Overview

Abstract

LibreOffice aims to be a great tool for people to let them create, edit and share any kind of information - enabling them to turn their ideas into documents. But offering that much capability doesn't require the software be complicated for all the different users ... The LibreOffice Design Team wants to "Make it just work, and look great, too!" by offering User Experience Design and Visual Identity Design.

But what does that mean? How does the team work? How does it make a difference for the rest of the LibreOffice community? Together, we'll have a look at this initiative - what we've achieved so far, how we currently work, and how we may cooperate in the near future to support software development, the website team, and the marketing people.

Even better, take the chance to make LibreOffice a great product - add your ideas, your thoughts and join this talk.

More Information

http://wiki.documentfoundation.org/Marketing/Events/Fosdem2011



Kicking off the LibreOffice Design Team

- Christoph Noack
- ▼ FOSDEM 2011
- ▼ LibreOffice Devroom, H.2214, 1:30 ... 2:00 pm

What to Expect

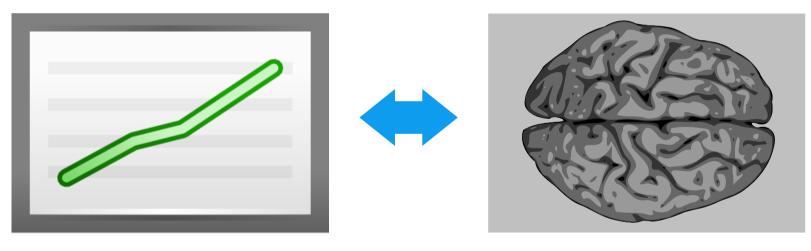
The Contents

- Design
- Design Team
- Highlights
- Next Steps
- Needs



Design

- LibreOffice is a tool to create, edit, share information
- LibreOffice offers much capability
- Here is the problem ...



LibreOffice features increasing

User capability constant

Believe it: Writer already offers about 340 menu items!

Design: Utility



Utility

Utility: A simple feature "Storing Beverage"→ Useful Feature

Design: Usability



Utility

Usability

Usability: Know your users, their use cases! → Usable Feature

Design: Visual Design



Utility Usability Visual Design

Visual Design: Applying consistent design → Enjoyable Feature

Design: User Experience

Hidden product quality (chocolate won't melt)



Finally, focus on the content

Meaningful grouping of features

User Experience

User Experience: Overall perception of a product or a service

Design: Goal of the Design Team

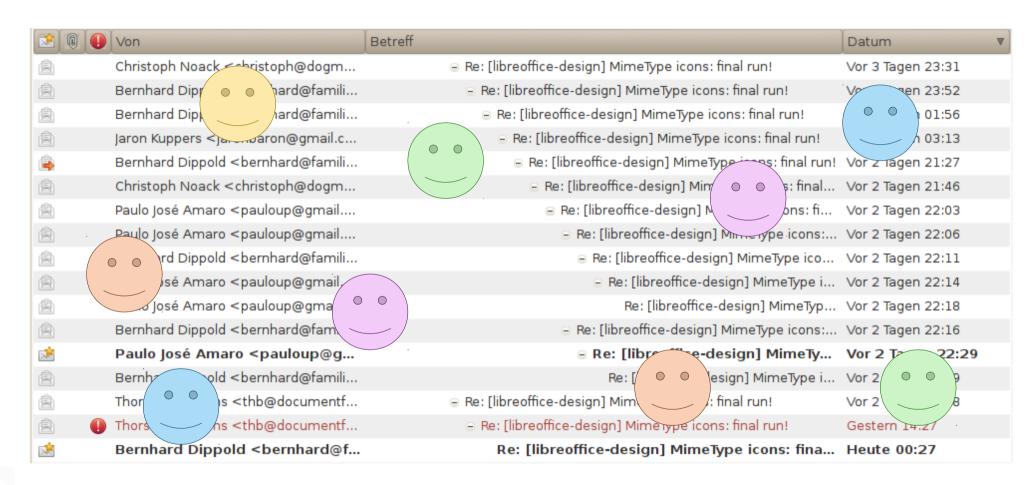


LibreOffice Design Team. Make it just work, and look great, too!

