

The First Four Years of Kinopio

What I Learned Building and
Growing a Product and
Community

kinopio.club



Hi, I'm Pirijan

Engineer, Designer, Sometimes Artist

Co-creator of [Glitch.com](https://glitch.com)

Creator of [Kinopio.club](https://kinopio.club)

What is Kinopio

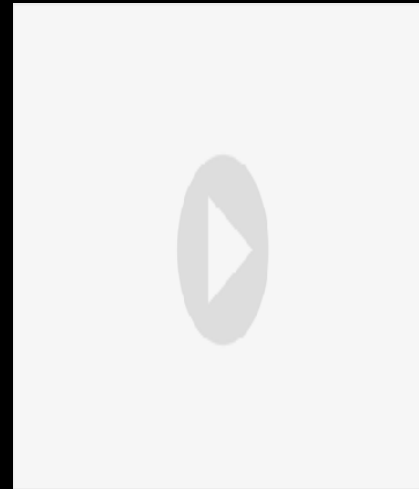
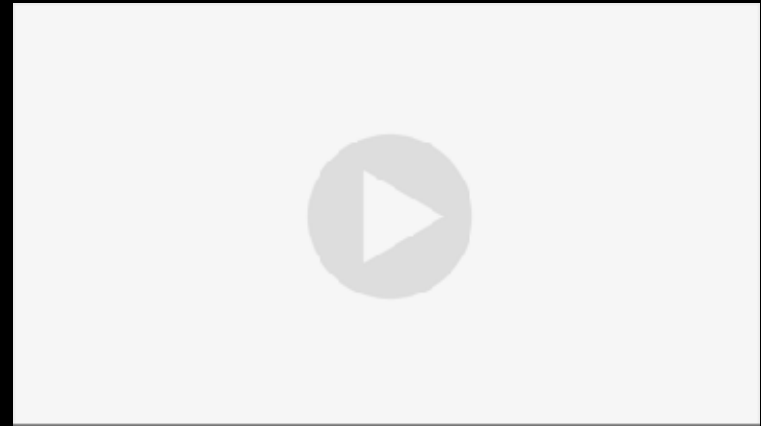
Visual Notes, Planning,
Moodboards, and More

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Full Featured

- Collaboration
- Backlinked [[Tags]]
- Comments, Voting
- Desktop apps, iOS app, browser extensions
- Dark mode



