Names	week one	week two	week three	week four	week five	week six	week seven	week eight	week nine	week ten	week eleven	week twelve	week thirteen	week fourteen	week fifteen	week sixteen
Grey	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y - Final week!	Y - extra	Y - extra	N/A	N/A	N/A	N/A
Pink	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N/A	N/A	N/A	N/A	N/A	N/A
Yellow	Y	Y	Y	Y	Y	Y	N	Y	Y	Y	Y - Final week!	N/A	N/A	N/A	N/A	N/A
Green	Y	Y	N	Y	Y	Y	Y	Y	Y	Y	Y	N/A	N/A	N/A	N/A	N/A
Blue	Y	N	Y	N	N	N	N	N	Y	Y	Y	Y	Y	Y	Y	Y
	Week we're on															
	Entered into synthesis board															

Timestamp	Your name/alias/email	What week number is this diary study response for?	What are the top 3 (or more) tasks you worked on this week as a designer contributing to OSS projects?	What was a single challenge you want to highlight this week being a designer contributing to an OSS project?	What was a single success you want to highlight this week being a designer contributing to an OSS project?	Roughly what types of design did you spend what percentage % of time on and how do you feel about that ratio?	What tools, softwares or products did you use this week to contribute to the OSS	Did any users of the OSS tool get involved in contributor or other aspects of the OSS tool this week or did you speak to	Did any of the other people (developers, maintainers, docs writers etc.) in the OSS project contribute to 'Design' in the last week? If yes who are they, what is their primary role	Please paste any links to issues, projects, design files, documents here	Did you get the time and/or the resources you needed to work on the things you think are needed on this OSS	Did the design work you did this week follow a process that you were satisfied with? If not, what small change would you	How do you determine the success (if applicable) to the processes methods and practices you used this week?	Did you do anything to make your design more (or the same amount as usual) of 'open' this week?	Are there any tools, softwares or processes have you tried or used this week to problem solve or reduce time on	What are the 'hacks' or 'product' decisions were made this week on the OSS? Who made those decisions and	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made this week on the OSS project?	What are, outside of the OSS project, need competitors for your attention and time?	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is important?	If you're submitting a video/audio response to the questions - please paste the URL where we can download
12/10/2022 1	Grey	Week 1 - 12.05.2022 - 12.11.2022	I'm working on the t-shirt design for (OSS conference 1) 2023 event - I am also working on my website that holds a pool freelance designers which will highlight that we support OSS projects. - I created an public repo to start a website for the OSS organisation 1) Diversity and Inclusion Workgroup	Recognition. Just experienced an incident in for (OSS conference 2) Thailand where I have been contributing over the year, in fact, one of the founders. The event happened this weekend. I still supported volunteers with the past editions. I was really depressed when a friend (not one of the organisers) sent a photo of the Thank You slide presented at the opening, putting my name among a list of organisations and companies when I wasn't even there in person. I didn't want this to happen to any volunteers in future in this community and I wrote to them openly.	Seeing a few posts of the sticker sheet I helped contributed and worked on few weeks back.		What tools, softwares...	Not really.	Another designer helped and we're planning a schedule to work on the project together along with 5 other community members in the D&I WG who has been added to the repo.	(Social media link redacted)	I know that the design has been accepted when they say "they look great?? and...	It all depends on the team. Like for the D&I WG, it will be fully transparent and as for (OSS organisation 1) projects, it's still closed and shared only among the team.		my outsourced designer that I engaged is not in the same communication channel slack. So it takes a few more exchanges each time to get the comms going.	This week none.	Collaborated designer took the wrong a file and got an outdated asset in his work. So it needs to be retracted and redone. Color of the t-shirt was not provided from the supplier and we cannot access it... In short: Color request and printing method me > designer > me > CSS team > supplier > OSS team > me > designer	This week none.	For (OSS conference 1) US, t-shirt design still in progress. - For D&I WG's website, public repo set up, admin group decided, tasks allocated.	My 2 kids, admin work for my new company, cooking at home, end of the year accounts for another company I am registered to, Christmas gifts prep, etc	Getting the D&I website design started.	I'm glad that I clarified with the (OSS conference 2) team on giving proper gratification to volunteers and they reached out to make things right. I hope this brings them attention on appreciating all efforts from volunteers no matter how big or small and not to take them for granted.	
12/9/2022 15	Pink	Week 1	usability test, UI design on a browser extension, worked on UI design tickets for another tool (in the same ecosystem)	Getting responses from developers about design proposals	Delivered and organized my designs for implementation	80% UI design 10% communications 10% user research	Figma, Google Docs, Microsoft Teams, Slack	I spoke to potential users during usability testing	Developer commented on UI design, Discussed design with project lead, design team critique meeting, user provided feedback	(Social media link redacted)	Yes	When I get feedback or critique on my designs and I get a timeframe of when the next action is	I made a user-flow diagram to make my designs more comprehensible.	None so far	It was normal - design team usually responds fast, developer take a bit longer to respond b/c they're working on more things.	One decision on to display specific types of data in a network-like graph. Project lead made final decision, I brought it up.	School	Getting to iterate on my designs		
12/10/2022 1	Yellow	Week 1	I co-wrote a talk and poster proposal to present my (OSS Project 1) accessibility project at (OSS conference 3). I met with developers to discuss what we learned from the last round of usability testing and come up with a short term task list for what they can work on. I built a landing page for the (OSS Project 2) scientific (OSS Project 1) repo	I wasn't sure if I should let someone keep talking passionately, because it was kind of derailing the meeting but also their opinions were valid, but only seem relevant	I made two commits to repos. Usually I let other people handle Github.	Team organization: 45% Web development: 20% Proposal writing: 25% Git commits: 1% Export icons as .ico 4% Dealing with billing for paying usability testers 5% I would say I spend 30% on research and 70% on advocacy and community development. Most of my time on meetings is eaten up by telling others how to do things.	Slack, Illustrator, Google Docs, GitHub desktop, Brackets	I spoke extensively with users last week, but not this week. One person did reach out to try to reschedule a usability test.	My colleague who is a blind writer and general tech person helped create the vision for how cells should behave in (OSS Project 1) when using a screen reader	(Redacted links to OSS issues in github)	Yes	I was pleased with the design processes this week!	We created a list of tasks in Google docs. It refused to let me give access to one of our collaborators though I tried giving them permission multiple times. Its been a bit of a waste of time and blocking them from making progress.	We discussed trying async usability testing. We have not actually tried it yet but discussed the pros and cons and started forming a plan.	We came up with a direction for what (OSS Project 1) development tasks we want to focus on in the short term and decided to look into HTML semantics for cells and how we can better navigate between them.	Internal projects at work, related to open data but the software may not be open. Caring for pets. Feeding myself.	I am attending a conference/workshops all about (Specific technology 1). Most of the (Specific technology 1) tools are open source.		
12/9/2022 19	Green	Week 1 - 12.05.22 - 12.11.22	This week, I spoke to a few project owners about contributing to open source as designers, I made progress on a user research project for (OSS Project 3). Started an article for sea design, and reviewed some design talk abstracts from Africans who want to contribute to open source.	The design community I lead is trying to have at least one design hackathon in q1 and we've been reaching out to a few communities to see what their needs are and how we can help. Most projects are still very skeptical about making design changes. Most of this has to do with structure, hackathon leads, and funding.	it's been a rough week for me, dealing with low. But I made it through; I've been able to complete my tasks, fix, I usually help other designers and that's good news to me.		Google docs.	No	A maintainer, I and another UX designer had a call discussing my research and the best way to go about it (I'm not sure if that is a type of contribution)	This is the task, I am currently working on. (Redacted google documents research doc link)		Not entirely. There was a delay on feedback from my prior conversations with the maintainer, and I was unable to kick off immediately. A proper feedback/communication channel (outside emails and Google Docs sync) would help.	when the expectations of the research are met.	Apart from my design contributions, I also had conversations with other open source designers and project owners on the future of design in OSS for 2023.	The use of google doc for syncing Sometimes I dont get responses when needed and its hard to get clarification for some comments.	I try to set up calls with maintainers who leave comments on the projects. The feedback has been slow as well.	Updates are not always shared with contributors. So I am unsure if any were made.	I do other volunteer community work, I teach design, and I am also a freelance writer	The design chapter I lead is having our last community call for the year next week. I'm excited about the conversation we are going to have.	Nothing.	
12/11/2022 1	Blue	week 1 (12/11)	In this week I did not contribute too much in open source projects. We have faced some mass evictions in Brazilian cities, so I was focused on the community project that I work on, working in some social media content and campaigns. But I've started some (OSS conference 4) 23 artworks tasks, small tasks I can say, and no properly design tasks. I started to talk with some developers from past (OSS conference 4), and started to talk with some developers from past (OSS conference 4), and check (OSS Project 5) repositories to create a spreadsheet with artworks done for past conferences, to reorder and organize the design team priorities, due the lack of designers, and sometimes time, when some organizers have to do a lot of things. It is an old task, and I'm doing it personally (in an individual way) on this and next week, before Christmas and holidays.	In this week I did not contribute too much in open source projects. We have faced some mass evictions in Brazilian cities, so I was focused on the community project that I work on. But I've started some (OSS conference 4) 23 artworks tasks, small tasks I can say, and no properly design tasks. I started to talk with some developers from past (OSS conference 4), and check (OSS Project 5) repositories to create a spreadsheet with artworks done for past conferences, to reorder and organize the design team priorities, due the lack of designers, and sometimes time, when some organizers have to do a lot of things. It is an old task, and I'm doing it personally (in an individual way) on this and next week, before Christmas and holidays.	I think this week I had no highlight on design. The communication is difficult with organizers, the organizers itself aren't communicating each other on the channel and so on. I think the highlight resides on unpacking an old challenge and trying to make it happens at once.	In (OSS Project 5), this week I spent 95% of the time communicating in telegram and bot comms. And Inkscape to open and check some past artworks	For (OSS Project 5), only Libreoffice, matrix and telegram for comms. And Inkscape to open and check some past artworks	I did not speak with users that aren't part of organizer team, if they aren't organizers of the (Indian (OSS conference 4), they were organizers from pasts confs, like Brasil in 2019, and Kosovo this year.	No this week, maybe on next?	(Redacted Gitlab link)	I did not, no, since I was more focused on emergencial tasks on evictions	I don't know how to answer that, but I will think about	I think this week it is not applicable	I think is the same as usual	Yes, I don't know too much how to use readme/git formating, such is in markdown, that I could had learned, but I didn't. I think in calm and with some tutorials I can figure it out	talk to others to localize some files that aren't in the standard naming	a little bad, since the organizers don't answer too much	not this week	I've already told it here, I was focused on @DoupaCC / I didn't knew that this question was could be used as KVs for others, like slides templates, signs, venue maps and so on	start making some entire artworks for materials, specially the simple ones that could be used as KVs for others, like slides templates, signs, venue maps and so on	I think no	