Design Team

Who and where is the Design Team?

Design Team: Home Sweet Home



- Mailing list: 106 subscribers, 850 mails (since end 11/2010)
- Wiki workspace

Design Team: People and Their Expertise

People

- Former OpenOffice.org members (User Experience, Art)
- Other FLOSS projects (OpenUsability, Ubuntu)
- Completely new guys

Expertise

- Interaction Designers / Usability Engineers
- Visual Designers
- Web Designers
- LibreOffice Specialists

Design Team: Organic Work Style

- Preparation of items for the TDF "go public"
- Direct requests trigger us (more or less)
- Started collection of EasyHacks
- Discussion on all major mailing lists (tag UX)

Example "Status Bar"

Discussion within thread "LO Status Bar Annoyances" → Proposals for improved behavior and visualization

Source: Proposal by Paulo



Highlights

What we've achieved so far ... our very first steps.

Highlight: LibreOffice Initial Branding

- Aim: Create a consistent visual identity for both software and project
- Outcome: Branding guidelines, design resources









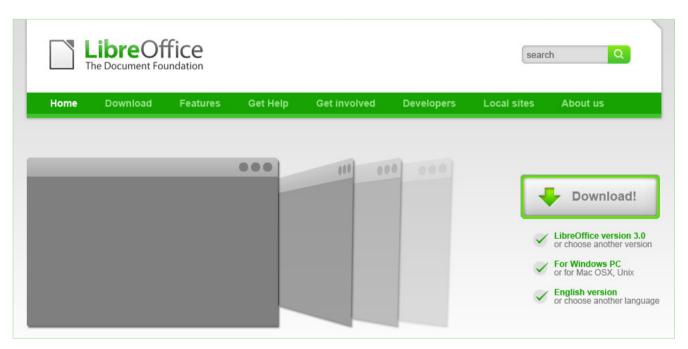






Highlight: Product Artwork and Website Design

- Aim: LibreOffice product re-branding, website artwork
- Outcome: Artwork for LibreOffice and BrOffice





Source: Mockup by Nik

Highlight: Application and Document Icons

- Aim: Create a usable and aesthetic icon set
- Outcome: 140 icons (manually optimized for computer display pixel grid, visual disabilities compensation)



Next Steps

What are we aiming for, what is our long-term strategy?

Next Steps: Design Team Kick-Off

We started to form a real team

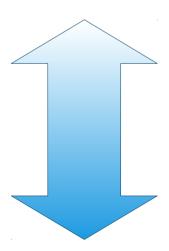


- Invite interested parties
- Summarize current work status
- Personal introductions ...
- Thoughts how to organize and do our work
- Work on the "urgent community needs"
- Collect and prioritize future tasks
- Kick-off serious projects