Complexity Increases Over Time

- Good Complexity
- Bad Complexity



Good Complexity

I need you in my life

Bad Complexity

I'm confused and annoyed



nachos.gif



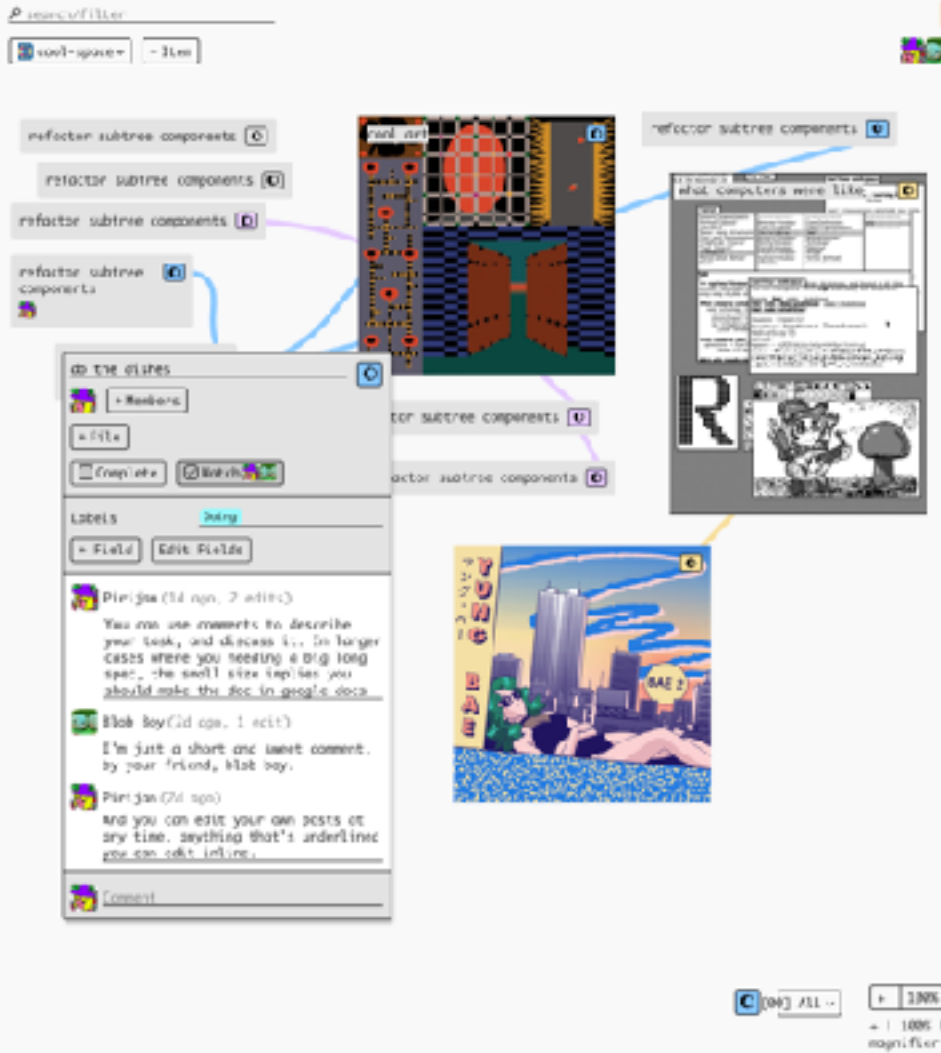
Define Principles Early

(Examples to Follow)

1. Embrace smallness
2. Fidget-ability
3. Everything is text
4. A single interface for
mobile and desktop
5. Growth through subtraction

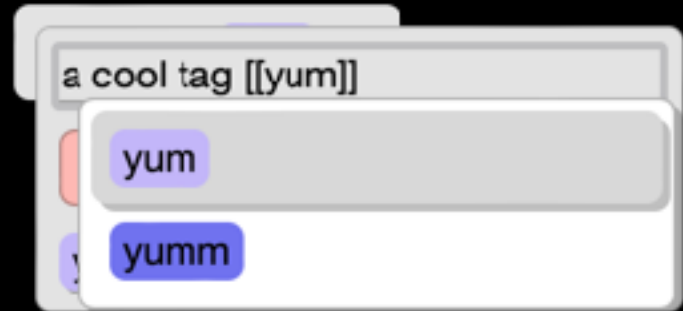
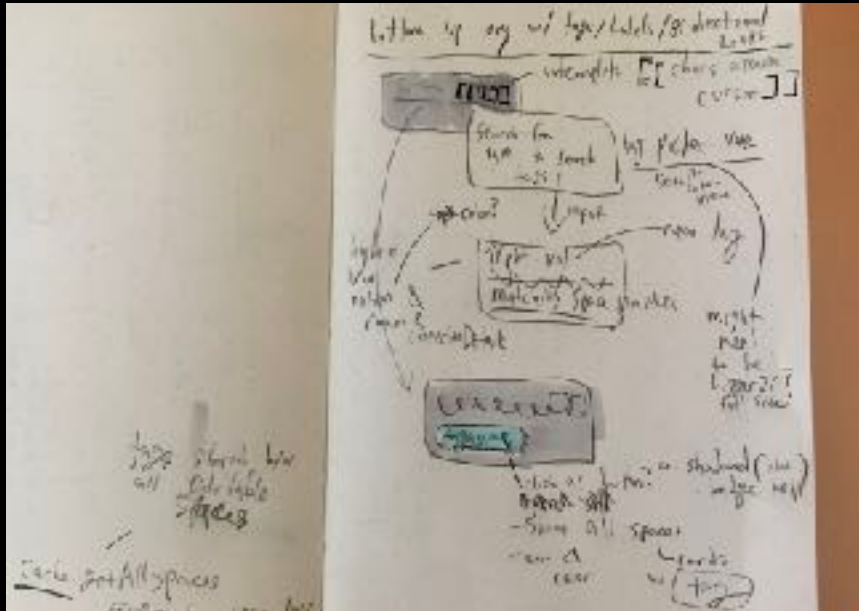
1. Embracing Smallness

