

An **open-source software community** that designs user interfaces, builds web tools, teaches inclusive design, and integrates interface components into open source applications.

The Fluid community consists of an international team of partners, individuals, and institutions focused on designing flexible, customizable, user-centered interfaces. [learn more →](#)

NEWS

Fluid releases new video player

November 5th, 2013

Video Player is designed to be a fully accessible HTML5 video player. The designs for Video Player can be seen on our wiki, at [Video player mockups \(final\)](#). v0.1 is the first public release of Video Player and includes initial support... [read more →](#)

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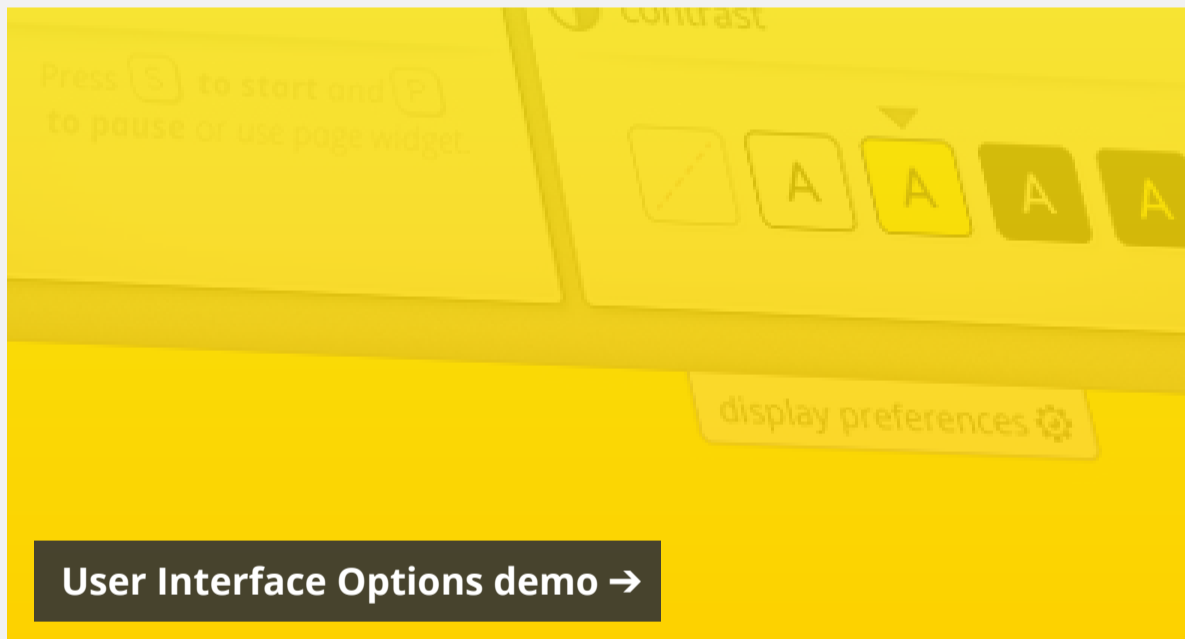