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12/16/2022 18:	Grey	Week 2, 12.12 - 12.18.2022	- (OSS conference 1) US t-shirt and swag - (OSS organisation 1) Diversity and Inclusion Workgroup's website	Getting response from the team working on OSS project.	Collaborating with different designer from other parts of the world.	70% communications, 20% research, 5% code, 5% design.	- slack - google meet - hubilo - visual studio code - Adobe illustrator	not yet.	yes. The entire team from the (OSS organisation 1). They decide on which design they preferred and changes needed.	Sorry. I cannot submit any before the design has been approved.	not really.		It was moving slower than expected. I need the designs verified and confirmed by the OSS main team. It took them a week to respond.	I know that the design has been well received and the changes they've requested us to submit. I also knew that my suggestion was accepted on improving the work process and I have to work on creating the new workspace on Notion now in hopes that this will speed up the communication process.	similar to last week. Nothing more.	I'm creating a new workspace on Notion to allow the OSS team to track on the tasks	I will have to work on the html template before pushing it on github. I cannot push the current template up as it is at the moment as GH tracks all changes publicly. So I have to work on my local server first.	The design that the team requested was not well received by the collaborating designer because the designer feels that skewing an image as suggested by the OSS team will not look great on the design. As a result of this, I will need to brainstorm with the designer on how to make this request work on the design without ruining proportion.	The t-shirt design was selected from 8 different designs but there are still changes requested to improve the design. The entire team of about 5 people made a consensus decision on the choice of design.	Accounting/adm in for business, kids school work, company web design and end of the year gifting.	getting the Diversity and Inclusion website framework done	-	
12/16/2022 15:	Pink	week 2	continued design work on the browser extensions tool, meetings with project lead and dev on browser extension, worked on designing the interaction for a progress loading bar	not sure which designs will be implemented when, since we're not using product management strategies	nothing really stands out this week	70% UI 20% UX 10% meetings	the (Browser extension tool) context plugin (browser extension)	One potential user reached out for a usability test	Discussed interaction flows with a developer and project lead		Yes		It's alright, would like to have more structure	If I get feedback and get to iterate on the design	No	We use a university sharepoint for research files—it's pretty frustrating to use		It was ok, I'd like to get more asynchronous feedback from developers	Decided on design proposals for a separate tool called (OSS Project 6) and the UX team also planned out the next term for projects to be completed		designing without worrying about school		
12/18/2022 8:0	Yellow	Week 2	Attended (OSS conference 5)a workshop about (Specific technology 1), at conference worked on a potential usability test for (OSS Project 7), Sent emails to try to get OSS Project 1) accessibility testers paid		Collaborating with new people at (OSS conference 5), meeting people in person that I've known online for years	80% networking/learning 10% communication 10% user research	Azure, Audacity, Email	Someone at the conference opened issues in (OSS Project 7)	I developer with a developer and several scientists on a potential usability study	(Redacted google drive link)	Mostly, It was difficult to coordinate payment for testers while away at a conference		Yes		We debated how we should share the results of the workshop, and in what form is it useful to make them open	Google drive wasnt letting me upload files to a project folder		I had the joy of communicating with people in person that I normally collaborate with online. I met new potential testers and contributors. I planned future in person meetings and considerations.		Jet lag, beer, traveling in a new city, not getting enough sleep			
1/9/2023 3:00	Green	week 2 02/01/23 - 08/01/23	I spent the week speaking with the maintainers and designers of (OSS Project 8) on creating an accessibility working group.	none i can think of at the moment.	The conversation with the team at (OSS Project 8) on creating an accessibility working group and letting someone from the chapter community lead it. I also started the first phase of my design contribution for (OSS Project 3).	100% communication. It's okay, I guess, but sometimes i wish I did proper design, not just talk about design. I get that it's part of the contributions, but I would love to work on projects as a designer.	I didn't use design tools this week.	None	Well no actual "Design" was made. The community members had a discussion about accessibility and UX research contributions to their software.	(Redacted google drive link)	yes		to an extent, it did. My goal is to have conversations with project leaders and see how ux design can improve their softwares so we can get designers there. The conversation on accessibility went very well.	we have set accessibility goals for the project, once we meet all of them, we can say the project was successful.	we shared the doc with the team at (OSS organisation 2) for other designers to make inputs.	To test the product, we had to download the software. It is not downloadable by everyone yet.	Ask questions and get answers from professionals.	smooth. we exchanged contacts and used whatsapp	No key decisions have been made yet. The maintainer, I and lead accessibility researcher from (OSS organisation 2) continue to have conversations about this, before the final decision.	school, my projects are due this week	I lead a design community outside of (OSS organisation 2)	Continue the research for (OSS Project 8)	

