

Aim	Objectives	Methods	Outcomes	Outputs
Identify and evaluate the social and technical requirements needed to sustain voluntary designer contributions in the Open Source sector through the development of an open-source Figma Plugin.	Establish a theoretical baseline for the benefits of Open Source and voluntary work.	Literature review focusing on Gift Economy (Mauss), Social Capital (Putnam), and Self-Determination Theory.	A deeper understanding of psychological drivers (autonomy/competence) and reputational returns in non-market systems.	Draft of the theoretical chapters of the thesis
	Identify barriers and requirements for designers contributing to OSS projects.	Semi-structured interviews with maintainers and UX professionals; technical workflow mapping and GitHub analysis.	Identification of "friction points" in current designer-to-developer handoffs and tool-based exclusion.	Interview transcripts and technical workflow maps.
	Develop an open-source Figma Plugin (Workpiece) as a reusable template for Open Design.	Iterative Research through Design (RtD) approach, including coding, prototyping, and documentation.	A functional tool that demonstrates the advantages of creating freely available design assets.	Open-source Figma Plugin and a "Designer's Contribution Guide".
	Evaluate the effectiveness and usability of the developed workpiece.	Comparative Usability Testing, System Usability Scale (SUS), and post-test interviews.	Validation of whether the tool reduces technical friction and increases a sense of competence.	User testing report, SUS scores, and qualitative feedback analysis.
	Synthesize findings and reflect on the future of the "Design Commons"	Qualitative analysis of testing data and reflection on the RtD process.	Conclusion on the impact of voluntary design contributions on the wider community.	Completed Master's Thesis and a reusable template for future Open Design.