

The Dev8 Handbook

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Chapter 1

Welcome to Dev8

You're finally here! You are now part of a community of developers, students, and tech enthusiasts from Eastern Visayas. Together, we will improve and advance the local tech scene of our region.

Dev8 has existed for quite a while already. We've developed our own culture and practices. We have even formed shared experiences as a community from holding events and meetups to encountering people of various backgrounds and personalities (a few of which have not necessarily been... well-received). As part of Dev8, we hope you get to contribute to the community positively and help us make the tech scene of Eastern Visayas be world-class.

1.1 Describing Dev8

Dev8 is a local developer community that aims to improve the local scene of Eastern Visayas in the Philippines and advance the state of computer science and informational technology in the region. Developer communities have played a critical role in the development of an area's tech scene. Silicon Valley was, in part, forged by their local tech communities that helped people connect with fellow developers and tech enthusiasts. Nowadays, it has become the home of many cutting-edge technology companies in the world. The Philippines also have benefited from their own local tech communities as well. The National Capital Region and Cebu City and Mandaue City are among the centers of tech in the country and they have a vibrant tech scene that further fuels the competitiveness of these areas in tech. We want to establish the same vibrant scene in our region but with the Eastern Visayan touch. We may only be able to concentrate the majority in key areas in the region. But, we hope we get to have a positive impact on a lot of people from the region, whether they eat “bunay” for breakfast, but burst out laughing with “itlog”, or *kun naghuhuna-huna kun namimiss ka ba niya* (~~dire ngayan~~).

1.2 History of Dev8, I Guess

TODO.

Chapter 2

Proposals

In Dev8, everyone has the opportunity to help shape the future of the community. We accept proposals from various members of the community. These proposals will then be reviewed by the Core Team. They will decide on the fate of the proposal. This chapter contains all the proposals that have been made by the members of the community. A template proposal is also available in the source code of this handbook, serving as a guide for anyone who would like to submit a proposal. All proposals will be assigned an ID with the format of D8P-xxxxx, where xxxxx is the proposal number. D8P is short for Dev8 Proposal.

2.1 Proposal Keys

2.1.1 Type

TODO. Differentiate between event and activity.

2.1.2 Status

TODO.

2.2 D8P-00001: Design Development Workshop 2024

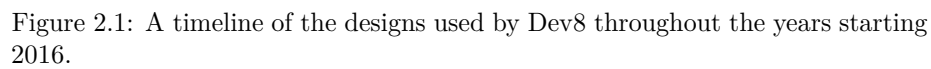
Proponent(s)	Sean Ballais
Date Created	April 09, 2024
Type	Internal Activity (Members-Only)
Status	Draft

Dev8 is, at the time of writing, currently undergoing a transformation from being merely a community to a non-profit organization. This enables us to more easily hold events, undergo agreements, and more. This period of transformation presents us with an opportunity to change the visual aspect of our organization. Specifically, we have the chance to redefine our design language. This document proposes an internal activity to develop this new design language, addresses why a new language is necessary, and includes the various relevant information such as when and where the activity will be held in.

2.2.1 Why Develop a New Design Language?

The current design language used by Dev8 is not formally specified. Until now, Sean Ballais has been doing the vast majority of the design work for the organization without following a design specification (for obvious reasons). This is unsustainable in the long run. It is better to have more people being able to work on designs and graphics works to allow for faster production and reduced risks of burnout. In our current state, having more people work in graphics designs is not easy. Additional designers may also decide to introduce a different design, leading to inconsistency. To ensure design consistency, newly-assigned volunteers will have to consult Sean or refer to the latest designs. These are inefficient and introduce bottlenecks to the design pipeline. The former requires additional communication. The latter will require the artists and designers to take some time to figure out the design elements and specifications of the latest designs. In both cases, reading from a design document will be faster and more efficient.

Another problem is that having only one designer with no formal and written specifications to follow puts the design at risk of being changed suddenly. Figure 2.1 shows the evolution of the visual design used in Dev8. Between 2022 and 2024, there was a change from using 3D elements to a more simplified 2D design with the use of gradients and the utilization of light and texture. This may change further later down the line. While this does not necessarily pose a major problem in many instances, an ever-changing design language does not show professionalism. As a local developer community that is evolving into a non-profit organization, professionalism is important and a consistent and properly-developed design language is a necessity. Standardization of our design language is the correct path for us on that regard.