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Grey	- I've completed the webpage for the (OSS organisation 1) D&I Workgroup - I discussed with other team members on how to get them to contribute to other contents - I researched on finding a better solution for people in the public to contribute on the webpage in future	Getting a confirmation on the current work and to move on to the next stage was a little tough since responsibilities on tasks are not specified.	Seeing the progress of the webpage design and compliments from the team.	80% HTML/CSS, 10% design, 10% communications/slack	Visual Studio Code, Adobe Illustrator, Github,	no	- The team commented on the design - one of the suggested improvement on the title - another designer will be helping out with the contents for one section		A little rush this week with Christmas celebration. Movements has been slow.	yes it did		not at the moment	Yes, working on making the whole webpage and contents public and open to anyone's contribution.	did several screenshots to ask for comments before pushing the entire page on GH	We used slack and telegram to communicate across with the team and the other designer:	Decisions were made consensualy with the whole team.	Season's celebration and food prep for holidays.	Pushing the page and work on the ticketing page	not at the moment		12/25/2022 23:29:2	Week 3, 12.19.202 2 - 12.25.202
Pink	Product management-related tasks, meetings, working with devs to fix design implementations	trying to understand how to backend data works to better design interfaces	finally started the process of reworking/redesigning the content of the data to be researcher-accessible (in that the complex metadata jargon is turned into information that researchers can use).	30% communication, 40% UX, 30% UI	Figma, Google Docs,	I recruited a participant for a future study. They contacted me late for my previous usability test, so I decided to waitlist them for the next one.	Discusses feature + design implementation ideas with developers and project lead,		Yes	Yes, we are moving towards a more structured development approach with the browser plugin	If stakeholders understood what I meant in Slack or a synchronous meeting and were able to give feedback	Same amount as usual	Hard to find stuff in Google Docs sometimes	Trying to re-organize my Figma design for better handoff	Communication went well, we made action items and agreed on things to do in the new year.	(As previously mentioned) Start to redesigning the 'content' of the data in all the organization's tool, this decision was made by the project and research leads.	School, Monday was the last assignment to hand in	A break!			12/23/2022 15:50:	week 3
Yellow	Dealing with paying usability testers, organizing usability feedback, icon design suggestions	Working ad-hoc with people can waste more time than if we were collaborating directly	I advocated for a payment process that would work with screen readers that would work for blind testers	80% payment, 15% organizing results, 5% icon suggestions	Email, Slack, Google Docs, Github	I emailed back and forth with users (usability testers) about payment	Developers decided to simplify a button, removing unnecessary text, and suggested some icons to replace the text with	(Redacted Github issue links)	Yes	It was fine, it was a quiet week because of the holidays	They were able to process payments, the icon decision and file describing take aways still havnt been made so that is in progress	nope	The process of paying people with my grant has an annoying amount of steps		Slack between me and a developer on one project went well	That a typed signature was acceptable for payment because it would work more easily for screenreaders. It got made because I sent several emails advocating for it and explaining why it was important	Holidays, travel, house issue from extreme weather	Continuing to write up results of usability tests			12/30/2022 22:06:	Week 3
Blue	I created/translated (even though my English is really bad) a few issues for the (OSS conference 4) design team, searched for the old tasks to know what would be the best way, and discussed with other contributors in the telegram/element group. I also started chatting with (Persons name 1), from (OSS organisation 3), we talked about how to improve the design contributions in (OSS organisation 3) and create some assets and resources for the collectives itself, not the main company. We agreed to start it more focused in 2023, because now is holiday time.	Talking in English on technical issues. Everytime more I do that I feel that I sound dumb or that every word is spoken wrong		10% research 10% markdown writing 50% communications 30% translating to English	Gitlab (OSS Project 5)), telegram, element.io (irc), slack and around. co	I've spoken to (OSS Project 5) Brazilian and Indian teams before putting things in (OSS Project 5)	The people helped me to translate in (OSS Project 5), and (Persons name 1) and I started thinking about ways to improve design on (OSS organisation 3) via chat		I think yes because it was a calm and finishing year's week.	Since I did only small things, yes	I think it is not applicable to this week	Yes, I talked with a new community o/	My English proficiency	I think none	I think sometimes I can't communicate really great, and it could be more human fault than a technical issue, but in the aspects of tools it was quite normal, despite I never used around.co to chat. But it was fine at the and	not applicable	I finished a paper for a national urban planning congress who I intend to go on next year and present the results of my master's thesis and took me a great time	to relax and ride my bike to the beach, hahahahah	Happy holidays!! and PS: here in Brazil we just dinner at 24th and today is a leftovers day, so it's ok and normal to answer here, hehehe		12/25/2022 16:15::2	week 3, 12/25/2022

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1/3/2023 16:40:34	Grey	Week 4 - 12.26.2022 to 01.01.2023	- I pushed the entire website design onto the public Github repo - Merged some contents from other team members onto the page	- none this week	positive comments from the team	40% code 55% discussion/communicati on 5% design	Github, Pixlr, slack, VS Code, Telegram	yes	no		yes		Feedback from the team	We're discussing and working on that as the page will eventually be published onto (OSS organisation 1) org where we re not the maintainers.	not that I think of	NA	Communication was swift but due to time zone differences and holiday season, it took a few days for some to reply.	In this case whoever manages the main design will go ahead and make those change first.	Festive season and also I was down with a flu	sure	NA	
1/7/2023 16:03:29	Pink	Week beginning the 2nd of Jan 2023	Managing/organizing figma files, adding issues to gitlab, meetings	Not sure the best way to use gitlab for design tickets	Developer found my organized figma files useful	60% communications, 20 % clerical 20% UX research planning	figma, gitlab, google docs	Yes, we're planning another usability test in a couple weeks	yes, in our weekly context plugin meeting all members discussed design solutions for a problem we were facing. I generally discuss some designs I've worked on	(Redacted link)	yes, although I am not working full time now. I'm on a 10 hour contract	My Gitlab design tickets seem to organize our workflow for now. However, I'm sure there's probably a better way.	Generally the same, when I get feedback on questions I ask.	same amount	n/a	We started a new channel in Slack for the plugin, because before we were just using a group DM. This was because we had to include more team	We continued to iterate on the interaction elements of the context plugin extension tool. In our meeting we discussed how the system would show the		school	getting started on usability tests		
1/6/2023 20:14:01	Yello	Week 4	Prepped materials for a large (Specific technology 2) Conference, prepped a feedback session for a search form, finalized Usability specs for development to start	Not having access to original design files that I needed to edit	Cool article in (Specific domain 1) American talked about a project I work on: (Redacted public article link)			I used a painful amount of Adobe acrobat pro, because I didn't have more original design files, only PDFs. If we had openly shared original files that would have saved me a TON of effort	A (Specific technology 2) student who has tested (OSS Project 7) reached out to me and we made plans to meet up at an upcoming conference	(Redacted link)	No, I didn't have a design file I needed		This week is a blur to me, I can't think of anything	nope	The adobe suite and missing an InDesign file wasted about 6 hours of my time.	I jumped between giving feedback via github and slack. Also letting people go on extreme tangents in meetings and being unsure if I should cut them off. I encouraged	Hard to find old research files in Google docs - I wish I could quickly pull up a doc in a meeting		Funeral, unexpected travel	Attending a conference so meeting some usability testers in person that I have only met online		
1/18/2023 15:06:36	Green	week 3- 15th- 22nd Jan 2023	Created a document for q1 goals for (OSS organisation 2) Continued conversations with (OSS Project 8) on accessibility	Delayed response from maintainer so I had to pause my contribution	The (OSS organisation 2) community is now up to 20 active members from 3 African countries.	30%conversations %70 planning and design	Google docs, google form	no	no.	(Redacted document link to goals for an OSS project)	yes i did	yes it did	The goal of the (OSS organisation 2) community this year was to network and get more designers. We understood from past events that webinars, workshops, and Twitter spaces were the best ways to gain African contributors. We tried	I stuck with the same amount of pressure as usual. I'm hoping to take a less stressful but more profitable action this year by speaking with the larger open source design community.	I usually work with active contributors in the core team, for our last meeting, I tried involving everyone and giving action items to specific individuals to reduce the pressure on me and the other active contributors. So I delegated.	none.	It was seamless and easy. I worked with the team via Google Meet and also collaborated on the document.	No key decisions were made this week. We only enforced the previous ones, as we noticed they came up as actionable items.	My design community, where I mentor and train design and also freelance writing projects I do. I am currently researching Tech policy design lab and online gender based violence, with the (OSS organisation 4).	To continue my plan with (OSS organisation 2) and find new projects for design		