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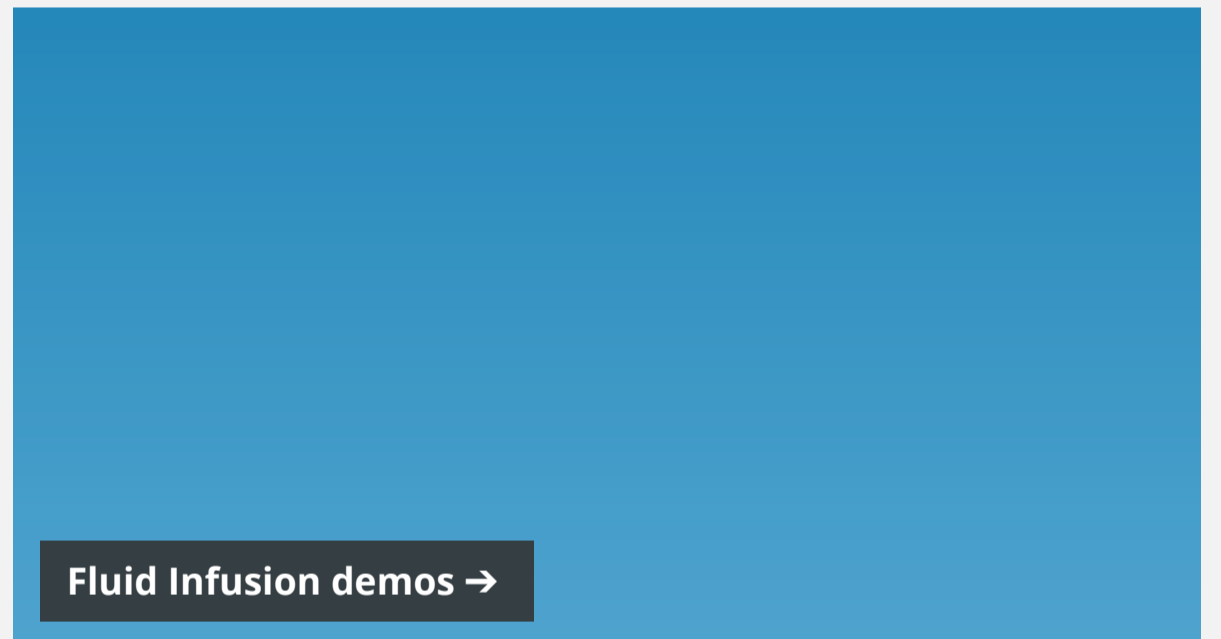


