

Community workshops and design crits

Overview

On **Tuesdays 2:00 PM ET**, the inclusive design community gathers together to learn and discuss various topics in the form of a workshop or a design critique.

- Workshops provide the inclusive design community an opportunity for engaging with a broader community to spur our creative processes with topics that may align with our projects, be lateral with, or challenge our ideas by providing alternative perspectives. It also provides the opportunity to make connections with the work of those in the broader community.
- Design 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. For more information, refer to "Design Crits - Additional Information" below.

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

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

Note about dates and times: In order to be flexible, occasionally the date and times of the meetings will change. Please note these changes in the Upcoming schedule below.

To join the conversation please join us remotely at [this Zoom web conference room](#).

In-person meetings have been suspended due to closures related to COVID-19.

Creative Commons and Community Conduct

Contributions to community workshops and design crits are done under [Creative Commons Attribution 4.0 International License](#). This includes audio and video recordings, notes, and artifacts taken during these meetings.

Community workshops and design crits follow the [Fluid and Inclusive Design Community Code of Conduct](#). Attendees of these meetings are expected to understand and respect the guidance in the Code of Conduct.

Upcoming

| Topic | Meeting format | Facilitator | Date | Time | Links / Notes | Coordinator |
|--|----------------|-----------------|---------------|---------------|---------------|---------------------|
| 3D Modelling and Printing (with Open Source tools) | Workshop | Jon | Jan. 19, 2021 | 2 - 3:30pm ET | | Jonathan Hung |
| IDRC Website visual design | Design Crit | Uttara, Cheryl | TBD | 2 - 3pm ET | | Jonathan Hung |
| Community Meeting: Ontario Digital Service | Workshop | Spencer Daniels | TBD | 2 - 3:30pm ET | | Philip Tchernavskij |

Past

Workshops from previous years can be seen on the [Previous Community Workshop Topics](#) page. Video recordings may not have captions. If you would like to contribute to captioning any of the videos, please reach out to us through the [fluid-work mailing list](#).

| Topic | Meeting format | Facilitator | Date | Time | Links / Notes | |
|--|----------------|-----------------|--------------------|---------------|--|---------------------|
| IDRC Website Visual Design | Design Crit | Uttara, Cheryl | Oct 20 | 3 - 4pm ET | | Jonathan Hung |
| Community contributor guide for web projects | Crit | Jon, Ned | September 29, 2020 | 2 - 3pm ET | Examples: <ul style="list-style-type: none">• Floeproject.org• Infusion• Pressbooks• Project Governance Options• Open Source Guide | Jonathan Hung |
| IDRC Website co-design workshop | Workshop | Cheryl & Uttara | Sept. 15, 2020 | 2 - 3:30pm ET | | Philip Tchernavskij |

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| Community Meeting: Care for the Future (AMC Plenary screening) | Workshop | Cheryl Li | Sept. 1, 2020 | 2 - 3: 30pm ET | Video recording of the Care for the Future AMC Plenary (Youtube) | Philip Tchernavskij |
| IDRC Website | Crit | Cheryl Li | Aug. 18, 2020 | 2 - 3: 30pm ET | | Jonathan Hung |
| GSoC 2020: Controller Input Project | Crit | Tony Atkins | Aug. 11, 2020 | 10 - 11am ET | Presentation slides (Google Slides) Zoom video recording Zoom chat transcript Video demo of plugin (Youtube) Github repo | |
| Accessible Survey tools | Workshop | David, Gloria | Aug. 4, 2020 | 2 - 3: 30pm ET | Agenda and notes (Google Doc) | |
| Fable Introduction | Workshop | Abid | Tuesday May 26 (2 - 3pm ET) | | Video Recording | |
| DEEP 2020 - brainstorming | Workshop | Gloria, Vera | May 19 | | Transcript Google Doc Slides | |
| Problems Machine Learning can Solve | Workshop | Ted | April 1 | | Video Recording Slides Google Doc | |
| MyL3 | Workshop | Sepideh, Dana, and Philip | March 25 | | Video Recording Google Doc (Flo) Preference Exploration and Self-Assessment (MyL3) | |
| Designing and Programming with Multiplicity | Workshop | Philip Tchernavskij | March 18 | | Meeting Notes | |
| Skills Development: Remote collaboration strategies | Workshop | Justin | March 11 | | Notes (Google Doc) | |
| Assessment Process | Workshop | Lorna Lo | February 26 | | Video | |
| Skills Development: Accessible web design, implementation, and validation tools and techniques | Workshop | Jon Hung | February 19 | | Video Audio Notes (Google doc) | |
| Making OCAD You - Passport | Workshop | IDRC | February 12 | | <ul style="list-style-type: none"> Local only Special time (2 - 3pm) | |
| Discussion about Irisbond | Workshop | Eduardo Jauregui | February 5 | | Irisbond | |
| Kindle Accessibility | Workshop | JoAnna Hunt | January 28 | | Special date and time (10am ET) | |
| Machine Learning: What it can and can't do | Workshop | Ted Thompson | January 22 | | Meeting Notes Slides Video Recording | |
| Google Summer of Code 2020 planning & brainstorming | Workshop | | January 8 | | Google Summer of Code 2020 with the Fluid Project | |

Suggested Future topics

| Topic | Facilitator |
|---|-------------|
| Agile development: planning | Michelle |
| Teacher to talk about education plans (EP) | Guest? |
| Students with learning disabilities to talk about their experiences | Guest? |

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| People working with students on mindfulness and mental health | Guest? |
| Talk to people who teach children to program | Lighthouse Labs? |
| Someone from able gamers to talk about how people with various disabilities interact with games | Guest? |
| People working with young adults with autism | Guest? |
| Rose? How people engage in social connections and relationships | Guest? |
| Empathy Toy | |
| Engage with OCAD students to talk about their projects and/or areas of study. (MDes and others) | Guest? |
| Music Therapy | Theresa |
| Someone who has developed software for older adults | Guest? |
| Someone who works with brain sensing tech | Muse? |
| Someone to talk about entrepreneurship and marketing (how to reach people to use our software and services e.g. P4A, Outside-in, hack-a-thons, etc.) | Guest? |
| Latest A11y models and principles to follow, and language to use (e.g. things that the MDes students are taught) | Jutta? |
| Accessibility in the Toronto Public Library | Guest? |
| Case Studies of User Creativity in Computing (Monthly) <ul style="list-style-type: none"> • Minecraft (led by: Michelle and other) • Sound Shapes (Shaw Han???) • IFTT (Jon) • etc | |
| Skills Development workshops (Monthly?) Below are some examples of topics that could be covered. <ul style="list-style-type: none"> • Refreshers (e.g. using ARIA) • best practices • using new features (e.g. new CSS, HTML, JS) • new frameworks • new tools • design techniques • etc. | |

| Offsite Visit: Location | Topic | Contact |
|--|------------------------------|---------------|
| Mozilla | | Yura Zenevich |
| STEAMLabs | | |
| Underground Hack Lab? | | |
| Bloorview Research Institute | | |
| IDI Partners (e.g. UofT, Ryerson, etc) | | |
| KidsLearningCode/GirlsLearningCode | Teaching children to program | |

| Challenges / Hack Session / Workshop | Facilitator |
|--------------------------------------|-------------|
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Design Crits - Additional Information

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 above, and to the relevant mailing lists (i.e. inclusive design community list, and fluid-work).

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

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.

Presenting at Design Crits

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.
- Try not cover too much or expect to have every question addressed.
- Design crits are intended to be 1 hour in length to help keep the discussion productive and specific.
- 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.