Design readiness assessment for Open source projects

This is a design readiness assessment rubric that will help you understand the conditions and contexts for when investments in usability and design can be most impactful in your open source research software project.

Aspect	Difficult (1)	Okay (2)	Great (3)
Documentation	The only available documentation is Source code itself or disconnected notes	There is documentation, but it lacks structure and/or is not up-to-date	Documentation is up-to-date, and easy to navigate for users
User focussed issue reporting	If at all, Design issues are described like any other bug or feature request	Exists on issue tracker, supported by tags (like #UX)	Exists on Issue tracker and offering a way outside of the issue tracker to report issues (form, forum etc.)
User Onboarding	Beginners need to make extensive efforts up-front to use the software, be it by reading large parts of technical documentation, studying the source code or being guided by colleagues for a longer time	Beginners need to read minor amounts of documentation or some other training to start using the software	The software's basic functionality is designed to be usable by beginners right away. For advanced topics, there is user-focussed documentation avaliable
Onboarding for non-code contributors	Not existing; contributions are only thought of as developer contributions	Non-code contributions are known to exist, but there are no clear help on how they can succeed. No visible recognition for non-code contribution	There are clear instructions how a non-code contributions can be made. Non code-contributions get visible recognition
Knowledge of design methods	No knowledge of design methods within the team or experiences in collaborating with designers/researchers	Current contributors have applied simplified design methods (testing with friends) and/or worked with designers and researchers before	Current contributors have practical knowledge of design methods like usability testing and interview/observations
Associations with design	"Design is superficial and dumbs projects down"	"Design is okay, maybe it can contribute a bit", "It should make existing product easier to use but should not mess with other processes or focus on superficial polish"	"Design should be an integral part of software creation. This includes look and feel as well as the interactivity and the selection of features"
Last UX design contribution	No design contributions in the last 5 years	Last design contribution more than a year ago	Design contributions are ongoing and the last one was no longer than 3 months ago
Designer Role or Design Focus in Governance and Project Planning	Design and designers play no role in governance and planning of project activities	Design and designers are considered as 'extra' and/or outside of governance and planning activities	Design is a primary aspect of project planning and governance, and designers are part of the planning