# 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

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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 revolusion
  - 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)