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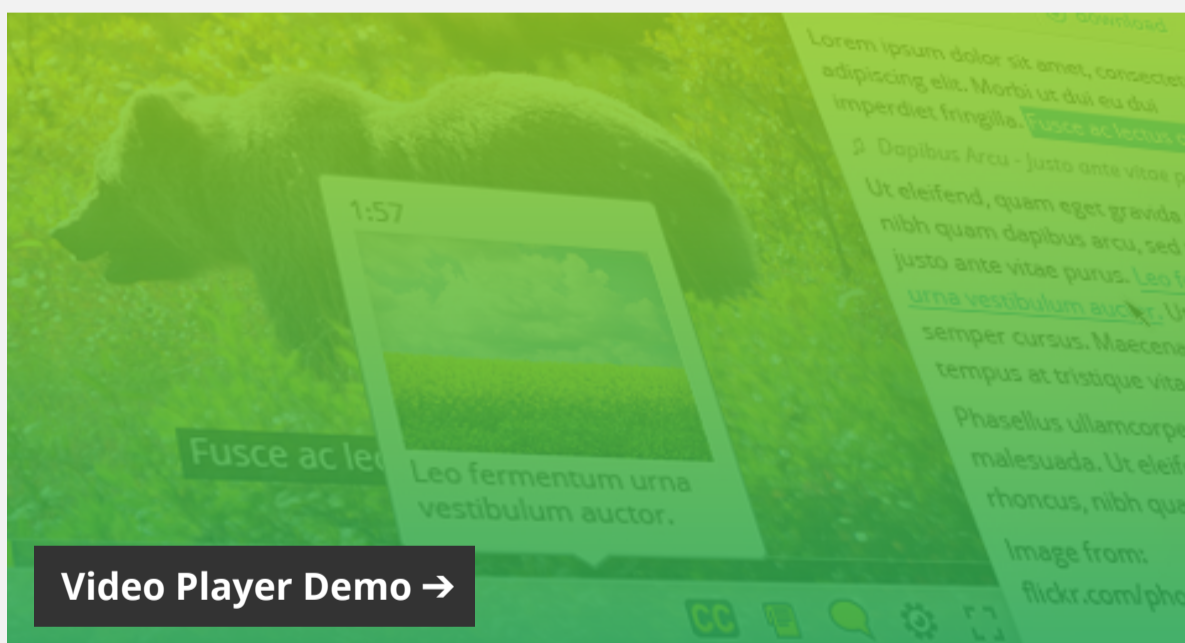
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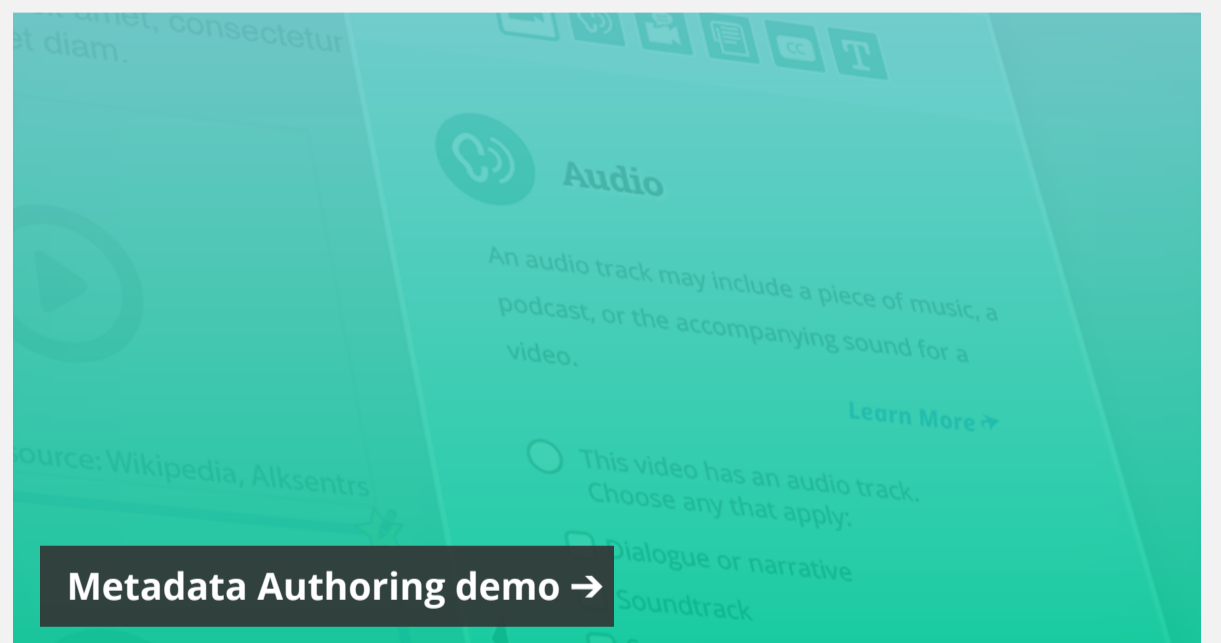
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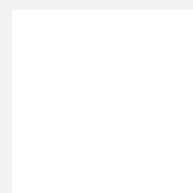
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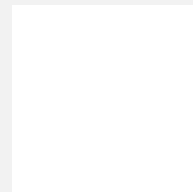
Lead Software Architect

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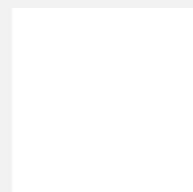
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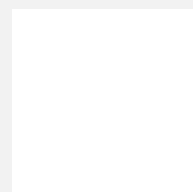
User Interface: combining both design and technology to create a living library of sharable user interface components



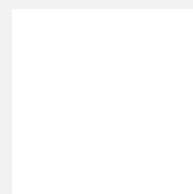
Framework: distributing a framework that provides an easy way to build JavaScript-based user interfaces that are highly flexible and reusable. Built using Web standards and the jQuery toolkit, Infusion provides a lightweight application development framework supporting simple Model View Controller (MVC) techniques



Design: providing a Design Handbook (for designers and developers alike) including tools and techniques that are easy to use, learn, and modify



Education: giving demonstrations and teaching others at conferences and meetings



Culture: documenting and making publicly available community processes to support an agile approach to design and development in a community project

