

Proposal: Let's Make an OpenStack Design Process

Why design?

We've got the brains to make something absolutely phenomenal, but there is a tendency in open source projects to forget the role of design within the development of the product. However, design is ultimately concerned about user experience, and brilliant functionality is wasted when users cannot interact with the system in intuitive, joyful ways. Design makes OpenStack accessible, beautiful, and usable. It's needed to ensure that we are making something for the world, not just ourselves.

Why process?

As the OpenStack project grows, design needs to begin using methods to ensure that user interactions and visual designs are consistent across the dashboard experience. This consistency will unify the product and prioritize usability. The process we use will also create guidelines to help new OpenStack designers quickly develop their projects, make sure integration with the core experience is as smooth as possible, and bring transparency to design in the OpenStack community. OpenStack engineers have a robust system to document, test, evaluate, and grow their work. OpenStack designers should have a strong system as well.

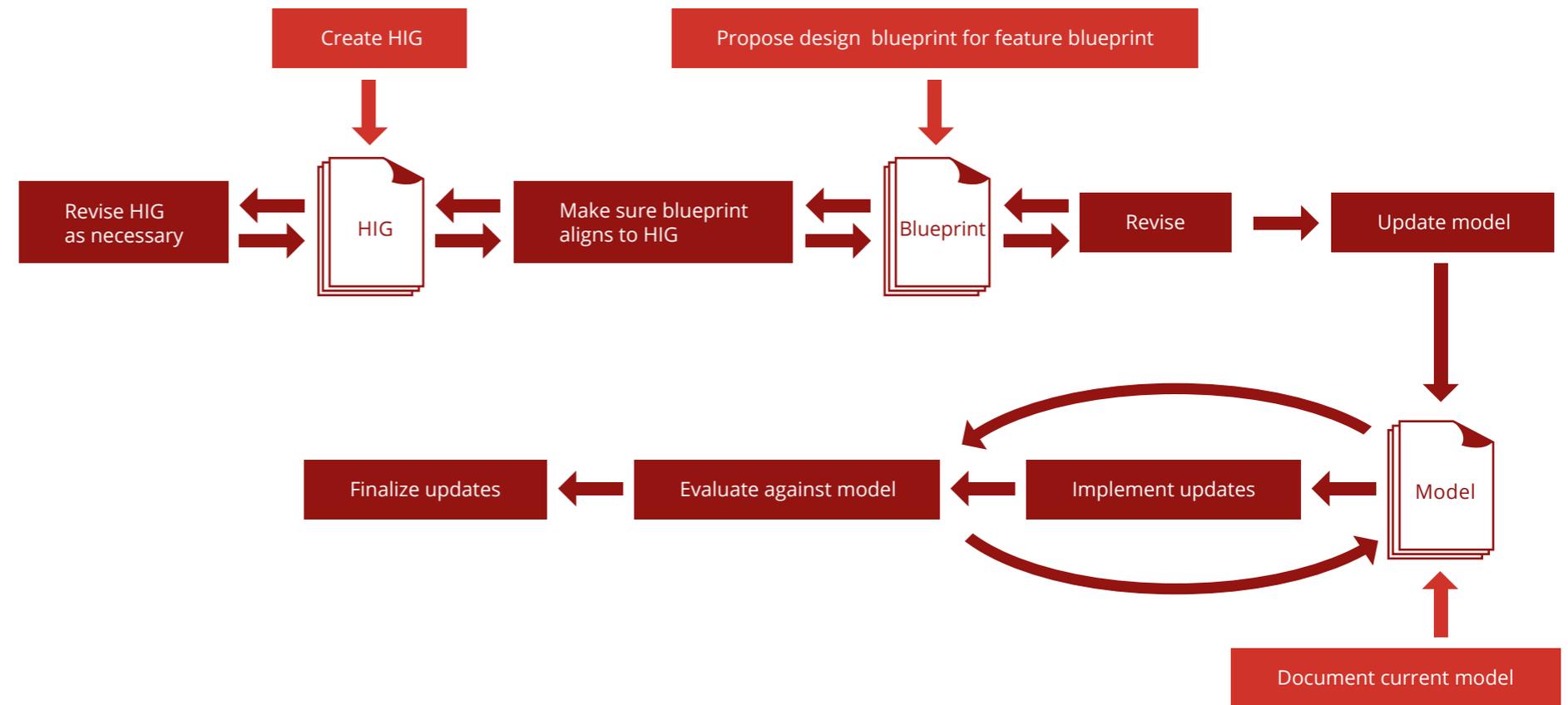
Also...

Let's start meeting. If you're interested in design, we can start setting aside some time each month to discuss design issues, like modifying the process, evaluating significant changes in the model, and planning large design projects. Please let us know if you're interested in getting involved:

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The Process

The proposed process centers around the creation/curation of two community documents, the HIG and the Model, and the evaluation/implementation of individual design blueprints.

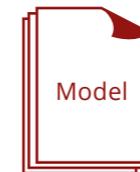


The HIG



The Human Interface Guidelines document defines the criteria to be used when designing interactions and visuals for the OpenStack project, from high-level principles to the tactical use of design elements. The HIG is used to both help designers begin developing UI and assist evaluation of proposed design blueprints. In general, the HIG will allow us to establish foundational criteria so that we can reduce the amount of subjectivity in evaluating design.

The Model



The Model consists of a group of canonical wireframes and visual designs defining the currently existing core and plug-in UI. It serves to consolidate the community's understanding so that all designers may work within an understood space and prevent the generation of hundreds of different iterations of the dashboard.