Order of topics:

Vision for VDG:

Current suggested/probable candidate: "The VDG is a group dedicated to design within the KDE community, fostering a stronger connection between the technology we have and the experience it can deliver"

(notes: how do we make sure communication is part of that? Is it already?)

What is the VDG

Name: (Suggested ideas) Visionary Design Group, Versatile Design Group, Virtual Design Group, Versatile Design Gathering, V Design Group. Keeping the abbreviation is relevant since it's already worked in. Should we ignore to define the abbreviation at all? This needs a better definition and more work.

VDG will remain separate from the Promo group, but we need better communication with them. Communication will be both for advice from our end and to also take requests for deliverables at conferences, booths, etc.

Web Presence for VDG, needs and wishes:

Suggestions:

Contact list, who is in charge of what. Instead of a members list, have list of areas where a member (or several) are in charge of that area with contact info to them. (this need to be sorted in the "How do we organize work" area later)

We should be careful not to word any contact areas as a place for sending in bug reports or as a replacement for community channels. What specific goals should someone have when contacting us directly?

Past Work (portfolio): like any design bureau we have a page of past work. Even if it is just in the abstract, we link and show of the work done, even if the dev never finished it - we post it. This should be done by always trying to mention the people involved and with a touch of pride to it.

Honorable mentions? if someone in the community has gone above and beyond the call of duty and done something really awesome for us, they should get some kind of a mention. Either in blog or some other way. How do we show those people the most love? Should this be part of the past work portion? Or will we "separate" core VDG and community work? I'd keep it all together.

Links to Wiki and other relevant pages. A place to collect information on what we do, design goals, people we work with etc. Tools and guides should be added here as links as well as the different areas so that people can find wiki topics easily

Information on how to help out. Links to forums, suggestions for topics to help out in and links to communication channels and how the work is handled. It should be easy to find. We should also include direct links to design HIGs and assets for potential contributors to get started.

Wordpress blog. Will be set up on Wikitolearn Server and will be manned by all as a way to spread relevant info, news etc. Hooked up to Planet KDE. Most relevant: ALL HAVE TO WRITE FOR IT. (what topics should we cover, should we do several wider topics as well? Design and interaction design/usability topics in general as well as our things?)

Jobs:
Static Web page: Thomas Pfeiffer and Ken Vermette - all have to provide content, this is not just Thomas and Kens job. They both get to yell at us.
Wordpress blog: Hosted on Wikitolearn (Riccardo) and handled by Phil S and Alex to ensure it happens. May need technical help. We all need to write blog posts, Phil and Alex gets to yell at us.
Both the blog and static pages should cross-link. We'll worry about making both sites look integrated later - for now we'll apply the KISS principle and use canned goods.

Wear, PC accessories, etc?

Jens has started working on objects for store. T-shirts, objects etc on third party selling/print sites. 3D Print? Need more suggestions. (Maybe 3D-printed desk Konqis?)
We have several accounts for redbubble, society6 and PAOM that use the eV credentials since the money has to go to the eV. Will make sure to publish them all so VDG members in general can use them to add new things.
This needs sorting the contact in the eV concerning stores is Aleix

Bug Handling

Talk internally and come up with a unified suggestion if possible to inform a dev as fast as possible.

Bug reports for smaller bugs
1) Bug Comes in with VDG tagged in it
2) Telegram Channel gets a ping as well as email
3) VDG debate bug in telegram if it's not a larger project to be in agreement on what is the correct way to deal with the bug.
4) Reply to bug in the bug report.

Bugreports for larger issues where the design guide is insufficient
1) Bug comes in with VDG tagged in it
2) Telegram Channel gets a ping as well as email (VDG List)
3) During debate of bug it is apparent it is either a long term project, a project which will have an effect on other areas of design or that the Design Guide is lacking.
4) Reply to dev the issues that has come up.
5) Start a thread in the forums, invite dev. If possible post about it in Email list as well as on future blog to spread the word. Make noise.
6) When the situation is resolved. Lock thread, keep it there and write in Wiki as well as make sure to inform dev.

All larger projects shall be posted in the forums and preferably posted on the blog with links to forum list. Always include the dev in charge and if there is a VDG member in charge - this person needs to be informed.

VDG and Telegram

Start three new groups "VDG Café", "VDG Artworks" and "VDG Bughandling" (Alex is the expert there but we should all pitch in to set them up and also mod them if needed).
Talk with Ben Cooksley about sorting out different KDE telegram groups and show them off somewhere.
We should have a bot that pings our (new) VDG Telegram Bug Handling group if a bug is tagged to us.

Next Meeting

Next meeting is Saturday 23'rd of January, 19:00 CET.

The topics for the next meeting are as follows and for future meetings, only the most

Topics:
1. Our personal TODOs
2. What we should try to have ready for CERN in advance
3. How to promote Sprint @ Cern
4. How we organise work
5. How we make work effective
6. Web Presence
7. More members how?
8. Branding and consistency
9. Promotion work and the VDG
10. Next meeting, topics for next meeting, tiem for next meeting.