Interface design solutions
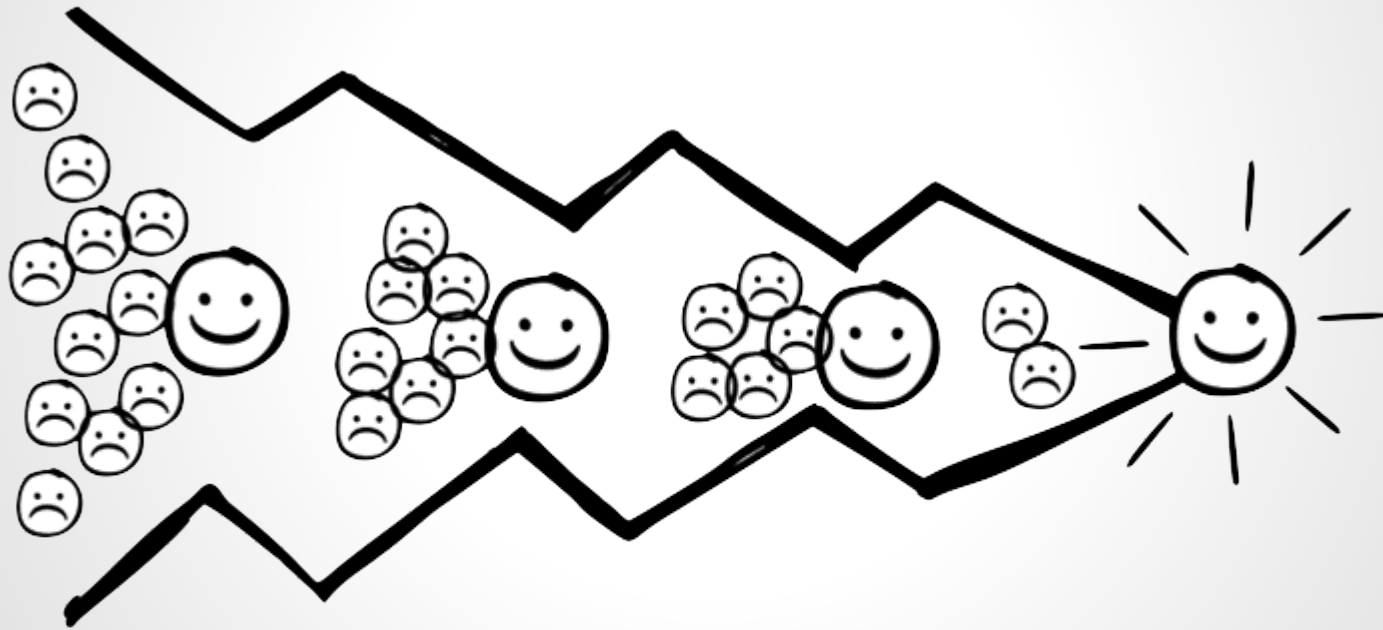
for 5 problems in one hour