LibreOffice

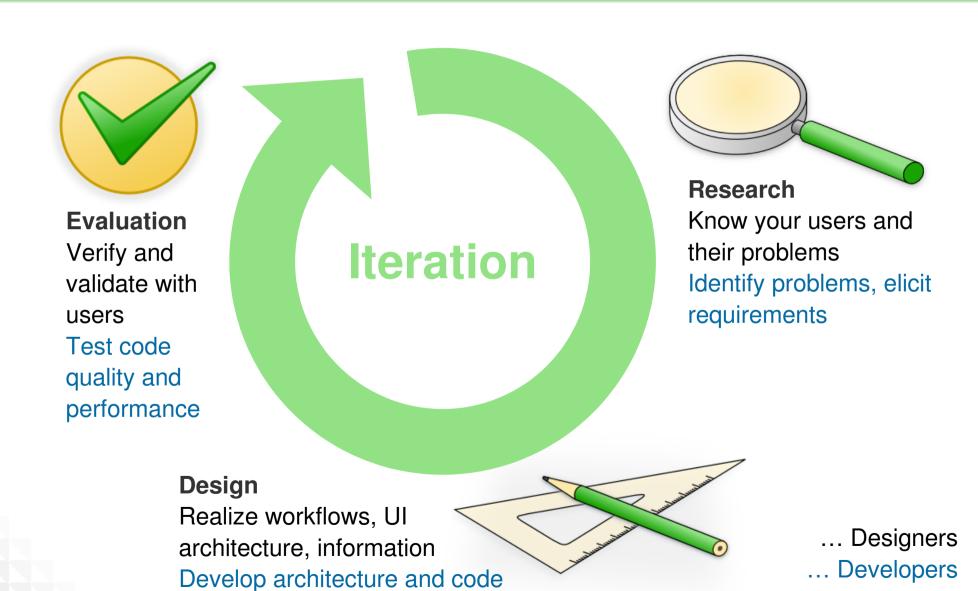
Next Steps: Long-Term Strategy

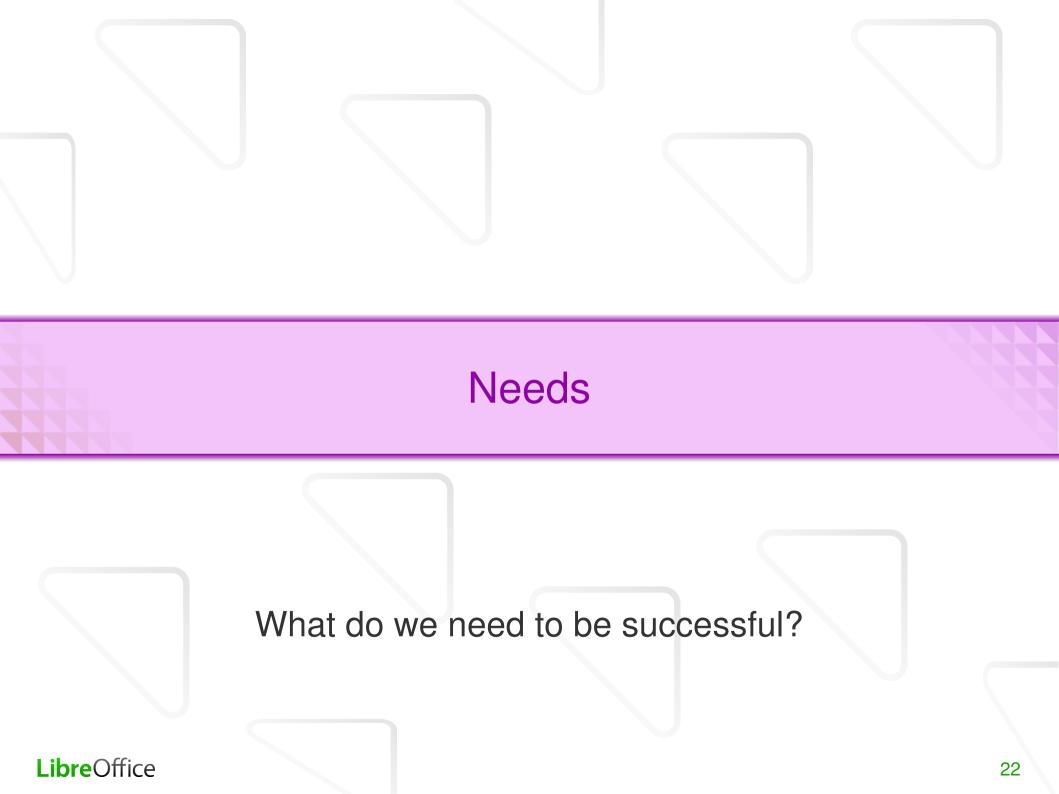
- Target Groups: For whom?
- Product Strategy: For what environment, for what use cases?
- Marketing Strategy: How to place the product in the market?
- Development Roadmap: In what steps?



