

# 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.

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.

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?

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).

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## [Past Community Design Crits](#)

## 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

**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	Notes and Links
IDRC website redesign - Get involved section	Jon	Nov 19	<a href="#">Notes (Google Doc)</a>
Storytelling Tool content authoring	Gregor, Jon, Justin	Nov 12	<a href="#">Notes (Google Doc)</a> <a href="#">Video Recording</a>
Platform Coop co-design potluck dry run	Cheryl, Ned	Oct 29	
Sketching for Coding to Learn (C2LC)	Daniel	Oct 1	<a href="#">C2LC</a>
Sustainable Dev Goals Action Guide	Liam	Sep 24	
IDRC Website wireframes	Cheryl	Sep 18	<a href="#">Notes</a>
Strategies for accessible notifications on changed content	Justin, Gregor	Sep 17	
Inclusive Analytics	Everyone	Aug 20	<a href="#">Video Recording</a>
IDRC Website Information Architecture	Cheryl	Aug 6	

Adding new features to UIO Part 2	Justin	July 30	<ul style="list-style-type: none"> <li>• <a href="#">preferes-color-scheme</a> <ul style="list-style-type: none"> <li>• <a href="#">example</a></li> </ul> </li> <li>• <a href="#">preferes-reduced-motion</a> <ul style="list-style-type: none"> <li>• <a href="#">example</a></li> </ul> </li> <li>• <a href="#">Mercury Parser</a> <ul style="list-style-type: none"> <li>• <a href="#">example</a></li> </ul> </li> </ul> <p><a href="#">Video Recording</a></p>
ILDH redesign and tech discussion	Caren	July 24	<p><a href="#">Video Recording</a></p> <p><a href="#">Presentation Slides</a></p>
Adding new features to UIO	Justin	July 16	<p>Examples:</p> <ul style="list-style-type: none"> <li>• <a href="#">UI Options Demo</a></li> <li>• <a href="#">Prefs Framework Demo</a></li> <li>• <a href="#">Localization Example</a></li> <li>• <a href="#">Captions Example</a></li> </ul> <p><a href="#">Video Recording</a></p> <p><a href="#">Notes</a></p>
ILDH	Caren	June 25 3pm ET	<p><a href="https://handbook.floeproject.org/index.html">https://handbook.floeproject.org/index.html</a></p> <p>Structure maps:</p> <p>Existing <a href="https://docs.google.com/drawings/d/1mYdTv3KK_zwaV88PMHi-KmoQOjLZitKZaTPEFLD2FZQ/edit">https://docs.google.com/drawings/d/1mYdTv3KK_zwaV88PMHi-KmoQOjLZitKZaTPEFLD2FZQ/edit</a></p> <p>Proposed <a href="https://docs.google.com/drawings/d/1TiEqHCYyoVnGb7kbYJAfRh1-EfaVUMgBUANoWndNnww/edit">https://docs.google.com/drawings/d/1TiEqHCYyoVnGb7kbYJAfRh1-EfaVUMgBUANoWndNnww/edit</a></p> <p>WireType or ProtoFrame (wireframe and prototype hybrid 🔄) mobile layout early iteration of navigation and organization for feedback: <a href="https://xd.adobe.com/view/904a8db3-b00c-41e1-665c-13548bff0639-e67b/">https://xd.adobe.com/view/904a8db3-b00c-41e1-665c-13548bff0639-e67b/</a></p>
Usability testing	Cheryl	June 25 2pm ET	<p>Notes:</p> <p><a href="https://docs.google.com/document/d/1TmE2TdzBCWqWkd9Cxfnww8qZ0SXPPcWp2B0VOa_99A/edit">https://docs.google.com/document/d/1TmE2TdzBCWqWkd9Cxfnww8qZ0SXPPcWp2B0VOa_99A/edit</a></p>
Designing for Contrast Themes	Gregor	June 18	<a href="https://docs.google.com/document/d/19x1L_Lix4xPjlsxRvpz5nkjFwkskV1hJoCy1V9qEliI/edit">https://docs.google.com/document/d/19x1L_Lix4xPjlsxRvpz5nkjFwkskV1hJoCy1V9qEliI/edit</a>
Coordinating and communicating design crits and community workshops	Jon, Gregor, Lisa	May 7	<p><a href="https://docs.google.com/document/d/1ckflXm4CC2XzGrsCXYIS4i01ExkSm3h5N1-NyFJ-TOK">https://docs.google.com/document/d/1ckflXm4CC2XzGrsCXYIS4i01ExkSm3h5N1-NyFJ-TOK</a></p> <p><a href="#">Video Recording</a></p>
Gooru app	Michelle	Apr 30	"Gooru Learning Navigator with particular emphasis on learning differences. The Learning Navigator is a "GPS for Learning" — a way for each student to follow their own path to mastery. Schools ask every student to achieve the same level of proficiency, but each student begins with a different set of knowledge and skills. The Learning Navigator meets each student exactly where they are and navigates them to their learning goals."
Sign to text / audio	Ade	Apr 16	
Co-design activities discussion	Sepideh, Cheryl	Mar 26	
The Why, Who, What, When, Where & How of our Inclusive Design Theory and Practice: making it easier to find, navigate and apply our inclusive design guidance.	Jutta	Feb 26	<a href="#">Video Recording</a>
Platform Coop Website	Cheryl, Dana	Feb 12	
SEWA Home Beauty Services Coop	Dana	January 29	<a href="#">Notes</a>
Ontario Standard Form Lease Redesign	Francesca (Law & Design Colab)	January 22	
Storytelling Tool Demo and Feedback	Sepideh	January 15	<p><a href="https://pad.gpii.net/p/storytelling-testing-o6p4nsv">https://pad.gpii.net/p/storytelling-testing-o6p4nsv</a></p> <p><a href="https://stories.floeproject.org/">https://stories.floeproject.org/</a></p>
SJRK Web Accessibility Review	Lisa, Silvia	January ??	<p><a href="http://cuentalo.org/">http://cuentalo.org/</a></p> <p><a href="http://guardiaambiental.org/">http://guardiaambiental.org/</a></p>

Past Design Crits - 2018

## Why do Critiques?

Techniques like 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

## 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.