



Designing software  
that works - for everyone

# The Fluid Project

An Open Source Community for Inclusive Design

**Presented by: Mara Hancock**

Interim Director, Educational Technology Services, UC Berkeley  
Fluid Project board member

*Project Funded by Andrew W. Mellon Foundation*

# Topics We'll Cover



- Fluid Vision
- UX Toolkit: walkthroughs, patterns, and more
- Components
- Project roadmap
- How to get involved



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# What Is Fluid?

*An community source project which creates a user experience, tools, and software capable of addressing the needs of a diverse set of demanding and creative users and projects.*

**Core Institutions:** University of Toronto | University of California, Berkeley | York University | University of British Columbia | Cambridge

**Other Participating Institutions:** Michigan State | University of Colorado | University of Michigan | Georgia Tech | UK Open University | Your University Here

**Participating Projects:** Sakai | uPortal | Kuali Student | Moodle | Open Collections | ATutor

**Corporate Partners:** Sun Microsystems | IBM | Mozilla Foundation | Unicon



# Who Are We?



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- Fluid is intentionally open and distributed
- Fluid *is* Sakai, Moodle, Quali, OpenCollection, uPortal, Etc..
- We're members of many communities
- All solving UX issues together
- Collaborate as an integral part of development teams
- Engage across projects -- what is of cross-cutting importance?
- Consult

# Fluid Vision

- Foster user experience design and development within academic community source projects
  - ...so that they can fulfill their potential as platforms for innovation
- Build a presentation layer that supports:
  - Cross-application sharing of designs
  - The diversity of needs are unique within higher education
- Support, evangelize, and educate about the precarious values of usability, accessibility, quality assurance, and more
- Create a broad and deep community of UX expertise
- Encourage and model investment in these values and expertise

# The Fluid Approach to UX in Community Source



- UX is a challenge for all open source projects and all institutions
  - (UX is a challenge for **most** software projects)
- Cross-project collaboration:
  - Share scarce UX resources across projects
  - Solve common & high priority challenges
  - Recognize recurring user interface idioms and needs
- Breaking down cultural & geographic barriers:
  - Can non-technical people get involved and to gain respect in OSS?
  - Can designers and developers speak a shared language?
  - How do you conduct UX activities in a distributed environment?
- A two-fold approach:
  - **Social**: build a community around UX
  - **Technical**: new UI development tools



# Encompassing Principle

focus on user goals:

*Tools must be usable and undemanding*



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- Users should focus on teaching, learning, research and administrative tasks... not on operating the tools
- Institutions should invest in furthering research and learning not in...ballooning support needs
- Institutions should not be concerned with cost of tool rejection and difficult implementations
- Tools should be platforms for innovation

**“You say tomato, I say tomato,  
lets call the whole thing off”**

- Academic communities are very diverse
- They differ greatly in their preferences, needs, habits, concepts, comforts, convictions....
  - Institutional preferences and branding
  - Conventions of academic discipline
  - Linguistic differences
  - Perspectives vary related to role (student, staff, faculty)
  - Different teaching approaches
  - Different learning approaches
  - Different research approaches

***The academic community  
fosters and thrives on diversity!***



# Accessibility & Usability challenge today

- Legal commitment to equal access (Rehab 508, Section 255, ADA, state commitments, institutional policies)
- “Consistency will solve the problem”
- “One size fits all” has significant limitations
  - Constrain user experience for those meant to help
  - Accessibility guidelines seen to constrain creativity
  - “Accessible for everyone, optimal for no one”

***We can't afford to be this limited!***

# Fluid: “Flexible User Interface”

- Swappable styles
- Modular, reusable UI components
- Web 2.0 -- engage me -- focus
- Either runtime transformation for unique needs of the individual
- Or customization through configuration

Fluid

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# Community source UX in higher education has a unique opportunity

