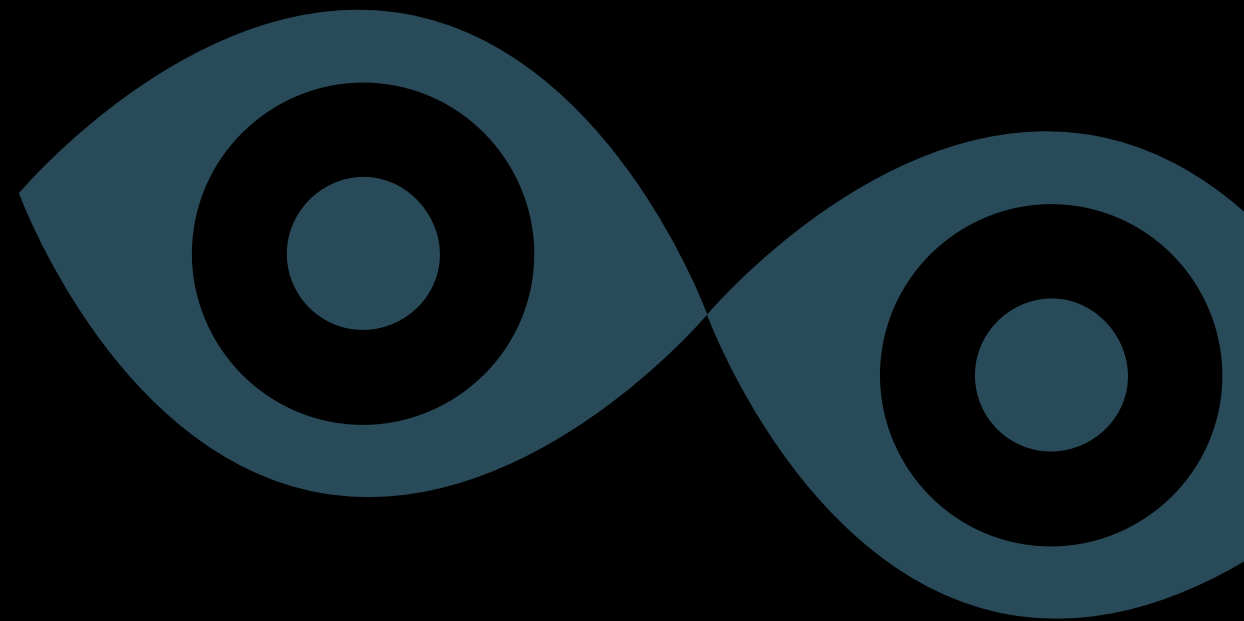
PROCESS

Some steps might be skipped
Adjust deliverables to the community size

LIMITED RESOURCES

Too few devs for all your proposals
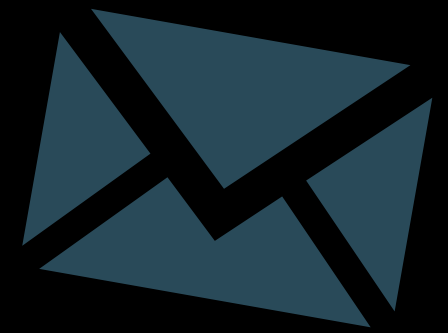Might need to do more than design

VISIBILITY

Everybody can see, judge, steal your work
Sharing means progress

CONSISTENCY & CREATIVITY
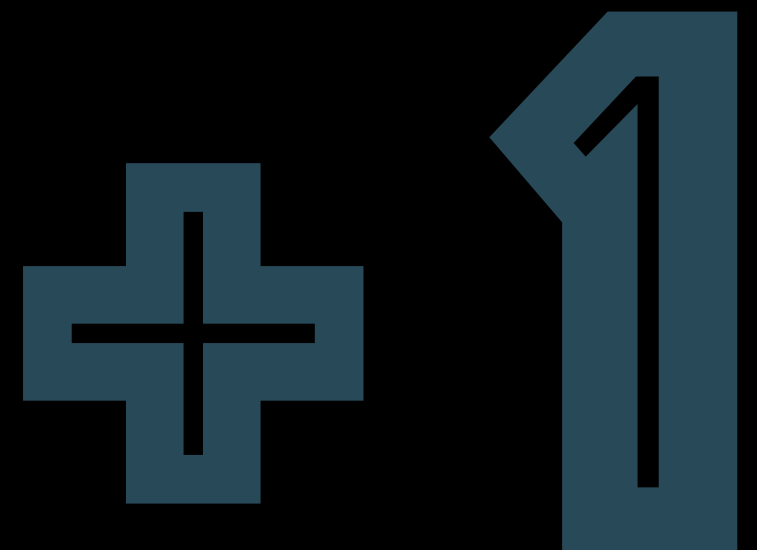
Adapt to the community
Harder to enforce style guides

COMMUNICATION

Asynchronous communication through various channels
Mostly technical audience

DECISIONS

+1

Democratic voting
Influence vs. Persuasion

EQUALITY

Hard to quantify contributions
Recognition by having commit rights

TOOLS

Usage of compatible formats for deliverables
Usage of free-open resources

MONEY & BENEFITS

Equilibrium between passion and compensation

THANK YOU!

@evalica