Your name/alias	What's (If you... OSS projects?)	What are the top 3 (or more) tasks you worked on this week as a designer contributing to OSS projects?	What was a single challenge you want to highlight this week being a designer contributing to an OSS project?	What was a single success you want to highlight this week being a designer contributing to an OSS project?	Roughly what types of design did you spend what percentage of time on and how do you feel about that ratio?	What tools, softwares or products did you use this week to contribute to the OSS project/tool?	Did any users of the OSS tool get involved in contribution or other aspects of the OSS tool this week or did you speak to any users this	Did any of the other people (developers, maintainers, docs writers etc.) in the OSS project contribute to 'Design' in the last week? If yes	Please paste any links to issues, projects, design files, documents here:	Did you get the time and/or the resources you needed to work on the things you think are needed on this OSS project this week?	Did the design work you did this week follow a process that you were satisfied? If not, what small change	How do you determine the success (if applicable) to the processes methods and practices you used this week?	Did you do anything to make your design more in your contributions this week? How did they limit you?	Are there any tools, softwares process or methods that limited you to problem solve or reduce time on repetitive or tedious tasks?	What are the 'hacks' or processes have you tried or used this week across the project this	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made this week on the OSS? Who made those decisions and how did	What else, outside of the OSS project's need compete's for your attention and time?	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is important?
Grey	Week 5, 01 D&I Website		getting a coherent response from the team	seeing the website public	50% code, 30% publishin	Visual Studio code, Color	no contribution from users - one of the team member	[Redacted website link for	yes		It was a little slow but the	usability of the page, no all design assets can be s	Yes, Hubilo has this in bui	I took screenshots half	we extremely well! Because t	Publishing the registration	my startup project on STE	yep, we are working on it	no	
Pink	Week 5 - 1/9/2 3- 1/13/	UX research planning, wireframing UI design, meetings	not sure what issues/tickets to prioritize	planned out another usability test, this time in-person	60% user research 20% UI design 20% comms	figma, google docs, slack	yes, planning usability test			not really, I didn't show my designs yet for feedback. Although, for the usability test, I collaborated with	I'm part time, so I'm finding I have a bit less time to think about design solutions	yes	When I know what is going to happen next and what I need to do- i.e I need to re-iterate on the design or a	I should prep more open ended questions for my feedback sheets when at a conference, it is not a traditional usability test	I made a parent figma component file, but changes I make ina the parent file don't push to its child files, so it's	Good, for the team working on the context plugin. More broadly, I am part of another project, which involves	none this week	school started - so I'm a lot busier now. Since I commute to school, I'll work at the space in the school which means I	Doing more wireframing on some design tickets	
Yellow	I dont know what week this	Outreach (advertising software at a conference), Usability feedback (from users at a conference),	riffing questions on the spot for feedback	Connecting with our users and the wider community in person	100% communication (split between feedback and outreach)	pen and paper, software we have created on a laptop	Yes, I was at a booth at a conference (OSS organisation 5) and we had users approach the booth where I would talk	Users did by sharing their feedback and giving suggestions		I was able to put 100% of my time into outreach and community connection		yes it did. Due to the nature of the research we had sent a consent form earlier on to get parents approval. then	I'm not sure if this counts, but for the first time, most parents in my region were finding out about this free learning tool for their kids	None that I can think of. I do have some bandwidth issues, though. the network has been terrible, but it did not affect my user interviews	I was at a conference so I was not able to "contribute" in ways other than connecting with the community	Using Swag to get people to stop at the booth	I communicated a lot with users but not as much with teammates except for those who were at the conference	Travel	Reaching out to some of the people I met, writing up the feedback I received and sharing with the rest of the team	
Green	week 5, 23/01 /23- 29/01	I hosted my first user testing for the year and continued conversations with new open-source designers.	Finding research participants. As a result of where I base my work and people's understanding of open	I conducted and led my first user testing for (OSS Project 3). I am currently planning a user testing project with my team of (OSS	it was an equal percentage of work. i interviewed, listened, and observed. The goal of the testing was to	Zoom, google doc and (OSS Project 3) software	Yes, I spoke to new users of the product and conducted a user testing.	yes a maintainer was available to observe the testing with me.					I created a doc that explains open source, what it is and what the research is about, and also added a few points	This week was great. I think contributors are beginning to ease back into the space after the holidays.	none i am aware of	I teach and mentor other designers, i lead a design community; and I'm also a freelance writer.	more community work with the (OSS organisation 2) team.	I wasn't able to get the recording for this week shared, but hopefully i can share the next one.	

Your name/alias	What if you...	What are the top 3 (or more) tasks you worked	What was a single challenge you want to	What was a single success you want to	Roughly what types of design did you spend	What tools, softwares or products did you use this	Did any of the users of the OSS tool get involved in	Did any of the other people (developers,	Please paste any links to issues, projects, design	Did you get the time and/or the resources you	Did the design work you did this week follow a	How do you determine the success (if	Did you do anything to make your design more	Are there any tools, softwares process or	What are the 'hacks' or processes have you	How was communication across the project this	What (if any) key 'design' or 'product'	What else, outside of the OSS project's need	What are you looking forward to next week in	Anything else you'd like to tell us about the last
Grey	Week 6/01	- publishing an additional page for the (OSS organisation 1) diversity and Inclusion WG - preparing the online experience sector for	Time zone difference between team members.	I received a very positive response on the logo designs I've worked on for the (OSS Project 10) project and dates are planned for the launch of	30% code, 30% UI design, 30% communication, 10% planning	Notion, Hublo, Slack, Canva, Illustrator, Visual Studio code, Hublio platform, Google sheet, color contrast cc, sheet monkey, Github	no	- a team member helped out in the content for marketing the event - a team reused the template I worked on to create the oncino dan	(Redacted website pages with OSS content)	yes	yes	- positive remarks from team members - landing page was well received by the public	similar to last week	Hublio in built design tool	I used a free secondary app available to link my html contact form to google sheet to save time.	ok, some of the team was away at a conference, so communication was	whoever has the time and is working on the project will make the decision if no one objects verbally.	my startup project and closing of the financial year for my registered business.	yep!	nothing in particular
Pink	Week 6 - t	- working on design ticket for context plugin, discussions in slack about design issues,	not as much time to spend on designs when working less hours	We were able to quickly turn around feedback into an update and test it all in the same week	80% UX design, 20% communications	figma, google docs, gitlab (note for gitlab, I was using it in all previous weeks as well)	yes, we were running usability tests this week	yes, the team (developer and leads) had discussions about user-friendly labels for	(Redacted OSS project link)	yes, sort of	it was ok -- I'm currently iterating on a design for a ticket	n/a	same	not software, but working on my macbook on a single screen is very tedious. since I'm at	no decision made this week	school -- projects are starting to pick up	getting feedback on my designs	
Yellow	Week 6	Meeting with devs to prepare for usability tests, Scheduling usability tests, Running usability tests and	Understanding some complex code setup stuff- or maybe it was just getting the developer to explain it to	I assisted a member of the (OSS organisation 2) community in their OSS design contribution.	50% testing, 50% meetings	Google Docs, Email, Zoom, Slack, Webex	I spoke with some blind developers during feedback sessions. They are both familiar with (OSS Project 1) (the	Yes, a developer created a new workflow for screenreaders to navigate through code cells	(redacted project link)	Yes	Yes	We were able to quickly try a new solution, test it, and then find that it probably is not the best solution to our problem.	no	Time zones make scheduling a bit more challenging	I attended a video meeting that sometimes goes off the rails but we were able to focus and I think the dev felt good	We will not use tabbing as a method to navigate from (OSS Project 1) call to call with a screenreader/keyboard.	Travel, illness of a friend	Meeting in person with a colleague in another city to plan accessibility events	
Green	30/01/23 -	I had a bunch of oss design related meetings with (OSS organisation 2) and (OSS Project 8). I spent this week	Finding other designers willing to have a conversation about OSS design and accessibility	I assisted a member of the (OSS organisation 2) community in their OSS design contribution.	30%conversation, %60 documentation, %10 testing.	google doc and jitsi, meet	yes i did.	A member of the community joined the meeting to discuss how we can measure design contributions in (OSS Project 8) (the	(Redacted accessibility audit document for OSS)	i had the time, but not enough resources. Resources here would be other designers willing to talk about OSS design one on one	yes	we ran a mock evaluation that turned out pretty great.	invited new contributors to oss design to participate in the project.		delegation. we made actionable plans and shared it across the teams	It was good. the team is a small one and we communicate via whatsapp. there are sometimes differences in	volunteer community manager and freelance writer.	more projects to introduce designers to.	