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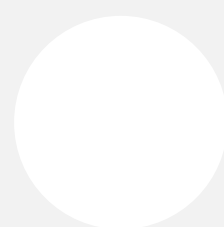
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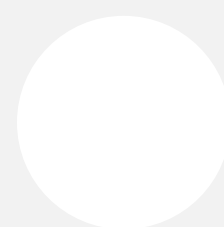
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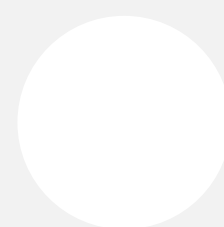
source code



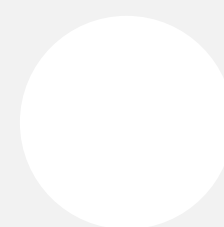
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Preference Framework

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[User Interface Options demo >](#)

[Preference Exploration Tool demo >](#)

Video Player

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[Video Player demo >](#)

Metadata Authoring

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[Metadata Authoring demo >](#)

Fluid Infusion

Good interfaces should be easy to use and easy to build. Infusion takes the pain out of developing accessible, high performance, clean and nimble front-ends for applications that want to do more. Our approach is to leave you in control - it's your interface, using your markup, your way.

Developed by an international group of software developers and interaction designers, Fluid Infusion combines JavaScript, CSS, HTML and user-centered design, rolling them all into a single package that sits on top of the popular jQuery toolkit. Infusion includes ready-to-use components as well as a framework to build your own.

[DOWNLOAD](#)

[DOCS](#)

Infusion js Framework

[Renderer demo >](#)

Allows you to create user interface templates in pure HTML and render the pages entirely on the client side. It offers a clean separation of Model and View, working with internal Renderer Component Trees that are independent of the mark-up.

[Keyboard Accessibility Plugin demo >](#)

The jQuery Keyboard Accessibility Plugin makes it easy for developers to add keyboard handlers to their code without a lot of extra overhead.

Infusion Components

[Reorderer demo >](#)

Provides drag and drop customization of modules in a portal environment.

[Inline Edit demo >](#)

Allows a user to do quick edits to simple text without having to switch modes or screens. All work is done on the same interface which helps the user maintain context.

[Pager demo >](#)

Allows users to break up long lists of items into separate pages. They may decide whether or not they want paging, and how many results are displayed per page.

[Uploader demo >](#)

Allows users to upload files. The user can select desired files from their computer, view them in a queue, add or remove files to and from the queue, and upload them.

[Progress demo >](#)

Provides a usable and accessible linear progress display for use on its own or with other Fluid components.

PAST PROJECTS

Decapod is focused on building an inexpensive solution for digitizing materials: a solution that will produce high quality scans of print materials. Decapod will remove the barriers to digitization such as cost, lack of expertise, and lack of distribution formats.

In partnership with [Technical University of Kaiserslautern](#) - [Image Understanding and Pattern Recognition](#) - [University of Toronto](#) - [JSTOR](#)

Fluid Engage will continue the core work of the Fluid community while working with curators and educators within museums and galleries. Fluid Engage will address the challenges of incorporating new technology into their web, mobile, and physical spaces.

In partnership with [Detroit Institute of Arts](#) - [McCord Museum of Canadian History](#) - [Museum of the Moving Image](#) - [Open University of Catalonia](#) - [Simon Fraser University](#) - [Cambridge University](#) - [University of Colorado](#) - [University of Toronto](#)

Fluid Academic is the initial project that marks the beginning of the Fluid community and the original releases of the core products. The goals of Fluid Academic were to create flexible and transformable user interface components that were then implemented into our partner projects.

Fluid Infusion & **The Fluid Design Handbook** are outcomes of Fluid Academic.

In partnership with [University of British Columbia](#) - [University of Toronto](#) - [University of Cambridge](#) - [University of California, Berkeley](#) - [York University](#) - [University of Colorado, Boulder](#) - [University of Michigan](#) - [Michigan State University](#) - [Canadian Heritage](#) - [Ontario Ministry of Research and Innovation](#) - [Corporations](#) - [IBM](#) - [Sun](#) - [Microsystems](#) - [Yahoo!](#) - [Mozilla](#) - [Unicon](#)

CollectionSpace is a collaborative effort to develop an open source collections management software application that meets the needs of small-to-large museums, historical societies, and other collection-holding organizations.