One can argue, however, that Sean could have just written down the design language he is currently using to help with onboarding new designers and ensure that the design for later works do not change. But, the design is merely defined by one person. The design language should reflect the organization better, and that means that the design must be a community-wide effort, and not just by a single person. Making it a community effort will allow everyone to contribute to the final design. The brainstorming, inspirations, and merging of ideas will lead to a better design language compared to when only a single person specifies it.

A new design language is also a perfect time for us, especially that we are transitioning into a non-profit organization. We have the opportunity to visually mark a new era and new designs will help us achieve that.

Standardization of our design language is important for us so that we can communicate professionalism. It will result in consistency and faster production of our graphics designs, and helps with onboarding designers. The new design language will also better incorporate the various elements that define what Dev8 is and its collective experiences and achievements. As luck would have it, we have the perfect timing to introduce a new design language as we transform into a non-profit organization from a community of developers, students, and tech enthusiasts from Eastern Visayas.

2.2.2 The Design Development Workshop

The design development workshop is an **internal activity** where *regular members* and *special organization associates* come together (organization associates are not allowed) and define and work out the new design language of Dev8. The following components shall be identified during the workshop:

- Guiding Design Principles
 - A few principles to consider are consistency, clarity, simplicity, usability, and accessibility.
 - This must be defined in one sentence.
- Fonts
- Colour Palette
- Spacing and Layout
- Shapes and their Environmental Impact (e.g. shadows)
- Recommended Social Media Media Dimensions

Not all components that encompass a design language is expected to be entirely covered during one workshop. Additionally, the design language used should not be restrictive. The final output should start as a base guideline for later designs.

The workshop shall be held online via Discord on April 28, 2024 from 4PM to 6PM. Depending on the volunteers, it may extend. All participants shall share a Figma file where all ideas will be communicated in and designs prototyped in. The final design language developed will be submitted as another proposal for final approval of the Core Team. Figma was chosen as it offers an unlimited

number of editors for each file in the product’s free plan¹. Lunacy was initially considered, but the limited number of editors for the free team plan was too restrictive (up to three editors only)².

2.2.2.1 Design Prompts

To aid with the formulation of the new design language, this section is providing a set of prompts that should serve as artistic inspiration. These are also the proposed design aesthetics the new design language should take inspiration from while also mixing modern design elements such as gradients. Figure 2.2 has a set of images that should be used as starting points for the new design language.

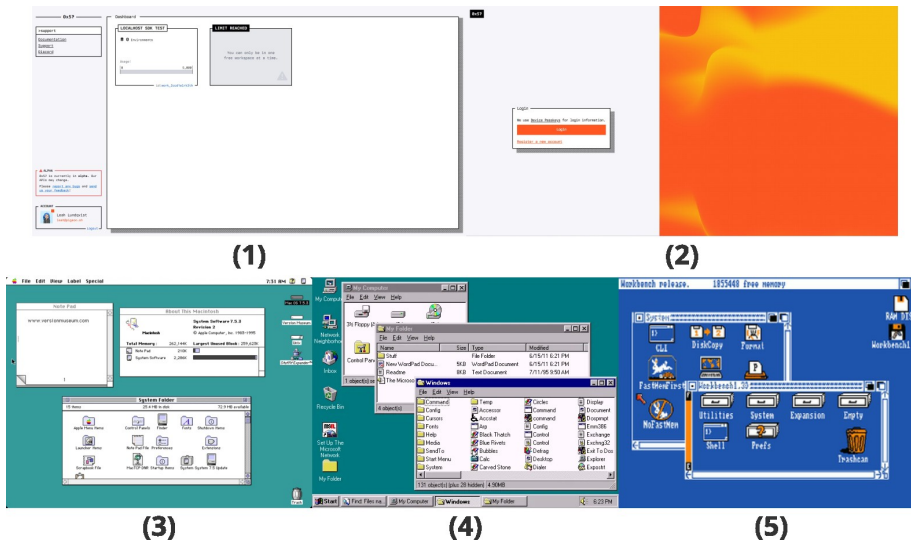


Figure 2.2: (1) and (2) are design languages produced by Leah Lundqvist and her team³. (3) is a screenshot of Mac OS System 7.5 from the Version Museum⁴. (4) is a screenshot of Windows 95 from the Version Museum⁵. Lastly, (5) is a screenshot of AmigaOS 1.3 from Wikipedia⁶.