- Co-located with our users
  - Our workplace is our laboratory
  - Gather ideas and feedback
  - Observe and involve our users
- Have explicit mission to meet teaching, learning, research, and public service needs (we have permission!)
- Highly motivated staff

# State of the Union

## *Usability/Accessibility in Open Source Software*



- Systemic problem of poor and inconsistent user interface
- Poor UX an impediment to adoption & support challenge
- Tackled at the end or in-production
- Redundantly developed
- Inadequately tested and refined
- Often left to programmers
- UX designers not well integrated into development culture
- Range of design roles not understood nor invested in

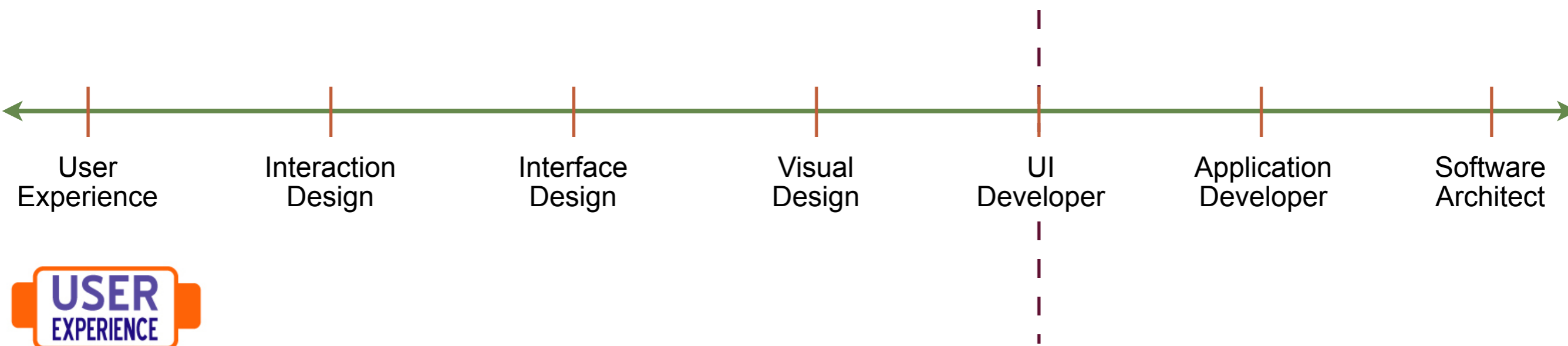
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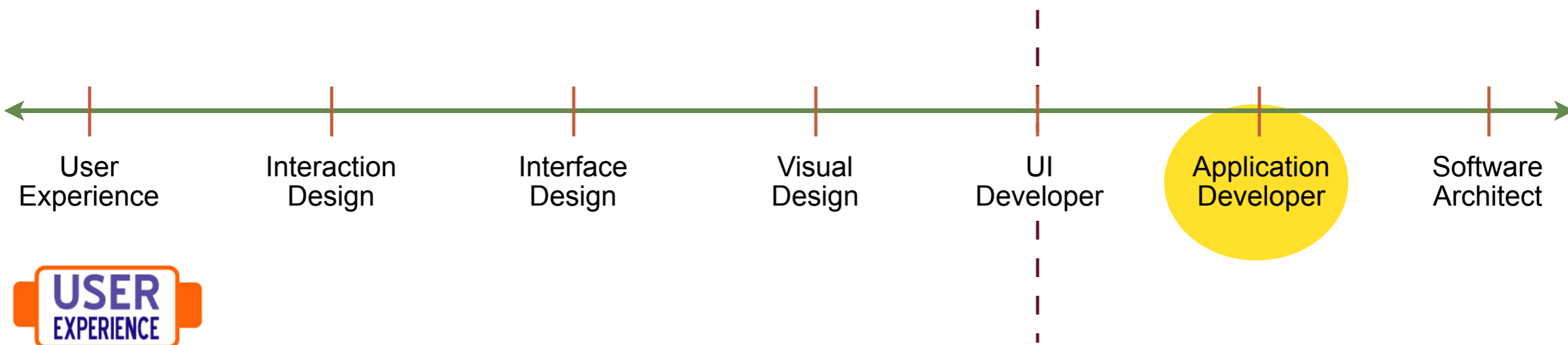


