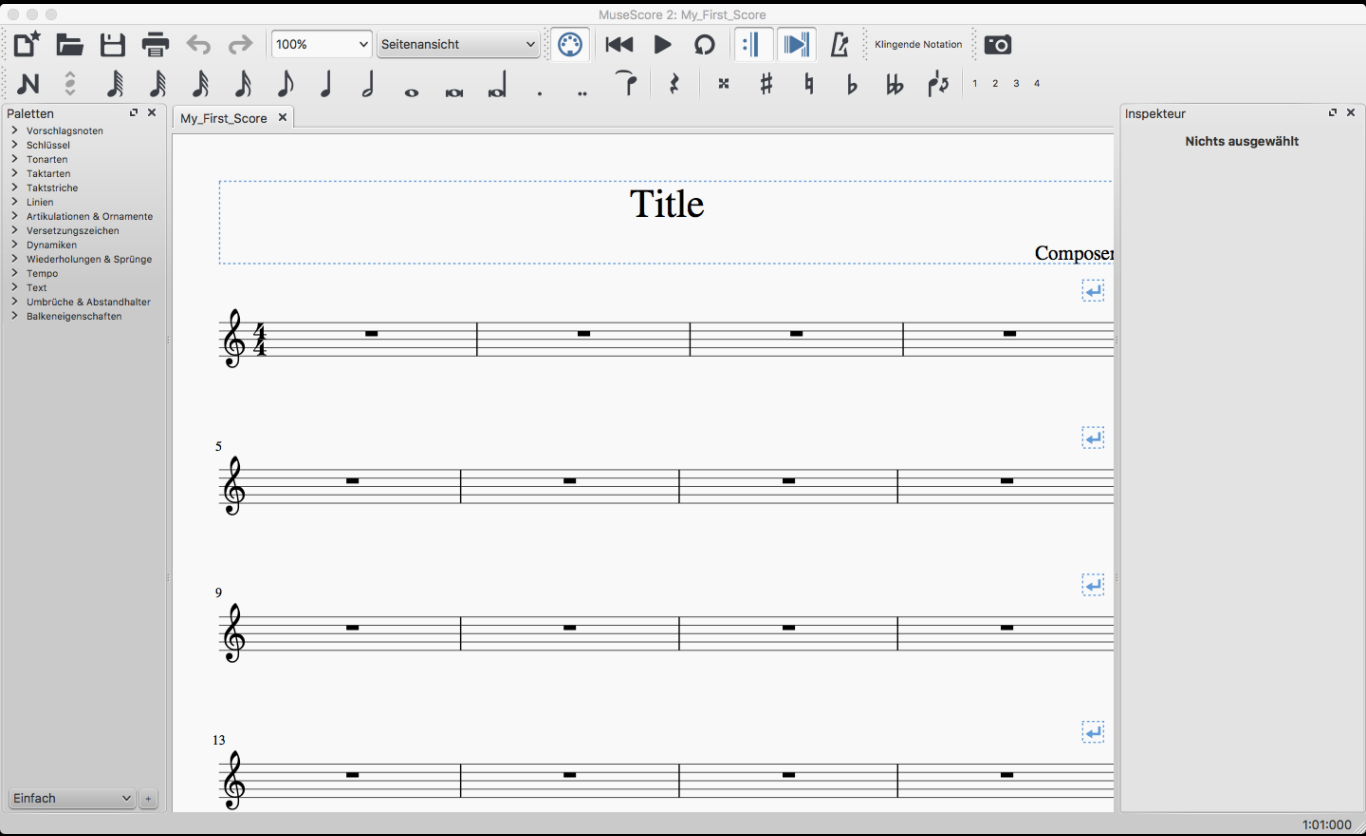
# Designing MuseScore

Miroslav Mazel


MuseScore 2: My_First_Score
100%
Seitenansicht
Klingende Notation
Paletten
Vorschlagsnoten
Schlüssel
Tonarten
Taktarten
Taktstriche
Linien
Artikulationen & Ornamente
Versetzungszeichen
Dynamiken
Wiederholungen & Sprünge
Tempo
Text
Umbrüche & Abstandhalter
Balkeneigenschaften
Einfach
My_First_Score
Title
Composer
5
9
13
Inspekteur
Nichts ausgewählt
1:01:000

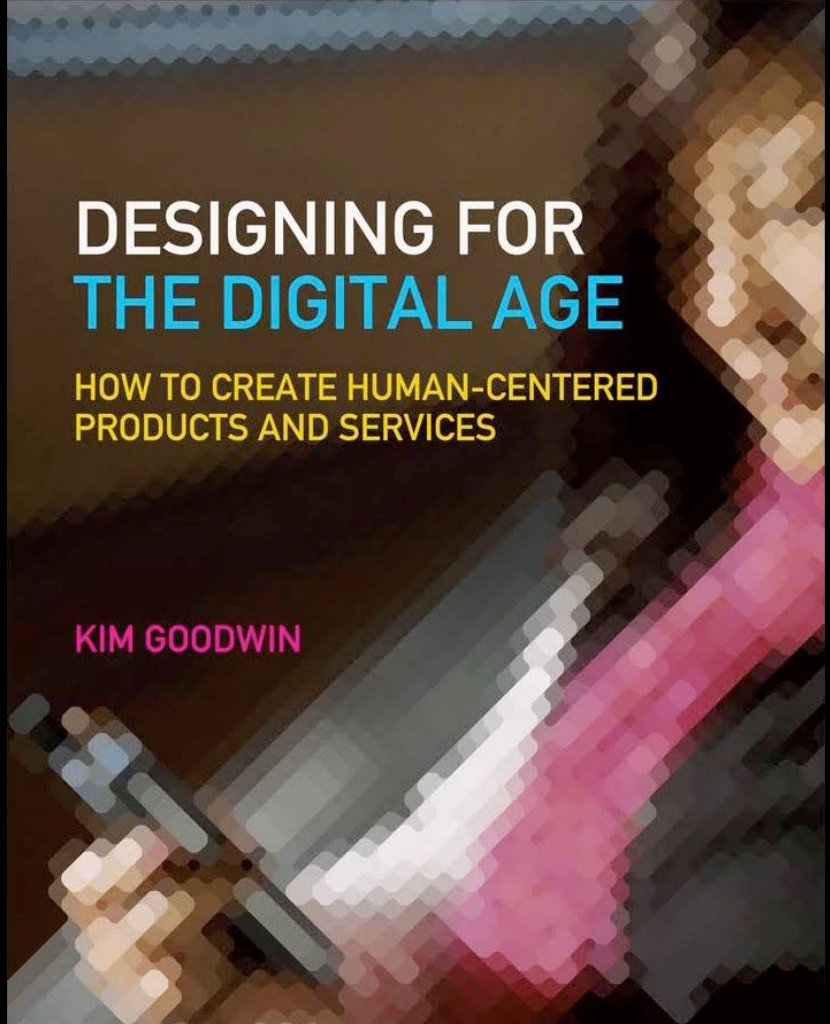
**Goal:** Figure out how to do user-centered design effectively in a volunteer-run community

**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

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