In partnership with ???

Opencast is a collaboration of educational institutions focusing on audio and video content. Matterhorn is an Opencast project building an enterprise-level, open source podcast and rich media capture, processing and delivery system.

In partnership with ???

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Preference framework

[UIO in NOAA](#)

[Explore Tool in electrons resource](#)

[UIO schema: separated panel](#)

[UIO schema: full with preview](#)

[UIO schema: full no preview](#)

[UIO complex content](#)

[UIO grade: separated panel](#)

[UIO grade: full with preview](#)

[UIO grade: full no preview](#)

Video player

[Video player in mammals](#)

Metadata authoring

[Metadata authoring](#)

Infusion js Framework

Renderer

[Renderer](#)

Keyboard Accessibility Plugin

[Gallery viewer](#)

Infusion Components

Reorderer

[List Reorderer](#)

[Grid Reorderer](#)

[Image Reorderer](#)

[Renderer: Component Types](#)

[Reorderer: Dynamic](#)

Inline Edit

[Simple Text Inline Edit](#)

[Rich Text Inline Edit](#)

[Inline Edit: Dropdown](#)

Pager

[Pager](#)

[Pager in a Learning Management System](#)

Uploader

[Uploader](#)

Progress

[Progress](#)

[Progress: Simple](#)

Infusion Infrastructure

[Unit tests: client](#)

[Unit tests: server](#)

[Unit tests: components](#)

[Performance](#)

[Versioning](#)

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User Interface Options allows users to personalize interfaces & content to meet individual needs & preferences.

INSTRUCTIONS

- Go to the 'show display preferences' button on the top right corner
- Customize your experience of this page

- demo code
- tool code
- documentation
- design

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Climate Change Impacts

Resources

Multimedia

- ▶ [Acid Oceans Video \(MS, HS\)](#)
- ▶ [Ocean Acidification Podcast \(MS, HS\)](#)
- ▶ [The Melting North Pole \(MS, HS\)](#)
- ▶ [Climate Change Wildlife and Wildlands Video \(MS, HS\)](#)

Lessons and Activities

- ▶ [Climate Change and Corals \(ES, MS\)](#)
- ▶ [Explore Your Eco-Region \(MS\)](#)
- ▶ [Our Changing World - Alaska \(MS\)](#)
- ▶ [Drought Online Unit \(MS\)](#)
- ▶ [Are You Getting Thirsty? \(HS\)](#)
- ▶ [Climate Change Education Modules \(MS\)](#)

Real World Data

- ▶ [Climate Predictions](#)
- ▶ [Climate At A Glance](#)
- ▶ [Sea Level Trends](#)
- ▶ [U.S. Drought Portal](#)
- ▶ [Sea Ice Interactive Data](#)
- ▶ [Data For Google Earth](#)
- ▶ [Extreme Weather and Climate Events](#)

Background Information

- ▶ [Climate Change Impacts in Eastern U.S.](#)
- ▶ [Climate Change Impacts in Western U.S.](#)
- ▶ [Climate Change Impacts: Key U.S. Findings](#)
- ▶ [NOAA Ocean Acidification Webpage](#)

Climate changes are underway in the United States and are projected to grow.

