

OPEN DESIGN.

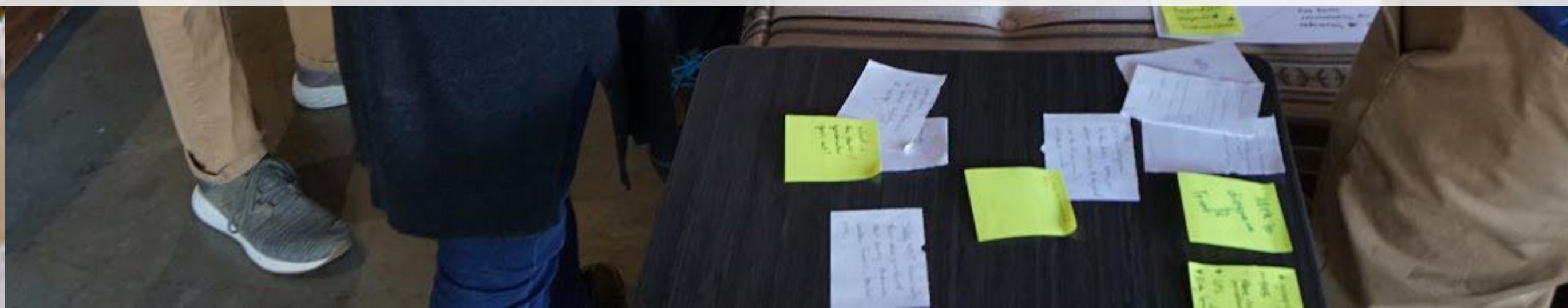
Design contributions to OSS: Learnings from the Open Design project.

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

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Berlin 2018 & Seattle 2019



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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.

Most designers don't
have a clue about what
OSS is or can be.



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OSS isn't part of design education.

Enabling the
organisation to get
prioritize tasks to ensure
of employees & emergency care.

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Even if designers
know OSS, Github
can be a barrier.



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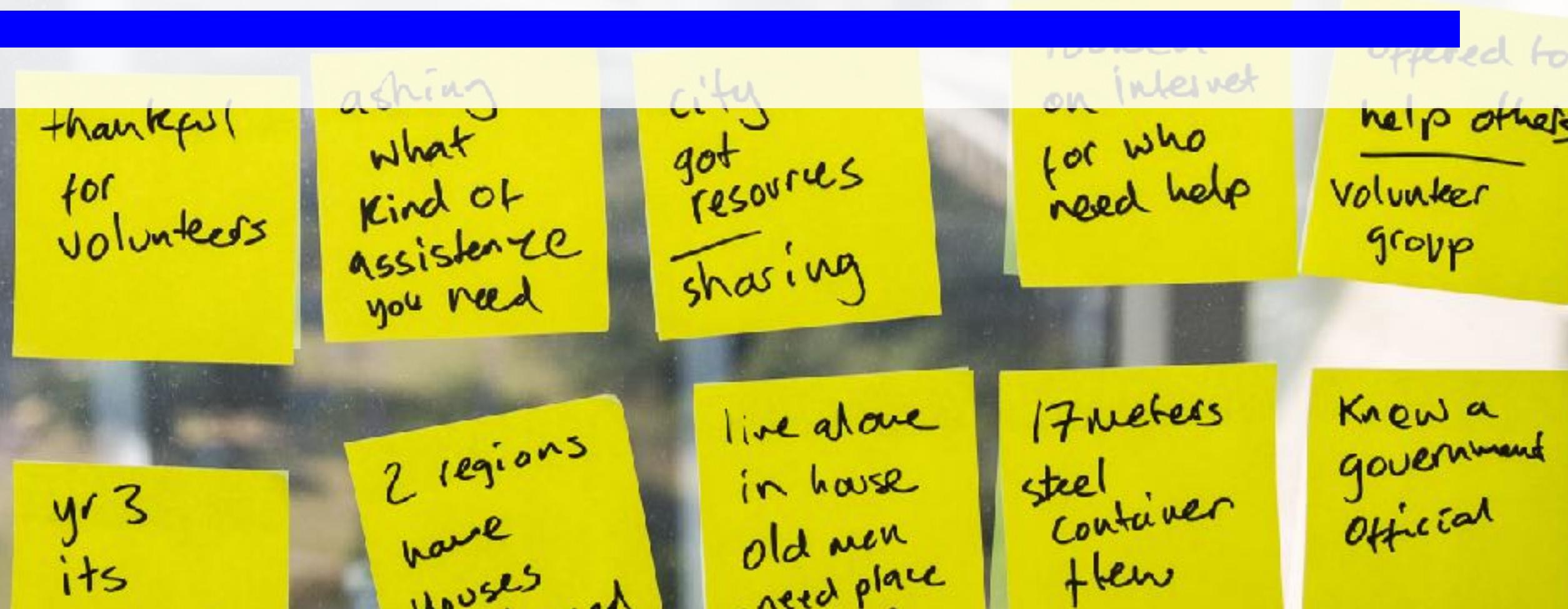
Most OSS projects
understand design as
'logos' and **'graphics'**.

