Why design is important in open source communities

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Agenda

- A little bit of info
  - What’s design?

- Community
  - How does it interact with it?

- Importance
  - Why is it important for OS projects?

- Future
  - What does the future have in hold for design?
What’s design?

- Design is the creation of a plan or convention for the construction of a measurable human interaction and involves considerable research, thought, modeling, interactive adjustment, and re-design.
What’s a designer?

- A designer is a person who designs. More formally, a designer is an agent that "specifies the structural properties of a design object". Anyone who creates objects, products, processes, graphics, experiences etc. is referred to as a designer.
The process of design

- Design in itself might seem like an easy job, but as any area has its own tricks and problems.
- The most used design process is called the Rational Model.
- There are 4 stages in this model: pre-production, production, post-production and redesign.
Pre-production

- **Design brief** – an early statement of design goals
- **Analysis** – analysis of current design goals
- **Research** – investigating similar design solutions in the field or related topics
- **Specification** – specifying requirements of a design solution for a product or service.
- **Problem solving** – conceptualizing and documenting design solutions
- **Presentation** – presenting design solutions
Production

- **Development** – continuation and improvement of a designed solution
- **Testing** – in situ testing of a designed solution
Post-production

- **Implementation** – introducing the designed solution into the environment
- **Evaluation and conclusion** – summary of process and results, including constructive criticism and suggestions for future improvements
Redesign

- **Redesign** – any or all stages in the design process repeated (with corrections made) at any time before, during, or after production.
• Designers usually do NOT follow this process, since they use creativity and emotion to generate design candidates, the process is improvised and there are no universal sets to follow.
Open Source =/ only Code

“We need to offer every non-technical open source contributor the same friction-less contribution path as we do with coders.”
The community and OS projects

Designer  Developer
The community and OS projects

Sharing is caring
The community and OS projects

A designer in an OS project/community

Since OS projects are mostly community-based, each and every contribution is appreciated, so please, don’t be shy and join us, even if you are not technical.
The community and OS projects
Installing individual templates

To install individual templates:

1) Download the template and save it anywhere on your computer.
2) Import the template into a template folder by following the instructions in “Importing a template” on page 77.

Tip

You can manually copy new templates into the template folders. The location varies with your computer’s operating system. To learn where the template folders are stored on your computer, go to Tools > Options > LibreOffice > Paths.

Installing collections of templates

The Extension Manager provides an easy way to install collections of templates that have been packaged as extensions. Follow these steps:

1) Download the extension package (OXT file) and save it anywhere on your computer.
2) In LibreOffice, select Tools > Extension Manager from the Menu bar. In the Extension Manager dialog, click Add to open a file browser window.
Unfortunately, design in OS projects most of the time isn’t given the necessary attention, even though the UI is the first thing a user sees when he/she uses the program.
This situation must change!

The way to do this, is to attract new contributors that like to work in the open, using OS design programs and that could bring fresh ideas at the table.
The community and OS projects

Some open source design tools
The community and OS projects

Open Source Design
The community and OS projects

Ura Design
Many open source projects rely on proper UI/UX for them to be appealing to the users and to survive in the long run. This means design will always be important and have a crucial role on the adaption of OS in general.
Thank you!

Questions?