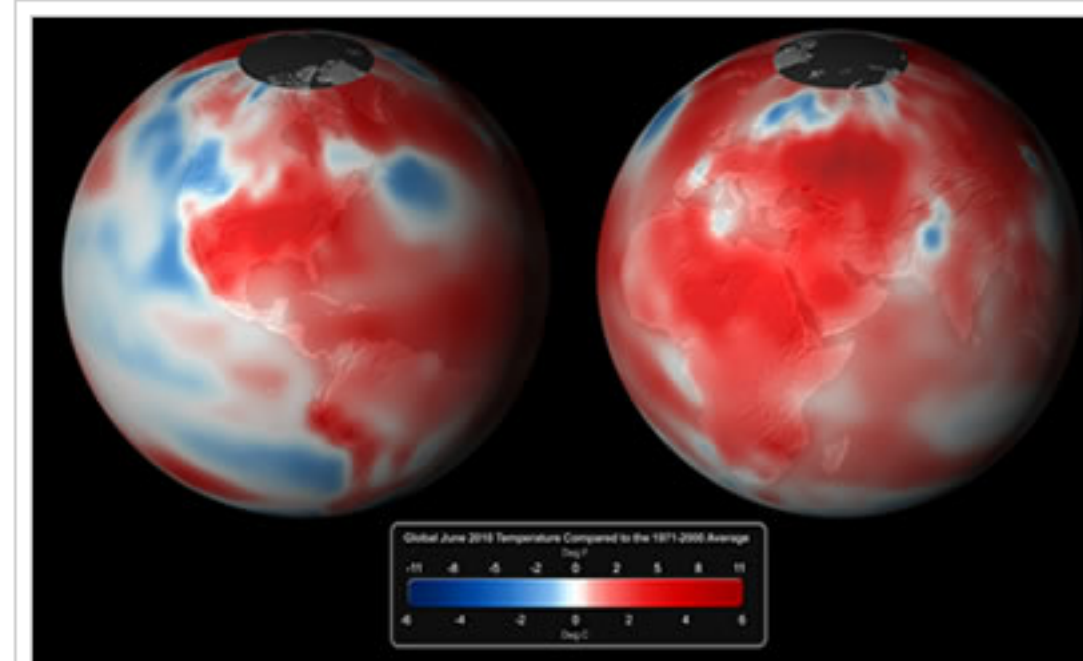
Global temperature has increased over the past 50 years, primarily due to human behaviors that release heat-trapping gases, like carbon dioxide.



Widespread climate-related impacts are occurring now and are expected to increase.

Changes are happening in the United States, and elsewhere, but the impacts vary from region to region. These changes are affecting sectors of our society that cross regional boundaries. Already impacted are things that we depend upon; water, energy, transportation, agriculture, ecosystems, and human health.

Across the country, water is an issue. However, the specific impact is different from location to location. In some regions, particularly in the western United States, drought is an important issue. Less snow in the mountains is important in the West and Alaska where the snowpack stores water for later use. In the Midwest and northeastern states, the amount of heavy downpours has substantially increased over the past few decades. In most regions, floods and water quality problems are likely to be worse because of climate change.



The global average combined land and ocean surface temperature for the month of June 2010 was the warmest on record.
 NOAA Environmental Visualization Laboratory
[High Resolution Image with more information about the graphic](#)

Agriculture is considered adaptable to changes in climate. However, changes, like increased temperatures, water stress, diseases, and weather extremes will create new challenges for food producers, upon which our society depends.

