Designing
MuseScore
Miroslav Mazel
Goal: Figure out how to do user-centered design effectively in a volunteer-run community
Where I was coming from:

UX design volunteer in LibreOffice

Part-time UX design job

Studies
DESIGNING FOR THE DIGITAL AGE
HOW TO CREATE HUMAN-CENTERED PRODUCTS AND SERVICES

KIM GOODWIN
“framework of processes in which the needs, wants, and limitations of end users are given extensive attention at each stage”
Why?
Understanding of different needs, workflows, mental models, and contexts
Gets the entire team clear about the target users
Prevents the elastic user
Resolves arguments
Helps see opportunities that competition isn’t targeting
Open-source
UX Design
Meet-up
STEP 1:
Research as a basis
User interviews → Personas
STEP 2: Solve UX problems
1. (Identify problems)
2. Research + ideation
3. Scenarios with personas
4. Wireframes
5. (Lo-fi prototype + rough testing)
6. Mockups
7. Hi-fi prototype
8. Testing
How did it go?
• 9/1: Intro meeting, 4 people
• 9/22: different set of 4 people
• 9/29: stakeholder interviews over Hangouts (4)
• 10/7: more stakeholder interviews (5)
10/21: User research prep (2)
10/28: User research primer (5)
11/4: -
11/11: -
1/13: Interviews meet-up: new member + friend

3 interviews over the weeks, marketing-driven
Lessons learned
People need resources
Letting people learn on their own time is important
Volunteers come and go

Think about how to minimize the need for tutorship, and how to maintain motivation
People’s time is precious

It needs to be evident that meetings and volunteering will be worth their time.
People are coming for UX design experience

They generally don’t have much prior experience
Going forward
Make/gather resources

User interviews,
persona creation
Community-building

Strong base (anyone here?), easy hacks, offline and online
Lean UX?
Aim for replicability
Let me know your thoughts
contact.mirekm@gmail.com