Timestamp	Your name	What wif...	What are the top 3 (or more) tasks you worked on this week as a	What was a single challenge you want to highlight this week being	What was a single success you want to highlight this week being	Roughly what types of design did you spend what percentage of	What tools, softwares or products did you use this week to contribute to the	Did any users of the OSS tool get involved in contribution or other	Did any of the other people (developers, maintainers, docs writers	Please paste any links to issues, projects, design files, documents here.	Did you get the time and/or the resources you needed to work on the	Did the design work you did this week follow a process that you were	How do you determine the success (if applicable) to the	Did you do anything to make your design more (or the same amount as	Are there any tools, softwares process or methods that limited you	What are the 'hacks' or processes have you tried or used this week	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made	What else, outside of the OSS project's need compete's for your	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is
1/23	Grey	Week 7, 0	- I worked on updating the the poster for (OSS organisation 1) D&I Friendly Chat - I made some changes	nothing this week	The org finally started planning design for a new tool, I can start design work	70% research for next week's work. 30% on communication	slack, google?, dribble, pinterest, airtable, github	(OSS Project 12) organisers coplimented on our design.	a team member found some issues on the backlinks for the menu on the website and will do a pull request		yes	yes	Sometimes no feedback is good too?	no not this week.	not really	NA	This week's communication was minimal. It's mostly research based	NA	My own startup needed some attention.	Work on management of the online experience work with volunteers that includes some design work too.	
2/3	Pink	Week beg	Working on design tickets, Brainstorming session, comms	Some activities often move into product management – so I'm not sure exactly what to do	The (OSS Project 12) team complimented on the website I did for the D&I which interest them on my work	60% UX design, 20% comms, 10% UI design	figma, gitlab, slack, google docs	Not this week	Yes, the project leads and developer for the new tool (OSS Project 13) participated in discussions about		yes	yes	(in context to the new tool) when I'm able to get the requirements from stakeholders	same	Thinking about how to show more complex animations in Figma – when tasks aren't necessarily step-by-step	I've tried to find codepen prototypes to demonstrate what I mean when I talk about specific interactions or	it went well, I had meetings for the questions I needed answered	For the new tool, decisions on what data is displayed, how it's displayed, and how a user would move around	School	Sketching out solutions and potentially getting feedback from users	
2/14	Green	week 7	This week, I didn't work on so many things. i am currently focused on setting up the Accessibility working in	Considering the type of project (OSS Project 8) is and the contribution we hope to make as (OSS organisation 2),	Personal success. I got an opportunity to coach open source contributors. which is something I love and	100% communication.	google meet	none	yes i met with the designer who designed the project. to fully understand other aspects and the	There was none from this meeting, just conversations.	I had time to work on OSS projects, but there were few projects available that required so much time.	yes	at the end of the accessibility audit.	not exactly. i didnt use any tool this week		ask more questions	great. i learned a lot speaking with the designer. Before this i had conversations with the founder and a	i and the designer made some final decisions for the work	i am also a freelance writer and community manager	when we begin the actual audit. We have sent out invitations for collaborators.	I noticed if you are not part of a community it is difficult to contribute as a designer.

Your name/alias	What are the top 3 (or more) tasks you worked on this week as a...	What was a single challenge you want to highlight this week being	What was a single success you want to highlight this week being	Roughly what types of design did you spend what percentage % of	What tools, softwares or products did you use this week to contribute to the	Did any users of the OSS tool get involved in contribution or other	Did any of the other people (developers, maintainers, docs writers	Please paste any links to issues, projects, design files, documents here	Did you get the time and/or the resources you needed to work on the	Did the design work you did this week follow a process that you were	How do you determine the success (if applicable) to the	Did you do anything to make your design more (or the same amount as	Are there any tools, softwares process or methods that limited you	What are the 'hacks' or processes have you tried or used this week	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made	What else, outside of the OSS project's need compels's for your	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is
Grey	Weel	- I set up the theme and prepared the assets for (OSS organisation 1) D&I event platform - I worked on the collaboration with another open source designer in Africa for the (OSS organisation 1) event - I also created a workspace to help	Working with other designers can sometimes be hard to convey a consistent design style that you want to maintain.	Work being recognised by other designers and other open source maintainers	70% on color theme, 20% on platform's digital banner and 10% on communication	Discord, Telegram, Slack, Visual Studio Code, Adobe XD, iMovie, Illustrator, Notion, Canva, Hublo	One user mentioned that the the registration button on mobile sign-up landing page in the D&I event was missing.	A data developer helped create a price plan chart based on the template I provide.	(Redacted website links to the OSS conference)	yes I did	yep, it went pretty well overall	When there are no questions and positive feedback received, I would perceive that as good.	For (OSS conference 1) US, I've created a speaker's kit for all speakers with design assets and slide templates to allow them to use openly on their presentation prior to the conference.	no		nothing particular this week	I would have to say pretty good	Color theme for the event platform. I had the privilege to make that decision	family and money making projects	The d&I Friendly Chat running live	
Pink		Meetings, brainstorming, Weel sketching	need more organization for delegating what tasks need to be done - i.e product manager	i tried to better outline tasks (in the form of user stories) to be done for the browser extension	30% comms, 40% brainstorming, 30% visual design	gitlab, google docs, figjam, figma, slack	not this week		involved another design on brainstorming solutions for the (OSS Project 13)	Browser extension tool: h(Redacted prototype link, Brainstorming for (OSS Project 13)	Sort-of, my schedule got in the way of consistent work	Kind of, I'm trying to add more structure by developing user stories for the browser	If the team can utilize it and find value in it - i.e they mention it to me and have some	no	No	Meeting in person over lunch rather than over a video call. Makes the	Good, I was able to arrange a meeting to plan out tasks	Laid out user stories for browser extension tool, involved me and project lead	busy week with school	Finalizing some event planning and sending out invitations	
Yellow		Event planning (in person meeting and emails), meeting with	Unexpected Travel	I was unexpectedly in the same location as someone I collaborate	70% emails, 30% meeting with people in person	Email, pen & paper, Azure	Nope		I met with 2 (Specific domain 1) users to learn what they thought was	(redacted hackathon link)	Yes	Yes	My Standard UX process worked for starting the new designs.	no	I was unfamiliar with how to make a github webpage so I had to	Meeting in person over lunch rather than over a video call. Makes the	VERY nice. I sent a more longish emails	The (OSS Project 1) team had a bit of a telephone decision	Office updates, contractors visiting my house to give estimates	more open source	
Green		There wasn't so much for me this week, but i did host a workshop on contributing to open week source as a designer.	I'm having a bit of troubles with my laptop (this is more personal than OSS related work)	I got more designers onboarded to open source.	%100 talking and advocating for open source design.	google meet	No I didnt but i did speak to new contributors.	none	(Redacted speaking link on social media)	yes i did	yes	It was a practical session on contributing to open source as a designer, and i got a few people onboarded to an		none i can think of		Awesome. i had back and forth conversations with the organizers and also the session was interactive and i got to	i'm a freelance writer and community manager	more open source design community work	

