

Proposal for the sustain organisers

We would like to have one full day (between 6-8 hrs) before or after the Sustain OSS summit (currently scheduled for early 2023) in order to convene with Open Source Software Designers, designers in other kinds of design roles in FLOSS and designers interested in but not previously involved in the OSS specifically.

We'd like to reach out to specific communities ([Open Source Design.net](https://opensource.design.net), <https://digitalinfrastructure.fund>, [IxDA](#), [Queer Design Club](#) etc.) individuals that hold key places in the OSS design community and designers and creative commons folks who currently do not work on open source software. We intend to encourage attendance to be inclusive of participation and/or facilitation in action groups or sessions throughout the day that are consensually agreed upon yet important to themes identified as important to the sustaining of design and UX in FLOSS. We anticipate action groups would form around specific key issues or projects in order to progress on action group related and set goals e.g. An action group for FLOSS designers speaking at more design specific events.

We also welcome non-designers into this space and those in roles that are 'design adjacent' such as educational professionals/professors, content creators and technical/developer skills. However, we'd like to make sure that the design representation is strong at the event as design representation at FLOSS events is often fewer in numbers. The roles/communities we intend to have at this event are inclusive of a broad geographical location spectrum and actively aware of the cultural, societal and geo-political differences that come with an event where global representation is aimed for. Partnering and co-creating with the extended open source design community and design community would be explicit and clear within the creation and hopefully, lead up to this day's event. We anticipate the day to be un-conference, emergent and semi-structured in nature so that any potential barriers to entry in terms of 'knowledge expertise' are reduced. We'd like to invite a reasonable number of these designers to the SustainOSS Summit in order to contextualise some of the broader work in sustaining FLOSS as a whole to the design space.

Likewise, we would welcome attendees of the SustainOSS Summit to the Sustain Design & UX day as per indicated interest and in the hopes of bridging knowledge and understanding between the 'functions' of FLOSS.

We hope to cap the attendance under 80 people.

Some of the suggested content of this day:

1. Mini work-a-thons on small projects like: continuing the inventory or improving the inventory (Bottom liner volunteer: JWF, NAME)
2. Podcast/recorded conversations throughout the day (Bottom liner volunteer: NAME, NAME)
3. Contribution guidelines for designers (Bottom liner volunteer: NAME, NAME)
4. Live Streams of active design for OSS (Bottom liner volunteer: NAME, NAME)
5. A panel discussion crossing designers by discipline with traditional open source maintainers/contributors (and anyone overlapping with the two) could bring an interesting discussion, with the right panellists. (Bottom liner volunteer: NAME, NAME)
6. Open Source Design's recent topic around internships/fellowships (Bottom liner volunteer: NAME, NAME)
7. Invite some projects to come 'pitch an oss project style' to invite designers into their projects to join. (Bottom liner volunteer: NAME, NAME)
8. Defining 'open design' and 'design for open source' or similar topics that need attention and definition. (Bottom liner volunteer: NAME, NAME)
9. FLOSS projects that might like to offer 'bounties' or funds towards a 'sponsor a design PR' for work that arises from the event. (Bottom liner volunteer: NAME, NAME)
10. Speed networking or mentor/mentee matching could help for folks to get to know each other better (Bottom liner volunteer: NAME, NAME)
11. Just hanging out! (Bottom liner volunteer: NAME, NAME)

What \$ budget are we asking for

- Venue hire for a full day + chairs + AV equipment + any required venue staff (1-2 screens/TV equipment) \$3000 (if **not** co-locating with Sustain OSS Summit or FOSDEM etc. or asking for donated space)
- Sticky notes + whiteboards + paper etc. \$200.00 (perhaps these costs can be rolled into a single line-item budget for the Sustain event)
- Photographer + streaming technical, closed captioning help \$1000.00 (perhaps these costs can be rolled into a single line-item budget for the Sustain event)
- Travel Scholarships (done on a needs basis via application) \$8000.00+ (we could ask other companies/orgs to help fund scholarships for certain teams/people/locations)

- Coffee + water + snacks + lunch for 80 people \$1000.00

\$13200.00

We're unsure of the current costs of the intended venue, equipment etc. We're also unsure how much would be appropriate to request for travel scholarships.