Pau Giner · Trevor Parscal · Arun Ganesh

Your first idea is (usually) not the best one

Exploration of ideas help improve your designs

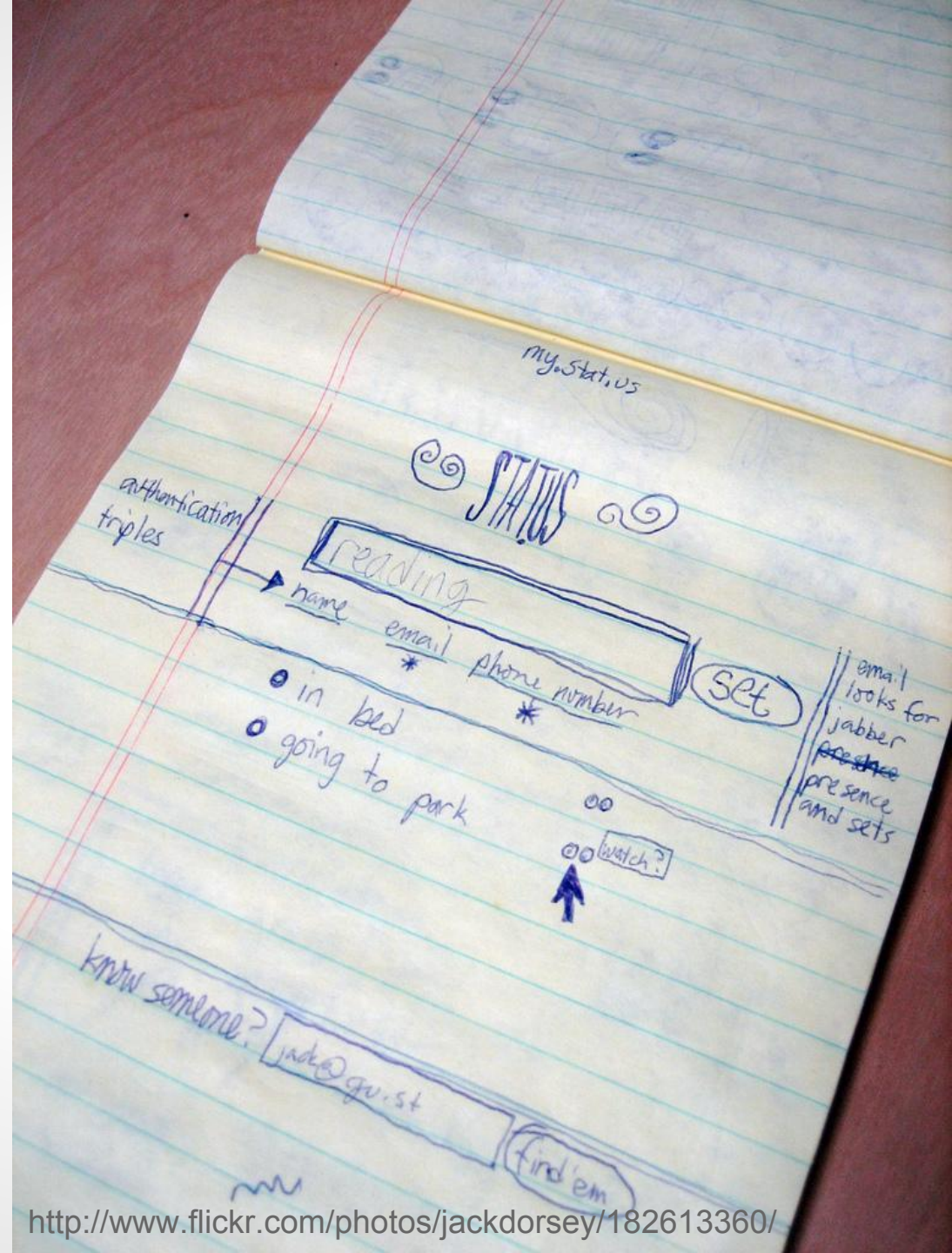Selection Point   Failure   Success

Sketching

Think

Document

Experiment

Explain

Fail faster

6-8-5

Get 6 to 8 design concepts in 5 minutes

1. More is better

Quantity first, quality later.