Persona Wall

Example:



OSS project issues can be restrictive...



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...but open workshops
often lose focus and
relevancy.

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Lack of version control
in software and
process for designers.





India, Bengaluru.



Taiwan, Taipei.

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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.

What's the purpose: To zoom out from focusing on behaviors to consider the users' emotions and experience as well.



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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.

What's 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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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.

What's the purpose: There are no bad ideas and no bad sketches. Vote for the best idea(s) at the end of the session by dot voting.

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



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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.

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



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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.

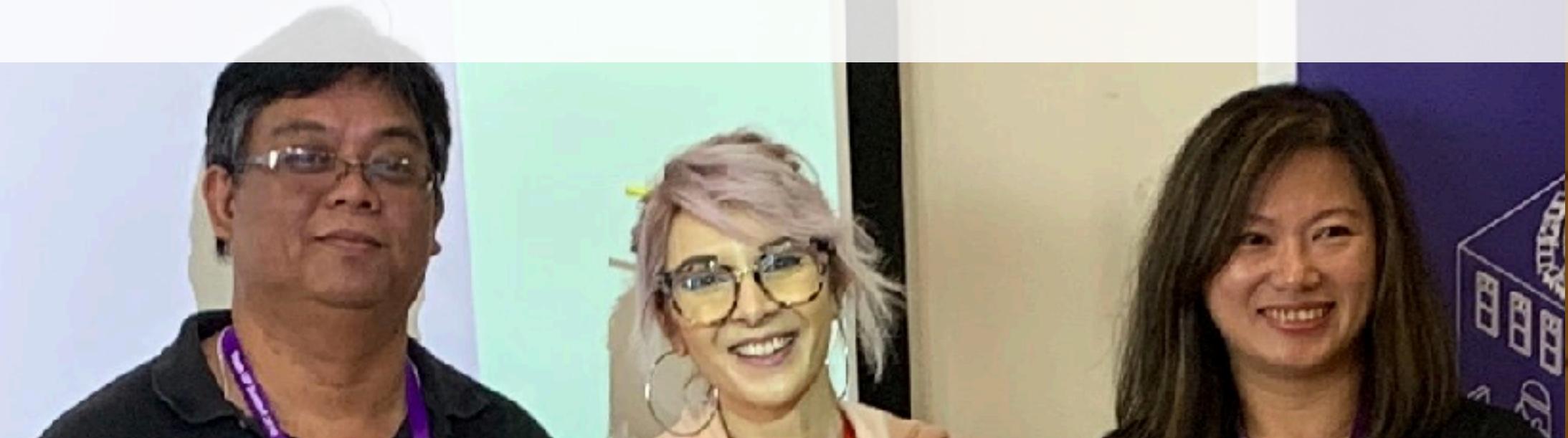
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Invite into the process a 'witness'.



<https://github.com/ushahidi/opendesign/blob/master/witness-brief.md>



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Translate issues to design challenges.

<https://github.com/ushahidi/tenfour/issues/112>

Prototypes.

A check-in that someone can't resend but can respond to.

08:05 AM Today, Eriol Fox

3 2 1 0

RESPOND **RESEND**

Answer 1

Vanaja August 21, 2019

Safe: **NO**

Urgency Detected: **80%**

Keywords: **Help** **Small Children** **Die** **No food** **No Shelter**

Language Spoken: Malyalam

📍 Idukki, 3rd Road, 7th Cross, Idukki, Kerala

[Read full transcript here](#)

Answer 2

Check-ins

SENT **INBOX**

Location is being shared **STOP SHARE**

People Near You

Rekha
938237498

Specialist Skills

Do you have any particular skills that could be useful? Find it in our categories below, or type it in, and upload your documents.

Search

I'm searching for something **X**

Search... **ACTIONS**

Input some text

Input some text

Input some text

I need HELP!!! **SEND**

Describe your situation
Simply describe what damage you are facing

Photo & Video

How big is your property?
100 m²

Location
Taipei, Zhongshan Area

Contact number
091234567

What skill do you need?
+ ADD SKILLS

What kinds of resources do you need?
+ ADD RESOURCES

Save this check-in to re-use later