A fluid project component demo




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High Resolution Im*

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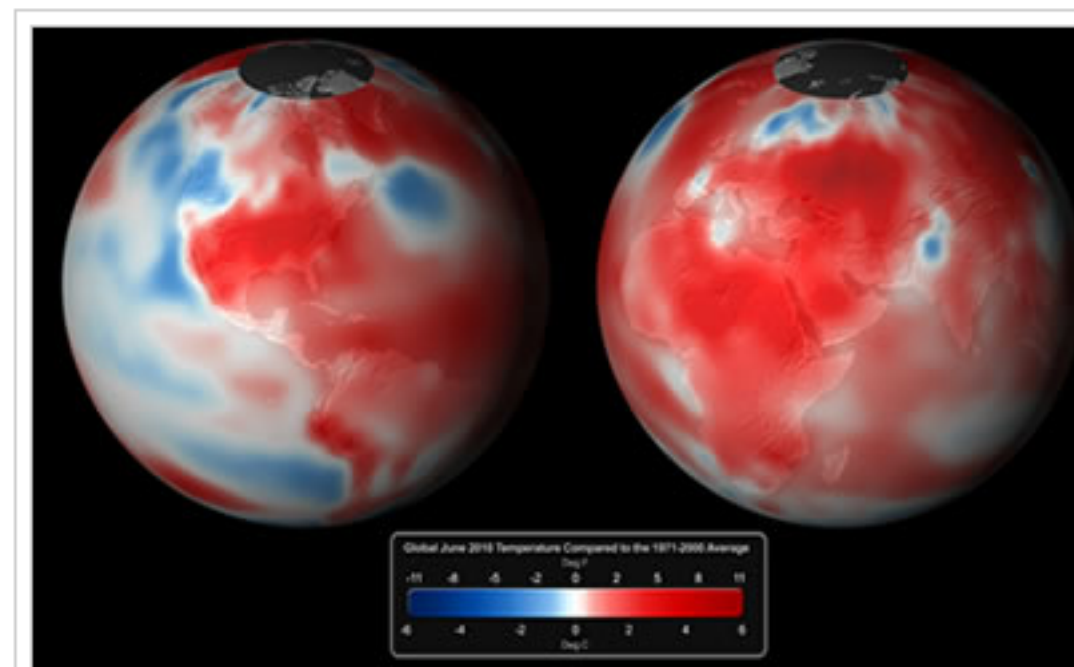
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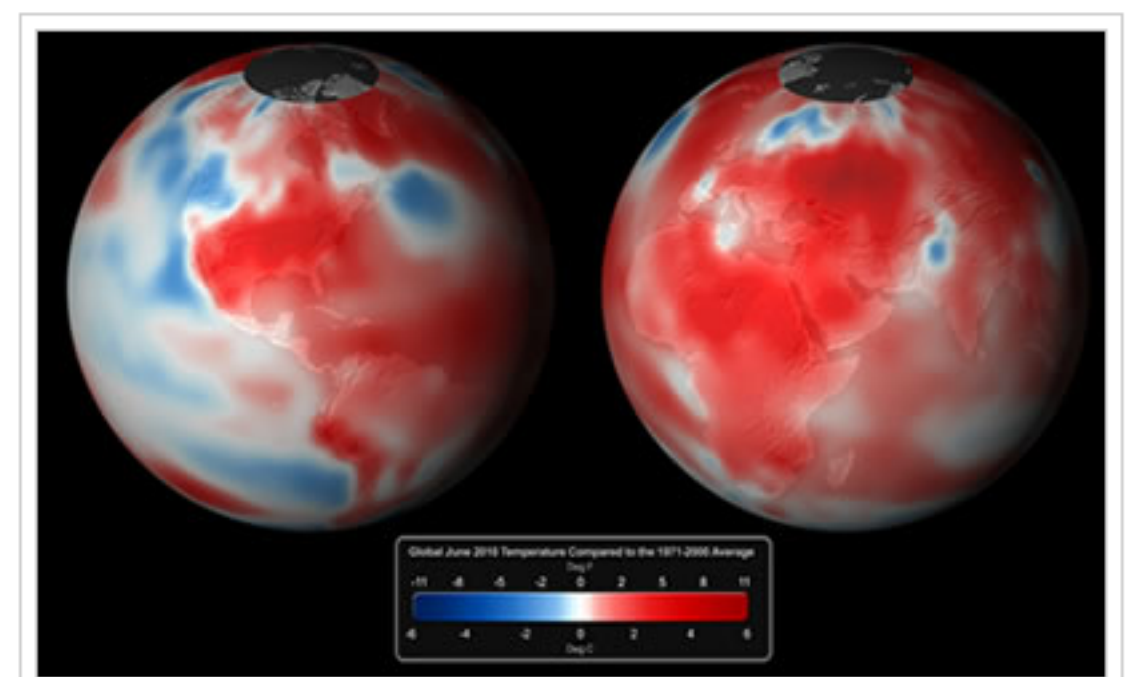
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