

El Recetario

(a collaborative platform for research and experiments
on using waste to construct furniture)

Before coming here, I thought the 'how' was going to be more difficult, but the 'what' was way more difficult. To get the starting point right and to agree, to discuss with the group what we wanted to do. It took a long time.

Because we wanted to make it a participative process with the users that are already registered.

We had to put ourselves in the skin of other people and be potential users, the kind of users that we don't have yet, because the ones we have already want to be in the platform. So other kinds of users.

I think we have a very defined idea of what the platform is and what it can be. We're not worried about how it's going to be, because we know it's just a matter of technical stuff and time. And it's important for us to have a prototype, but it doesn't matter how it is now, because we know how to do it.

We have the basis now, and I think it's been a big change to know that anything we make, or any decision we make... Now we are working in Wordpress, we're going to be more free to change it than we were before with the other platform. Like, okay, we can make mistakes now, or we can leave this for later because it's easier.

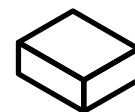
Do you feel you have made decisions you can move forward with?

It seems that especially when you work together on a file, you need hints of where things changed if you didn't make the change yourself.

Femke
Snelting

In my opinion, when you have a complex file or, maybe not complex, but when the changes are subtle, if there's a tool that's displaying it as a bright red, or really putting a marker on _this node_ has changed, _it's helpful. You don't need to spend a lot of time guessing what's the difference. I believe this is useful.

I received lots of feedback, or more like _I'm interested in this!_ For me, it's maybe the first real open source project where I really want other people to be involved. It's a challenge to get people involved in the project. This is a bit new to me, so I ... I'm expecting that people will join in, but I have no idea if this is going to happen because I think usually people need to see a finished project before getting in. Maybe in the designers' world, I don't know. It's a question. I'm trying not to have too much expectation around this and just keep going. We'll see.



Design
with git

Mig
Ara
Cat

Yeah. Exactly. I'm a bit mixed. I don't really know if these visual changes are maybe something that will improve a designer's workflow, but I think because this is so attractive, then designers will come to it saying _oh, let's try it_ and then they will find out about versioning, and then they will start working on collaboration, and then they will find out about collaboration. I mean, the visual diff tool, it's not really practical in any way, I don't really know. But getting designers into collaboration is more important. It's a tool that will maybe attract people into that.