Objective: Map Information Foraging Theory (IFT) to design patterns for development tools

Why? To help tool-designers get ideas for how to help developers find information

Example: Suppose you’re an IDE designer interested in helping developers find information related to a project’s status... e.g., keeping abreast of feature requests, bug counts, etc.

Your Problem: What should your tool look like? What should it do?

Solution: Go to the IFT wiki for ideas. In particular, you’ll find the Dashboard design pattern...

Aha! Your tool could include a Dashboard!

So then you create and evaluate your tool, publish your research, and change the world.

For more information on the wiki:
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