Get as many concepts as possible

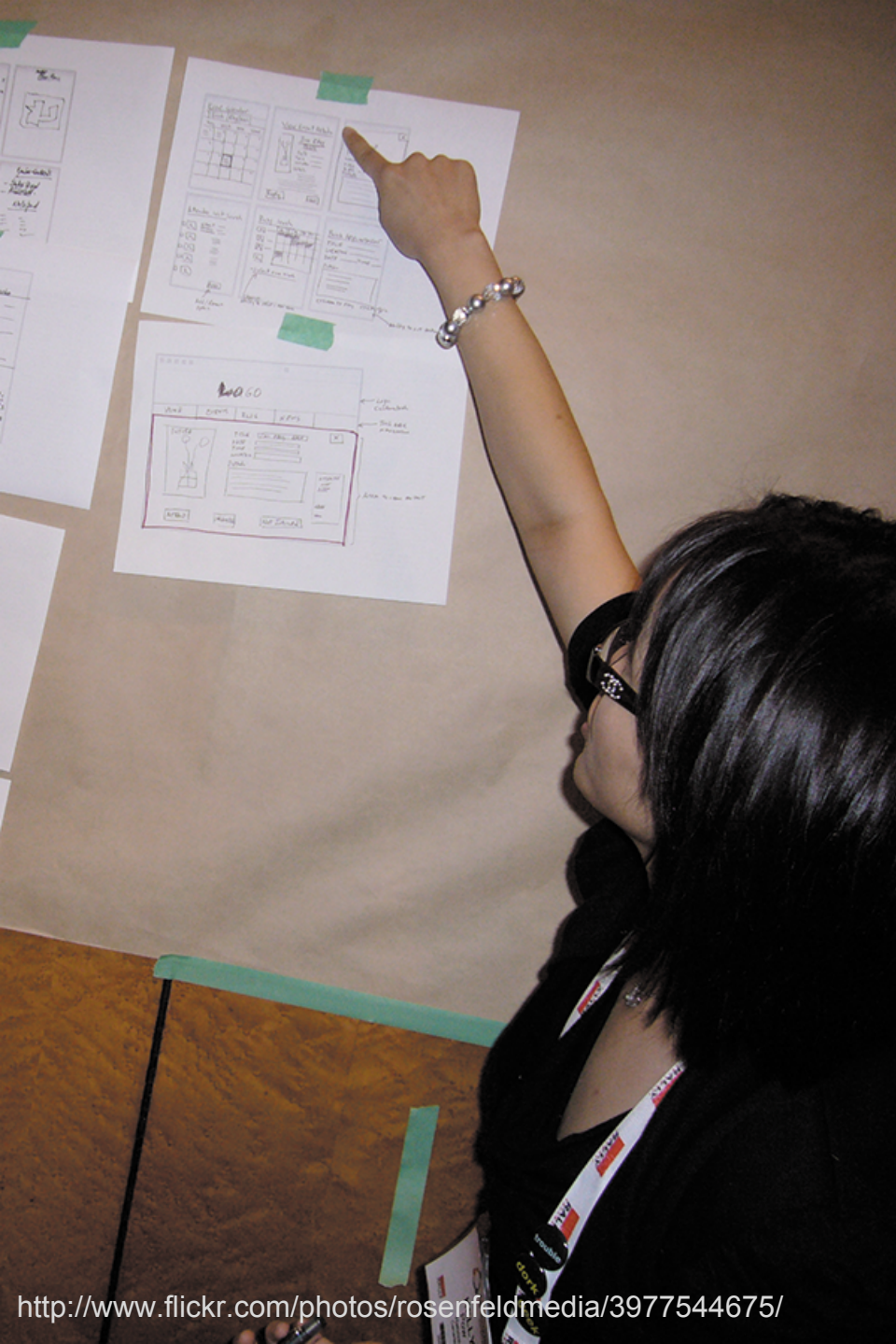In case of doubt, explore all directions

2. Timeboxed

5 minutes

Focus on the core concept

Don't get lost in the details
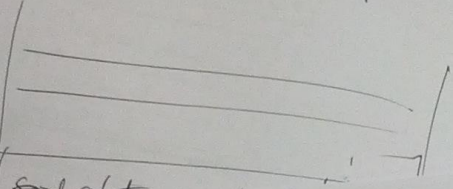
3. Critique

Present design goals and concept.

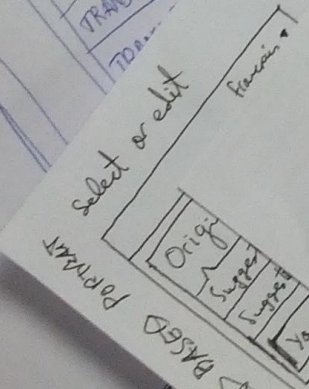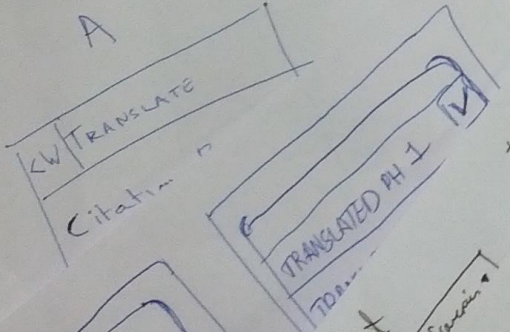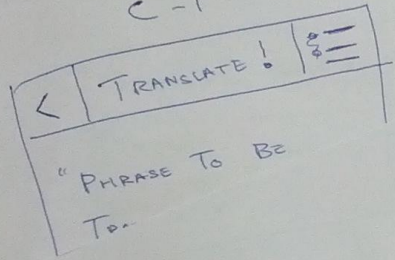Provide:

2-3 thinks that work

1-2 things that:

- Don't work according to the goals
- Want to see more detailed

4. Iterate

Iterate

Iterate

Iterate

...

Let's get started

Pick paper and pen
Propose a problem

We can also propose some...

- Translate Wikipedia articles
- Onboarding: easy tasks for new editors
- Wikipedia homepage
- Interlanguage links
- Visual diff for visual editor
- Relevant articles: nearby, current events...
- Commons upload and display
- Mobile contribution ideas
- Visual information for Wikidata
- ...