Timestamp	Your name/alias	Week	What are the top 3 (or more) tasks you worked on this week as a designer contributing to an OSS project?	What was a single challenge you want to highlight this week being a designer contributing to an OSS project?	What was a single success you want to highlight this week being a designer contributing to an OSS project?	Roughly what types of design did you spend what percentage % of time on and how do you feel about that ratio?	What tools, softwares or products did you use this week to contribute to the OSS project/tool?	Did any users of the OSS tool get involved in contribution or other aspects of the OSS tool this week or did you...	Did any of the other people (developers, maintainers, docs writers etc.) in the OSS project contribute to 'Design' in...	Please paste any links to issues, projects, design files, documents here:	Did you get the time and/or the resources you needed to work on the things you think are needed on this OSS...	Did the design work you did this week follow a process that you were satisfied with?	How do you determine the success (if applicable) to the processes methods and practices you used this week?	Did you do anything to make your design more (or the same amount as usual) of 'open' this week?	Are there any tools, softwares process or methods that limited you in your contributions this week? How did they limit...	What are the 'hacks' or processes have you tried or used this week to problem solve or reduce time on repetitive...	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made this week on the OSS? Who made those...	What else, outside of the OSS project's need compete's for your attention and time?	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is important?
2/11/202	Grey	Week 9	- I completed the (OSS organisation 1) Diversity and Inclusion online - I finalised and uploaded all design banners on the platform - I've completed the main UI for (OSS conference 1) US online platform	being a volunteer OSS designer for the OSS project, most of the time I ended being the only one doing the designs as the rest of the team are mostly developers.	Being complimented for my works on the online platform and social media assets.	60% setting up 10% communication 30% graphic design	Adobe Illustrator, Adobe XD, VS Code, Slack, Hubilo	Nope	No	(redacted youtube link of a panel at an OSS conf)	yes I did	yes	The positive reviews and feedback from the team and the attendees helped determine the success.	Design assets can be found on the open github branch and I created an open template on canva for the team to use.	Adobe XD has some bugs on file sharing with others. The links are often broken and required to refresh or reset.	I created a step-by-step documentation on how to run through the platform for a speaker.	Pretty good. no particular issues.	The decision on using the video intro I created was entirely made by the team through ' no feedback means LGTM' policy'.	-	It has already begun	-
2/26/202	Pink	Week be(14)	finish up design of icon set, working on visual design for (OSS Project 14) tool specifically on	no challenges this week	no successes to note	20% communications 60% visual 20% UX + user research	Figma, gitlab, slack, google docs, microsoft teams	I might start do informal interviews with our target audience for the (OSS Project 13)	Yes, I got other designers to give feedback on my designs during our weekly	Link to browser plugin 'bubbles' visual design: (Redacted prototype link)	Yes	Yes, but I did feel like there wasn't enough hours in the day to get	Getting usable feedback from others, getting it written down somewhere	No	Storing research on Microsoft teams file repository is very annoying — since I'm not		Good, although project leads were away for break	For the (OSS Project 1) project - We had our monthly check-in which	Nothing this week, on break for school	Working on those bubble designs for browser extension	
2/2/2023	Yellow	Week 9	Hackathon Planning, website mockups, project planning	I don't have a ton of experience planning events, so I had to	We firmed up a plan and started advertising this hackathon: (redacted	70% event planning, 20% UX mockup, 10% research meetings with	email, Azure	Nope	I met with Specific domain 1) several times to get their insight on	(Redacted hackathon link) when I post the design specs online III	Yes, but I did feel like there wasn't enough hours in the day to get	Yes, I like talking with (Specific domain 1) and engineers while mocking	We have some sign ups for the hackathon!	No	The person who has processed payments to testers left, and			We decided to focus in on the topic for our hackathon. We decided	Started a grad design class this week.	Reaching out to leadership team about the (OSS Project 1)	
2/27/202	Green	week 9	Unfortunately, I wasn't able to work on anything this week.	There wasn't a project to contribute to this week, and because I do more education, community															i am a freelance writer and design community manager.	hopefully new projects or continuations on things we already set in place.	
2/3/2023	Blue	02/03/20	I've discussed about changing the main logo for the (OSS conference 4), and proposed a new	this week I did not faced a really big thing. But is annoying when we go back some steps. The	solving the logo problem quickly	100% visual / graphic design	99% Inkscape 1% git	Yes, the changing logo was a proposal for some (OSS Project 5) community members,	some users provided feedback on the old logo, me and other designer proposed some	(Redacted gitlab links where design svg's were uploaded)	yes, it was easy this week	no, because if we are redesigning things at this time we are late):	it was sucesfull by the feedback from the team, and we will see it from the community on next	I don't know, but I think this week no	I hate gitlab, it is confusing and the team did not put me as developer yet	reuse some illustrations that I did	this week was nice, but is difficult because english is not the native language of any of us	The logo redesign decision were made a few weeks ago at an open meeting, and the other	my primary research project in the lab, and I'm doing two papers for march	Debian is on the road, even the road has more curves that we think	I will do a real nice thing and a huge step for the (OSS Project 4) on next week. We are planning

