

Community Meeting (October 3, 2018): On Continuing Creativity and What Lies in the Path of the Revolution: Thinking through the hard problems of designing, using, and changing software in practice.

Description

Presenters: Colin Clark, Antranig Basman, Philip Tchernavskij

The session will engage you in a conversation about what sort of accessibility attributes we can document in this early design phase. We will work with sample wireframes and develop a common language to use to pass along to developers so that accessibility remains at the forefront of design and implementation.

- <http://www.ppig.org/node/1088>
- [What Lies in the Path of the Revolution paper](#)
- [On Continuing Creativity slides](#)

Notes

- PPIG - Psychology of Programming Interest Group
 - Founded in 1987 by Thomas Green
 - This years conference took place in the Art Guild
- On Computing Creativity
 - Inequality is Growing
 - 85% of post economic growth by the richest 1%
 - 1 of 8 Americans living in poverty
 - Tyranny of change
 - more than 80% of the cost of software development is devoted to maintenance
 - mainly due to the need to evolve in the face of changing requirements
 - Change is hard for designers
 - change has been treated as something that needs to avoid, minimize, control, or managed
 - Requirements management methods that focus on getting things right from the start see change as risk
 - In agile development teams have autonomy to respond to change. However it's inward looking and a choice that can only be wielded by expert designers and developers. It doesn't extend beyond the circle of trust.
 - Change is intolerable for users
 - for users software tends to be "take it or leave it"
 - designers/developers of the software have the power to change it without notice
 - Ownership of software
 - users don't own it, they just pay to access it
 - real ownership should give them power to change
 - The failure of models
 - people are continually changing, models don't take this into account
 - a persona at best is a blur, at worst its a stereotype
 - see: [The Danger of the single story Ted Talk](#)
 - Co-Design and Community
 - designing with not simply for
 - all participants have equal access to information
- What Lies in the path of the revolution
 - Analogy that we are the grips of a digital feudalism
 - A group that has the power to change the software and large group who doesn't
 - Ownable artifacts
 - (similar to continuing design above)
 - the ability to transplant, substitute, maintain, share, adapt
 - function, expression, data, installation, economies
 - Things we can't own in practice or in theory
 - subscriptions (e.g. creative cloud)
 - cloud and web apps (e.g. google docs)