While the previous prompts are typically based on aesthetics from before 2000, as mentioned earlier, we should also consider modern designs. Figure 2.3 are examples of modern designs, all three of which are from three of the biggest tech companies, we can derive from.

¹<https://www.figma.com/pricing/>

²<https://lunacy.docs.icons8.com/subscriptions/#team-plans>

³<https://twitter.com/LeahLundqvist/status/1774137580612702222>

⁴<https://www.versionmuseum.com/history-of/classic-mac-os>

⁵<https://www.versionmuseum.com/history-of/microsoft-windows>

⁶https://en.wikipedia.org/wiki/File:Amiga_Workbench_1_3_large.png

⁷<https://developer.android.com/design/ui>

⁸<https://fluent2.microsoft.design/material>

⁹<https://developer.apple.com/design/>

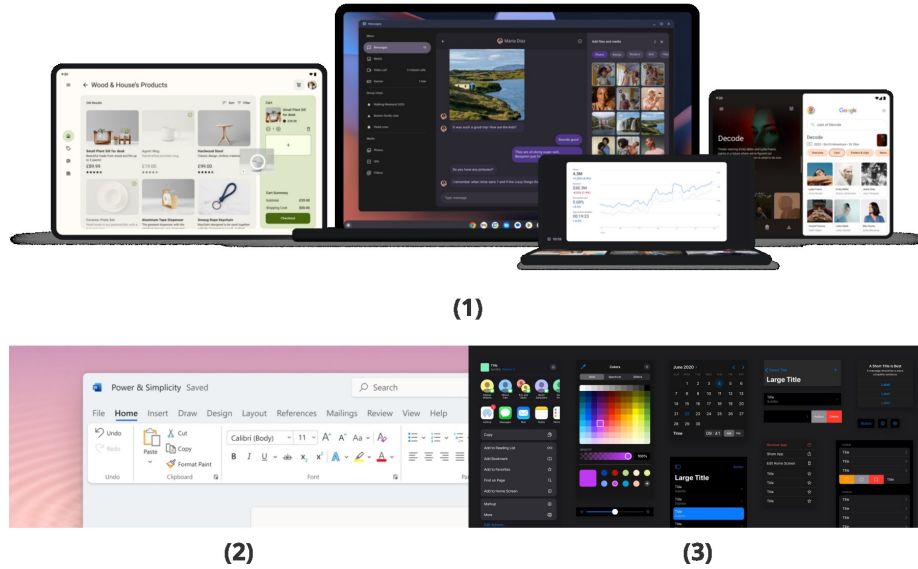


Figure 2.3: (1) is a design language from Android⁷. (2) is from the Fluent Design System introduced by Microsoft⁸. (3) is from the design resources page of Apple's website⁹.

These prompts are merely intended to be starting points. Participants in the workshop are free to take inspirations from other sources.

2.2.2.2 Final Output

The design language that is developed during the workshop shall serve as the initial design language for the entire organization subject to the final approval of the core team. No additional changes, other than those requested by the Core Team, shall be made while the design language is undergoing approval to ensure a smooth approval process on the part of the Core Team. Upon approval, the design language shall be documented in this handbook. Any additions to the design language should be submitted initially as a proposal.

2.2.3 Transition Plan

All works that will be created or released after SEC registration (e.g. the Dev8 COMPILE event proposal document) shall use the new design language created during the workshop. Any designs made prior to the SEC registration should not adhere to the new design language to ensure that the intention of the design language being the visual marker for the new era of Dev8 is properly communicated.

2.2.4 Follow-Up Activity

The workshop only addresses the visual aspect of the design language. We have not standardized the audio aspect of the language. There is likely not enough time if we define it during the currently proposed workshop. Participants may also be too tired out if done during the same period. As such, a follow-up workshop will be proposed later with the target workshop date on May 12, 2024 to focus on defining this auditory aspect of the design language.

2.2.5 Resolution

This proposal is still subject for approval by the Core Team.