T	Your name/alias	What are the top 3 (or most important) things you worked on	What was a single challenge	What was a single success	Roughly what types of design work	What tools, softwares	Did any users of the OSS	Did any of the other people	Please paste any links	Did you get the time and	If not, what small change	How do you determine the	Did you do anything to m	Are there any tools, softw	What are the 'hacks' or p	How was communication	What (if any) key 'design'	Who made those decisions	What else, outside of the	What are you looking forw	Anything else you'd like to tell us about the last week you think is important?
2 Grey Week		- I spent this week on preparing the UX for (OSS conference 1) US online event platform - I had a discussion with	Communication is not always the easiest. Sometimes one single project might need to reach out to several	nothing to sound out in particular this week.	40% communication 40% graphic design 20% documentation	Notion, Canva, Adobe Illustrator, Adobe Photoshop, Youtube, Github, Visual Studio Code, Hplib	-	The OSS event chair shared inputs on what she would like to have for some of the design assets		Too much going on this week. It will continue to be jam packed for the next few months	yes it did	I can see that communication went through smoothly as the meeting with the other members shows that	yes I did. I am also in charge of the management of a team of online volunteers who will be helping out in the	I worked around different tools and cross switch them. So it worked somehow.	Canva allow most non designers worked around with design assets and has lower learning curve. To make customised logo to me	pretty good! everything was running smoothly.	The event chair has decided on which swag and delegated the design for the customized logo for	Family matters and exercises, meeting up with friends.	tonnes of work to do!!	I'm also working on getting the (OSS organisation 6) International Women's Day going this year
3 Pink Week		Working on info architecture for structure of node navigation	some technical aspects with data are difficult to understand, sometimes meetings fast and I don't	Made progress on the IA piece	50% working sessions w/ team members (UX, UI, IA), 40% meetings, 10% user research	Figma, Slack, Zoom (forgot to mention this in past weeks), Google Docs, FigJam, Gitlab	Not this week	I worked on designs with project lead, worked on IA with project lead	(Redacted prototype link)	Lots of meetings, not as much time to UI design work done	Yes, got a lot of clarification and next steps	When I get feedback on what's wrong in my design and get next steps that are actionable	no	Sometimes there are access issues with our google docs. It's awkward to have to	Not much of a hack, but I've started to get important stakeholders (often project leads) to	It went well — I did all my important meetings this week and got the information I needed.	IA structure for browser extension tool — project lead and I had working session to start to figure	school — more projects coming in at school, so I didn't have as much time	Taking some time to sketch out things discussed last week	
2 Yellow week		I polished 2 UX mockups, ran some feedback meetings with	Not knowing how to book other people's travel and host guests	I finalized some data download designs	70% mockups, 10% feedback meetings, 20% on emails and	Azure, Email, Phone calls, Excel	I ran a meeting where (Specific domain 1) gave feedback on a UX	Developers and team shared suggestions on	(redacted document link)	Yes, but it still felt like was so much to do I haven't gotten to	When I presented to (Specific domain 1), the meeting went off the	I suppose much later when we get real user feedback on the built	No	I am unfamiliar with the bureaucratic part of hosting and booking	After the meeting with too many distractions, we did not finish going	Overall project communication was smooth. I set several	I redesigned the download workflow for the (OSS Project 15)		Hosting a Guest, training for a race	prepping to advertise our next accessibility event	
3 Green week		This week, I found a project to contribute to as a non-code contributor. I have to	finding design issues to fix.	N/A	50% Research 50% documentation	gitlab, Google Docs, and Google Sheets	I didn't have the opportunity to speak to users, but i spoke to a few non code open	no	(Redacted metrics document link)	no	N/A	this week I can not determine. I will determine maybe when we start the workshops,	n/a	its my first time using Gitlab for documentation. As a designer i never need to	I would be reaching out to the (OSS organisation 7) community to ask for	great, the community members are willing to help me work on this template.	N/A		i'm a freelance writer, researcher, and community manager.	improving on the current state of the template.	
2 Blue 02/12		This week I worked on the social communication project that I run with other	I think I'm on a big challenge, I'm creating a design assets/system for people who aren't	I searched of a lot of archives with other people that were branding and other	80% visual design 20% communication	penpot and inkscape	Yes, with the users and members from (OSS Project 4)	some popular communicators from other campaigns and institutions give me	(Redacted prototype link)	yes, but I had to comunicate with distant people, with took sometime to gather the	yes, but I have to work a lot more, and produce a lot more!!	Im on the way! Using penpot and not figma, maybe?	Yes, penpot can not navigate between pages yet. So it could be less pratical for you see all	I think no		Good in general, but I little bit slow		I changed all my home, painted a room and everything is because I'm ignoring my papers	Continue to develop this DS and do a boost on (OSS Project 5) materials	(redacted design system link)

Your name/alias/en	What are the top 3 (or more) tasks you worked on this week as a	What was a single challenge you want to highlight this week being	What was a single success you want to highlight this week being	Roughly what types of design did you spend what percentage % of	What tools, softwares or products did you use this week to contribute to the	Did any of the OSS tool get involved in contribution or other	Did any of the other people (developers, maintainers, docs writers	Please paste any links to issues, projects, design files, documents heric	Did you get the time and/or the resources you needed to work on the	Did the design work you did this week follow a process that you were	How do you determine the success (if applicable) to the	Did you do anything to make your design more (or the same amount as	Are there any tools, softwares process or methods that limited you	What are the 'hacks' or processes have you tried or used this week	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made	What else, outside of the OSS project's need compete's for your	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is
Grey	- I completed t-shirt design for (OSS conference 1) US this week. - I collaborate and helped the (OSS	Communication. Piecing the message through another person instead of getting a reply directly from the main person in charge caused mistake	Being able to help another external team get their t-shirt design out based on the current template I design is pretty great and time	60% design, 40% communication	Illustrator, slack	no	Another outsourced designer helped with one of the t-shirt design.		no. This whole week has been very hectic	yes		When I get the greenlight for production from the entire team.	I share the template on Google Drive and also communicated directly with other groups that needed reference.	-	I used the same template to reproduce the t-shirt that the other Spanish team.	There was some miscommunication between one group and the direct team member I liaise with. This was mainly caused by	Decision on what color to pick for the main t-shirt and staff t-shirt for the special 20 years conference. Since I am the engaged core	Personal family events that require my attention.	Online platform management and design -	
Yellow	Minutia around event planning! collating feedback from a previous usability test.	I am acting as an organizer of an event that requires a whole bunch of admin work I	I heard back from someone I shared Open design resources with that it was helpful and	80% Event planning (so many emails, descriptive writing, planning schedules, logistics	Axure, email, word, google docs		I reached out to users to see if they would be interested in giving paid a-sync feedback. One	(redacted links)	yes	I was doing event planning for the first time. In the future I will know to start further in	We will see how this event works out. I hope it is well attended and people learn something	Nope	I got some confusing error messages after a commit in github. Also the difficult bureaucratic	I had a few very nice video meetings and even picked up the phone and called people	As a group we talked through pros and cons of an async test and came up with a plan for it.	Exercise. Training for Half Marathon	Some of this event planning to be more settled so I can start advertising it to people	
Green	I got passed the first round of (OSS organisation 10), so i am currently working on the contribution phase at	This week, I did not find any design-related projects. For outreach, there were only about two projects that needed	N/A	Documentation and research.	Github. The (OSS organisation 10) project I currently contribute to uses GitHub to record their projects.	N/A	N/A	(redacted link to an issue designer is working on)	Yes, I did.	n/a	n/a	n/a	N/A	N/A	For the project i currently contribute to, all contributors are assigned a mentor. So far, I have worked	N/A	the same things from other weeks and carnival in Brazil which movements everyone	focus on ending tasks on (OSS Project 5), doing the course materials for (OSS Project 4) and I	
Blue	this week I talked a lot about the future of (OSS Project 5) brand and 02/ materials, and we	The challenge still doing things with a big team in (OSS Project 5), we are in circles with the	I think this week was not so great in design.	90% communication 10% writing	jitsi, (OSS Project 5), matrix and libreoffice	no, just with teams	I think no		the time yes, but not the resources neither the approval and answer from people envolved	Not at all, I think I'm goingo to propose a day on week to everyone in (OSS Project 5) answer	it would be successful if we closed more issues and not only prioritze and organize then	not this week		communications	none	Communication took place with few responses from those involved in the (OSS	not aplicable	when i am not contributing to open source, I freelance as a writer and design community manager	no

