

Community Design Crits (Critiques)

What are Community Design Critiques?

A critique (or more informally a "crit") is an opportunity for us to come together as a small group and examine and discuss a creative artifact - a design wireframe, a persona, a newly-implemented UI or software component, etc.

The idea is to focus on tangibles, not on abstract plans:

- What have we designed or built?
- why is it like this, what are its strengths, and how can we make it better?

In many cases, techniques like our UX Walkthroughs, [Inclusive Design Mapping Tool](#) ("Petals & Flowers"), or User States and Contexts will help us concretely assess and discuss an artifact from different perspectives. It's based on the idea that creative work gets stronger when it is discussed amongst peers and diverse ideas are considered.

Crits help us to:

- amplify the strengths of a design
- suggest alternative trajectories
- reflect on our work through the lenses of different users
- identify areas of confusion
- focus on tangible artifacts, not just abstract ideas or goals

These design crits are informal, constructive, specific, and respectful. It's a forum where anyone from the community can bring their designs and receive feedback.

Since these meetings are participant driven, there will be occasions when the crit will not meet. Meetings will be announced in the schedule below, and to the relevant mailing lists (i.e. inclusive design community list, and fluid-work).

Note: Meeting Time Change in 2019

The Community Design Crit will be changing meeting times to Tuesday 2pm to 3pm Eastern Time. All other meeting details remain the same (i.e. same location and web conferencing).

To Join

To join the conversation using your browser please visit the [fluid_standup conference room](#). If you have issues with video or audio, try accessing the [fluid_standup conference room](#) using the [Google Chrome browser](#) instead.

Optionally, you can join the conference using the Vidyo desktop app. You can find

Check out the [Meetings page](#) for more reoccurring events.

Check out the [Collaborate page](#) for more ways to get involved!

Schedule for 2018

Every Tuesday at 2 PM - 3 PM ET, folks from the IDRC, Fluid community, and others get together to learn and chat about designs, design challenges, and to give feedback. Users who are remote typically join via Vidyo.

Note: occasionally the design crit will not be held. Please check the schedule.

Topic	Facilitator	Date	
Ontario Standard Form Lease Redesign	Francesca (Law & Design Colab)	January 22	
Storytelling Tool Demo and Feedback	Sepideh	January 15	https://pad.gpii.net/p/storytelling-testing-o6p4nsv https://stories.floeproject.org/
SJRK Web Accessibility Review	Lisa, Silvia	January ??	http://cuentalo.org/ http://guardiaambiental.org/

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Past Community Design Crits

IDRC Website Design - revisions and update	Jon, Michelle	Wednesday Nov. 14 1:30p to 2: 30p ET.	Website Mockups
SJRK website design feedback	Avtar	Nov 6	https://files.inclusivedesign.ca/s/MQ5n1mlALfb86Nw#pdfviewer
Co-design activities template for Inclusive Cities Toolkit	Sepideh	Oct 30	<ul style="list-style-type: none"> https://files.inclusivedesign.ca/s/QPMJoNHxsI2Vju5 https://files.inclusivedesign.ca/s/xNMe092pVA1OeUB Video Recording
DEEP Retrospective	IDRC	Oct 16	Notes
DEEP 2018 5-minute Presentation Discussion	Jon	Sep 25	
DEEP 2018 Discussion	Jess, Vera	Sep 18	
UI Options Word Spacing	Justin, Jon	Sep 11	Concept Icon (AI File)
UI Options Plus Orator Play Button Design	Justin	Aug 28	Demo: https://build.fluidproject.org/infusion/demos/orator/ Design Options for Orator (text-to-speech) widget
Meaningful involvement of Persons with Disabilities in WCAG Silver	Cybele	Aug 21	Slides: pdf, pptx Video Recording
Co-design Activities for Inclusive Cities	Sepideh	July 24	Video of Inclusive Cities Co-Design Activities
Personal inclusive design roadmaps for youth activist groups	Avtar	July 17	Summarizing which resources might be interesting to them and why
Accommodating new contrast themes in UIO	Justin	July 10	UI Options Demo
Technical crit of SJRK Storytelling tool	Alan, Gregor, Michelle	June 26	
Trip to Colombia and the work with Karisma and the Storytelling Tool. (Part 2)	Dana / Michelle	June 19	
Trip to Colombia and the work with Karisma and the Storytelling Tool. (Part 1)	Dana / Michelle	June 12	Recording of design crit
Inclusive Cities website	Eloisa	May 29	http://cities.inclusivedesign.ca
Open Platform for Citizen Neurodevelopmental Research: Part 2	Aaron Engelberg	May 15	Wireframes and project notes (Zipped PDFs)
Story Telling Tool in Two Contexts	Dana	May 8	
Co-design and discuss the Sidewalk Toronto Co-design process	Sepideh/ Simon	May 1	
Open Platform for Citizen Neurodevelopmental Research	Aaron Engelberg	Apr 24	Wireframes and project notes (Zipped PDFs)
Inclusive Locks and designing with children	Claire Andrews	Apr 10	Meeting notes
ILDH restructuring	Sepideh	Apr 3	Meeting notes
Co-design debrief and challenges	Sepideh / Dana / Jon	Mar 27	Co-design design crit notes
LipSync touch screen assistive device	Stewart Russell	Mar 13	http://www.makersmakingchange.com/lipsync/ Collaborative Notes
PhET Faraday's Law Keyboard prototype Wordpress Gutenberg Editor	Jon	Feb 27	<ul style="list-style-type: none"> Keyboard prototype for Faraday's Law (note: not fully screen reader accessible) Wordpress Gutenberg front end demo @ Tomjn
UIO Browser extension syllabification option	Justin	Jan 30	
SJRK Storytelling Tool Designs	Dana	Jan 23	Mockups Notes

Bodies in Translation Knowledge Platform	Lindsay	Jan 16	Bodies in Translation Knowledge Platform
Google Summer of Code Project Brainstorming	Justin	Jan 9	January 9 Design Crit - GSOC Brainstorming

Sharing at a Design Crit

If you plan on sharing a design at a design crit, here are some details which may help you prepare for the discussion.

Design crits are intentionally informal and casual

We try to keep design crits very informal and casual on purpose. This makes it easier for participants to share designs (requiring less time preparing formal presentations), and opens up more time for organic conversations. A formal presentation of your project or design is not required, and we encourage a more conversational approach.

Come prepared with specific questions or ideas to share

Design crits are a great opportunity to discuss designs, refine ideas, ask questions, and get feedback. To get the most out of a design crit, come prepared with specific design issues to share - this will help focus the discussion on the topics that will help you.

Making use of available time

Design crits are intended to be 1 hour in length to help keep the discussion productive and specific. Come prepared with something to show and with questions to ask. If needed, another design crit can be scheduled to continue the discussion, or you can take advantage of the [Inclusive Design Community mailing list](#) to reach a broader audience.

Pre-Meeting Information

One to four days before each Design Crit, an email is sent to both the fluid-work and Inclusive Design Community mailing lists. These emails describe the topic of the design crit and provide instructions on how to participate. These weekly emails is a good opportunity to share any designs, presentation material, and resources in advance.