

OSS Designer Questions

Hello, _____. This is Jazlyn from McGill University. Hope you are doing well!

Thank you for taking the time to help us with this project. Before we continue, we need your verbal consent to participate in the interview and if you agree, to record this interview. Additionally, we need you to sign the consent form [send consent form]. Do you agree in participating in this study and do you consent to being recorded?

Our research is focusing on improving virtual co-design of open source projects through the lens of the needs of the end users. The interview will be broken down into two parts: 1) general questions on your experience in open source design and 2) showing you some preliminary sketches and design solutions to get your feedback.

Experience and Roles

- What is your current job title/position?
- Please briefly describe your job responsibility.
- What is your experience in working with open source software?
- In the last 3 months, how many open source projects have you worked on?
- How many of those projects has there been some sort of inclusion of design?
- What domain(s) were your open source project(s) situated in and who were the end users?

Current Tools & Processes

- As of right now, what available tools are useful when you need to make meaningful design decisions?
- Can you describe the collaboration process between contributors on open source projects?
- Currently, if you engage with end-users of an open source project, how do you do so?
- How are key observations translated to design decisions and communicated to the rest of the project team?

Challenges

- What are key challenges you face in making design decisions about an open source project? How do you address these challenges?
- Has COVID19 presented additional challenges in collaborating on open source projects?

Proposed Ideas - Sketches

[Sketches - GitHub OSD - Google Photos](#)

These are some sketches.

In general the sketches depict a few key concepts:

1. A main dashboard for the entire design in a GitHub repo project (this is shown in the sketch titled 'Goal 1' and 'Design')
2. Focusing on problem definition and connecting with end users (these are the slides titled 'Problem Definition' and 'End User Interactions' plus all the remaining slides showing the 'vetting of an end user' and discussions. All the sketches showing discussions would be public and visible to anyone who sees the repository on GitHub and serve as design artifacts to be used as concrete reasons and explanations for proving decisions further on in the project development timeline)
3. Illustrating personas using miro to have collaborative empathy maps for target users and persona portfolios, in addition to user stories and acceptance tests to be used as artifacts for project decisions. (this is in the sketch titled 'Personas and Use Cases' and is also visible to the public)
4. Virtual sketch gallery to provide a space for visual collaboration remotely and also be used as an artifact for design decisions (these are titled 'Sketches' and 'Sketch Pad'). This component also has an ML component in the idea where a new sketch will be scanned to see if there are existing similar sketches; if there are, then the contributor of the sketch can import a copy of the similar sketch and add new ideas to it.
 - What are your immediate thoughts and reactions?
 - What did you like?
 - What did you not like?
 - If these tools were integrated into GitHub like in the sketches, would you use them? (scale of 1 - 7) and elaborate?
 - What sketch ideas resonated with you the most?
 - What are the current solutions out there that help to accomplish the same purpose? What are their limitations? What are their benefits? What are their negatives
 - Do you have any final questions or thoughts you wish you share?