Timestamp	Your name/al	Wh	If yo	What are the top 3 (or more) tasks you worked on this week as a designer contributing to an OSS project?	What was a single challenge you want to highlight this week being a designer contributing to an OSS project?	What was a single success you want to highlight this week being a designer contributing to an OSS project?	Roughly what types of design did you spend what percentage % of time on and how do you feel about that ratio?	What tools, softwares or products did you use this week to contribute to the OSS project/tool?	Did any users of the OSS tool get involved in contribution or other aspects of the OSS tool this week or did you speak to any users this	Did any of the other people (developers, maintainers, docs writers etc.) in the OSS project contribute to 'Design' in the last week? If yes	Please paste any links to issues, projects, design files, documents here:	Did you get the time and/or the resources you needed to work on the things you think are needed on this OSS project this week?	Did the design work you did this week follow a process that you were satisfied with?	How do you determine the success (if applicable) to the processes methods and practices you used this week? If not, what small change	Did you do anything to make your design more (or the same amount as usual) of 'open' this week?	Are there any tools, softwares process or methods that limited you in your contributions this week? How did they limit you?	What are the 'hacks' or processes have you tried or used this week to problem solve or reduce time on repetitive or tedious tasks?	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made this week on the OSS? Who made those decisions and how did	What else, outside of the OSS project's need compete's for your attention and time?	What are you looking forward to next week in the OSS project?	Anything else you'd like to tell us about the last week you think is important?
3	Grey	Week 1		- coordinating with 20 volunteers who will be helping out on the Online Conference 4 Experience.	Pulling volunteers together from different regions of the world and to ensure job scope and time slot fit them.	The fact that I manage to pull over 20 volunteers together into a common communication channel	70% planning, 10% design, 20% communication	Notion, Canva, Illustrator, Slack, Photoshop,	no	no		No, time is pretty tight at this moment because jobs are starting to pile up last minute.	Not really. I would like to have the details of the design assets given earlier but they are determined by another	The weekly update meetings we have kept our process flow in sync.	I made an extra effort to create a specific page on Notion called 'Design Assets' where I added the url Googledrive link	Illustrator can be frustrating where they automatically create folders when you batch save a file into different	I added simple instructions on the Notion page on how to save files directly from the page for non-Notion	Everything went pretty well this week.	nothing in specific this week.	Family matters. Helping my kids to find furniture and to help them with their move.	Concentrate on sticker design and platform management with volunteers	
2	Blue	02/28/2		- started to discuss the (OSS conference 4) style guide with the team - started to brainstorm (OSS conference 6) / birthday of 2023 in brazilian community - merge again some materials that I did and edited for (OSS conference 4) team	Trying to understand better how to merge requests in gitlab since I'm not anymore from the official country team, so I'm facing difficult to upload my files	I managed to accomplish everything I wanted	10% gitlab 10% inkscape 80% communication I feel these weeks are slower in development, but that we are going in the right way	gitlab, inkscape, telegram and mirc	no, just brazilian community and (OSS conference 4) design team	Yes, we talked a lot on telegram and element (irc)	(redacted design for conf website and illustrations)	not too much	I think this is fine	not applicable this week	I don't think so	I needed more time	not applicable this week	with the brazilian team was ok, and with (OSS conference 4) design team was the same	the design system was started, and it was made by the core team with help from the others	my works in general	continue these tasks	not this week

Your nai	If	What are the top 3 (or mo	What was a single challer	What was a single succes	Roughly what types of des	What tools, softwares or p	Did any users of the OSS	Did any of the other peop	Please paste any links to	Did you get the time and/t	If not, what small change	How do you determine the	Did you do anything to m	Are there any tools, softw	What are the 'hacks' or pi	How was communication	Who made those decision	What (if any) key 'design'	What else, outside of the i	What are you looking forw	Anything else you'd like to tell us about the last week you think is important?
		This week I did not contribute in OSS):																		
blue		So I will leave blank what is not applicable			0)% design in OSS					No, I was busy and a little	No							my work, and I'm on a process to go to work on a research group at university, but I'm facing a real big bureaucracy here, and it consumed me, in mental health and physical, because I'm having to go a lot to university to solve some prob

Your na	Wh	If	What are the top 3 (or mo	What was a single challer	What was a single succes	Roughly what types of de	What tools, softwares or p	Did any users of the OSS	Did any of the other peopl	Please paste any links to	Did you get the time and	If not, what small change	How do you determine th	Did you do anything to m	Are there any tools, softw	What are the 'hacks' or pr	How was communication	Did the design work you d	What (if any) key 'design' Who made those decision	What else, outside of the	What are you looking forw	Anything else you'd like to tell us about the last week you think is important?
Blue	03/12		- create the roadmap to sv	I had not big challenges,	not sucess yet	99% coomunication 1% pencil and paper	telegram, element, irc	=only the teams, (OSS co	Yes, the guys from the fro	(redacted prototype link)	yes, but not too much time	no, I'm without too much t	not applicable	no	only time	not applicable	fine but the guys aren't answering too much. I think r	my work, the beginning of	contribute more time	no!

	Your name	What are the top 3 (or more) tasks you worked on this week as a designer contributing to OSS projects?	What was a single challenge you want to highlight this week being a designer contributing to an OSS project?	What was a single success you want to highlight this week being a designer contributing to an OSS project?	Roughly what types of design did you spend what percentage % of time on and how do you feel about that ratio?	What tools, softwares or products did you use this week to contribute to the OSS project/tool?	Did any users of the OSS tool get involved in contribution or other aspects of the OSS tool this week or did you speak to any users this week?	Did any of the other people (developers, maintainers, docs writers etc.) in the OSS project contribute to 'Design' in the last week? If yes who are they, what is their primary role and what did they get involved in?	Please paste any links to issues, projects, design files, documents here	Did you get the time and/or the resources you needed to work on the things you think are needed on this OSS project this week?	Did the design work you did this week follow a process that you were satisfied with? If not, what small change would you make to improve it?	How do you determine the success (if applicable) to the processes methods and practices you used this week?	Did you do anything to make your design more (or the same amount as usual) of 'open' this week?	Are there any tools, softwares process or methods that limited you in your contributions this week? How did they limit you?	What are the 'hacks' or processes have you tried or used this week to problem solve or reduce time on repetitive or tedious tasks?	How was communication across the project this week?	What (if any) key 'design' or 'product' decisions were made this week on the OSS? Who made those decisions and how did the decisions get made?	What else, outside of the OSS project's need compete's for your attention and time?	What are you looking for	Anything else you'd like to tell us about the last week you think is important?				
3	Blue	1. (OSS conference 4) materials - communications 2. (OSS conference 4) 30 years, sketches and communications	the challenge here is about to manage my personal life, work (we are in chaos because of the new governor, our lab could not exists anymore (':), and papers for academic events and the phd classes	not success, only rotine	70% comms 29% sketching 1% (OSS Project 5)	inkscape, (OSS Project 5), telegram, element	only teams in both cases (brazilian design and (OSS conference 4) design)	we decided together the script of the 30 years campaing	(redacted issue link)	not too much, lack of time	not too much	we decided together the script of the 30 years campaing	in future if people engage in the 30 years campaing it will be a success	no	no	not aplicable	fine	not this week	my life and work in gemeral				

Your name	Wi	If	What are the top 3 (or mo	What was a single challen	What was a single succes	Roughly what types of de	What tools, softwares or t	Did any users of the OSS	Did any of the other peopl	Please paste any links to	Did you get the time and i	If not, what small change	How do you determine the	Did you do anything to ma	Are there any tools, softw	What are the 'hacks' or pr	How was communication	Who made those decision	What else, outside of the	What are you looking forw	Anything else you'd like to tell us about the last week you think is important?
																					Did the design work you d
																					This week I joined in another brazilian community, wich is a community not about free software, but free culture and communications in general. The community is called (OSS Project
																					The community works and study around the pratices of the "culture points", that are physical places like theaters, museums, hackerclubs and others that are formalized (in federal gove
			- communications in the ((			60% drawing															I joined the group invited by a friend on the twitter, because with the new government of the president Lula, we will have more cultural projects and resources, despite of some states wi
			- socialmedia card for (OS			30% communication															
Blue			03/2 - adjustments on (OSS Pr	communicate between diff	work in the thins that I like	10% briefing	Inkscape, Gimp and teleg	In the (OSS Project 17), I	in the (OSS Project 5) we	(redacted asset links uplo	yes, but I wish I had more	yes, in general, better tha	I don't know to determine	I joined a new group, hi	not this week			not too good, but more rel	I made the final version of	the same things of the las	I'm looking to focus on (O	So the cultural points around brazil are reativating their structures, not physicaly, but in a bureaucratic way, like creating socialmedia, sites, updating documents, so the (OSS Project 17