Mockups Are for *Just Enough* Confidence



1. Embracing Smallness

Code Is a Living Design System (1/3)



1. Embracing Smallness

Code Is a Living Design System (2/3)

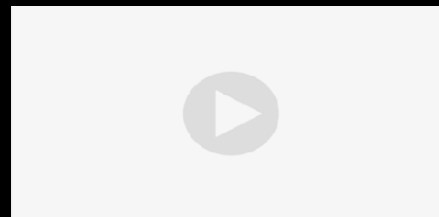


1. Embracing Smallness

Code Is a Living Design System (3/3)

A Real Code Example

```
1 <template lang="pug">
2 <dialog class="narrow dialog-name" v-if="visible" :open="visible">
3
4 <section>
5   <span>blank dialog, please duplicates</span>
6 </section>
7
8 <section>
9   <button @click="incrementBy">
10     <span>Count is: {{ state.count }}</span>
11   </button>
12   <span>Current theme is: {{ themeName }}</span>
13 </section>
14
15 </dialog>
16 </template>
17
```



1. Embrace Smallness

**Succinct and clear writing
takes more work than long
and vague writing – the
same is true of code**

Weighs ~220kb

2. Designing for Fidget-Ability

Hmmmmmmm



2. Designing for Fidget-Ability

Hmmm in Software



2. Designing for Fidget-Ability

Sticky Cards



2. Designing for Fidget-Ability

Paint to Select



3. Everything Is Text



4. A Single Interface for Mobile and Desktop



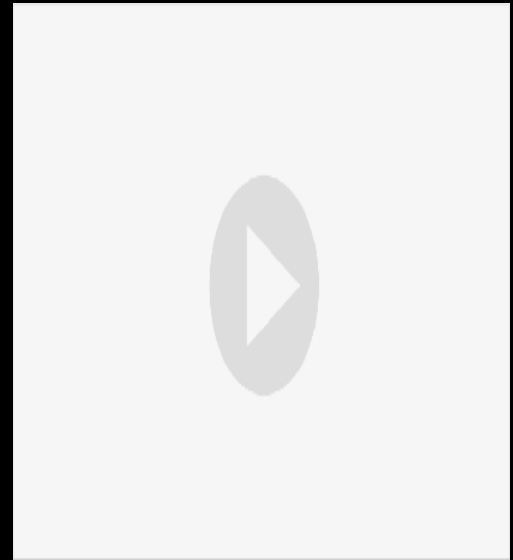
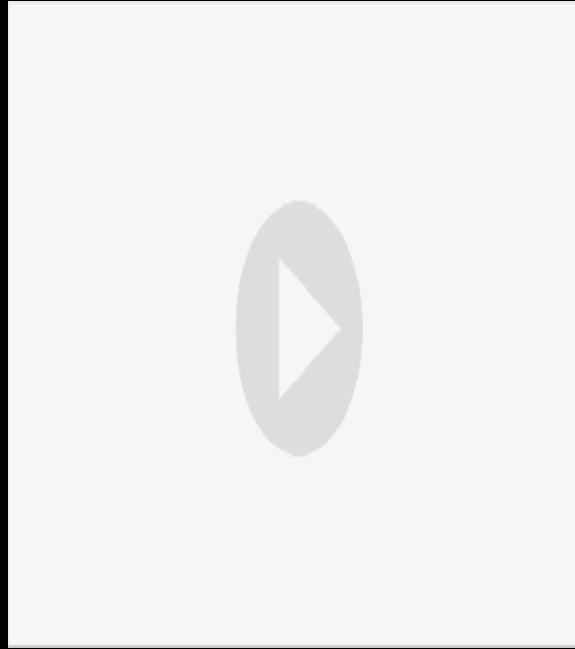
5. Growth Through Subtraction

Looking Back to Look Forward



Growth Through Subtraction

I'm just as proud
of the features
I've removed
than the ones
I've added 🗡️



5. Growth Through Subtraction

Removing a Feature Is a Community Effort



In Conclusion,

**Good Principles Should Guide You and
Should Constrain You**

Comments? Questions? etc?

I also write at pketh.org