Design Strategy

Next Steps: User Centered Design

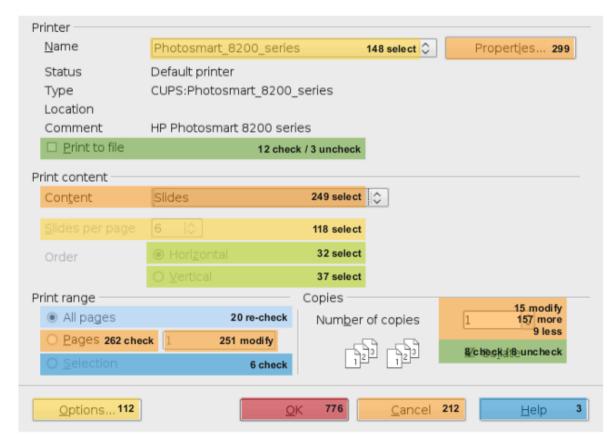




Needs: Tools and Infrastructure

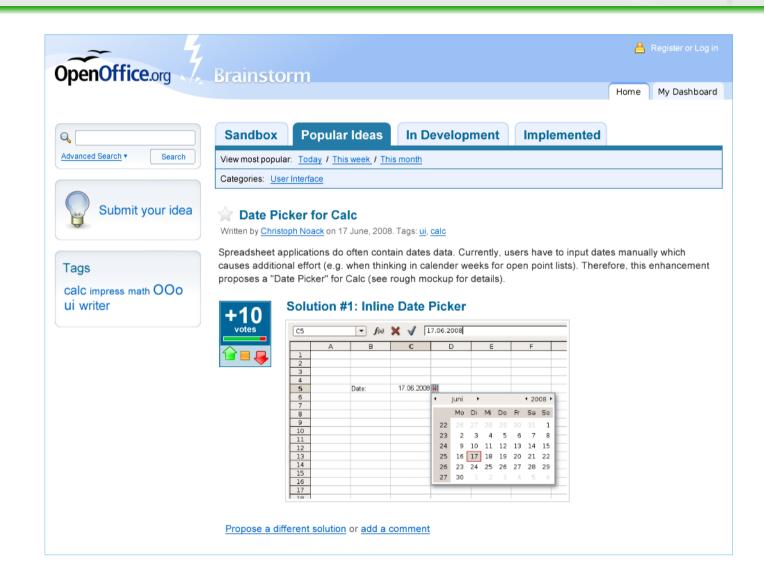
- Research: Software / Website Usage Data, Brainstorming
- Design: Design Annotation, ...
- Evaluation: Agile Usability, ...
- Support: Interaction Guidelines, Design Patterns, ...

Example "Usage Data"



Needs: Tools and Infrastructure, Brainstorming

- Idea collection
- User based priorization



Source: Mockup by Ivan, 2009

Needs: Design Team Contributors

Short: We want you!

- Must-have skills:
 - Understanding that we aim to solve problems of others
 - Ability to see the broader picture
 - You avoid thinking about a "new radical innovative UI"
- Recommended skills ...
 - UX: Patience, cooperation skills, love to do things organized
 - Visual Identity Design: Working on and with styleguides

Take Away

- Design is much more than visual pleasure
- A good feature is more than a feature
- We can help to gain insights in user's needs
- We'll need some time to get settled
- We rely on cooperation with developers and others

Thank you!

Watch: http://wiki.documentfoundation.org/Design

Subscribe: design@libreoffice.org



All text and image content in this document, unless otherwise specified, is licensed under the Creative Commons Attribution-Share Alike 3.0 License. This does not include the LibreOffice name, logo, or icon.