Guest List

- Open Source Design.net community core (approx 10-15 individuals)
- SOS Podcast hosts and guests (approx 25 people)
- OSCA design / Open Source Design Africa Chapter (approx 10 people)
- In house designers at FLOSS orgs e.g. Red Hat, UNICEF, Linux, Stackoverflow, Github etc.
- Early-stage open source start-up companies. (5 to 15 people)
- Bitcoin.design team

Announcement email/invite/twitter

Needs to include: Time and day, what the sustain summit is structured like, what the Design & UX working group summit day could be structured like. (Bottom liner volunteers: Eriol & Victory)

Interested in meeting with designers working in FLOSS projects or interested in FLOSS? Do you practice open design by sharing your design files and thinking with the broad online community? Looking for projects to offer your skills that have a path to implementation? Join us for the SustainOSS Summit Design & UX day!

The SustainOSS Design & UX day is a semi-structured, unconference style conference that will centre its conversations, activities and discussions broadly around sustaining open source software from a design and user experience perspective. Sustaining is as broad a term as design, so bring your curiosity, enthusiasm, experiences and effort to join in the

conversations and maybe even start up an open design project or contribute to an existing one.

We welcome all regardless of your time and experience in design or FLOSS.

DAY | TIME | LOCATION | DISCUSSION FORUM | EMAIL ADDRESS |

Podcast Host/Guest email

Rough notes from the Meeting in May 2022

- Sustain 2023 event - what do we want to achieve there?
 - Sometime in March - trying to combine with another OSS event - in person. More updates as they happen. Funders want OSD work to happen!
 - Making sure there are folks doing design work at the event
 - Definition of 'doing design' -> OSS design + paid OSS design?
 - Travel stipends, geo diversity etc.
 - Designer Track
 - Invite all of the podcast guests to Sustain in person -- +1
 - Workshops e.g. the only designer in your OSS, how to hire designers
 - We spoke about having a demonstrable design project. Funding? Hack day
 - Base of resources that work openly in design, contribution guideline resources to consume, iterate, open and mergeable!
 - Half day event + unstructured time post half-day balancing the introvert + extrovert time + extra day
 - Can we link this with OSD.net's work on internships
 - Can connect with HRCD 'solve my problem session'
 - Live podcast episode! Questions from the audience
 - Let folks at the event know they can join and participate
 - All sustainers at an event - OSCAfrica + OSCIndia
 - Environment and culture of OSS
 - Instructional zines for OSS done by designer

- Might be able to co-host something with OSD, e.g. an OSD Day post-Sustain
- What do we want to ask the Sustain org committee for funding/support with?
- Strategy for the podcast?
 - Ask all the guests to come together and talk about OSD + the OSD.net community
 - Interview each of ourselves!
 - Have we done a review of location representations from who's been on so far? Where are we missing geographically?

Mars experience that informs her thoughts of the proposal. Not directly part of proposal to Sustain Organisers but how could be different or adapt. Mars 1st SustainOSS Design call so focused on learning

- Conference/event experience mainly in open source, Python, no design
 - Format of conference I've been to
 - Tutorials, main Conference days, Sprints (3-5 days)
 - SustainOSS break up 1 day into different parts
 - Projects and companies
 - Not just individual open source contributors, but also
 - OSS project core teams/representatives
 - companies that fund OSS (philanthropic foundations, private companies)
 - companies that use and hire OSS (talent acquisition)
 - Target audience, Pathways, Follow-up
 - People usually already attached to a project, event allows for in-depth discussion
 - Eg fan of matplotlib (open source data viz) goes to a conference, speaks to core maintainer of matplotlib, feel less intimate, go to a matplotlib sprint, makes first matplotlib contribution. Then the fan converts to contributor, maybe show up in next matplotlib community call
 - FOSDEM, SustainOSS: Pitch your project
 - Funding
 - companies that fund OSS (philanthropic foundations, private companies)
 - companies that use and hire OSS (talent acquisition)
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