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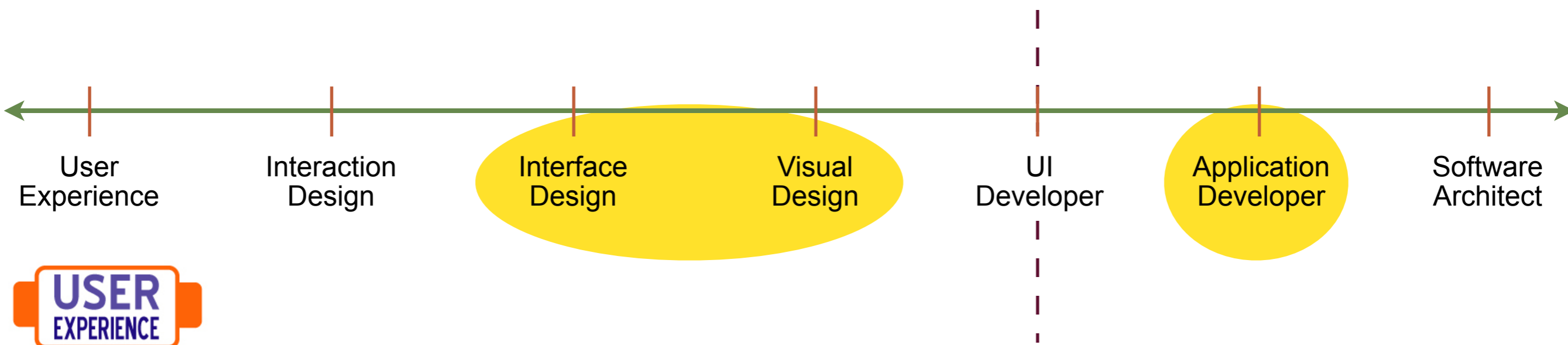
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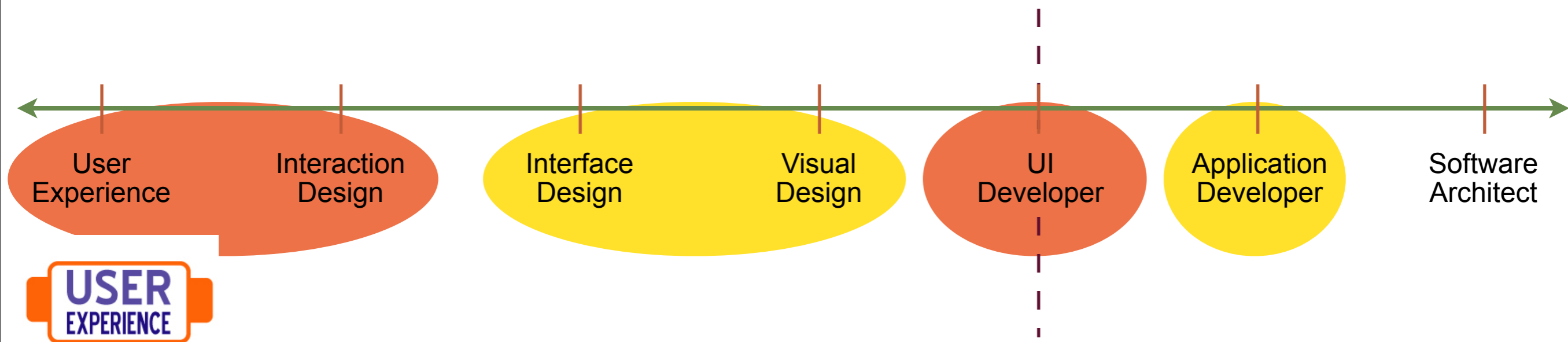


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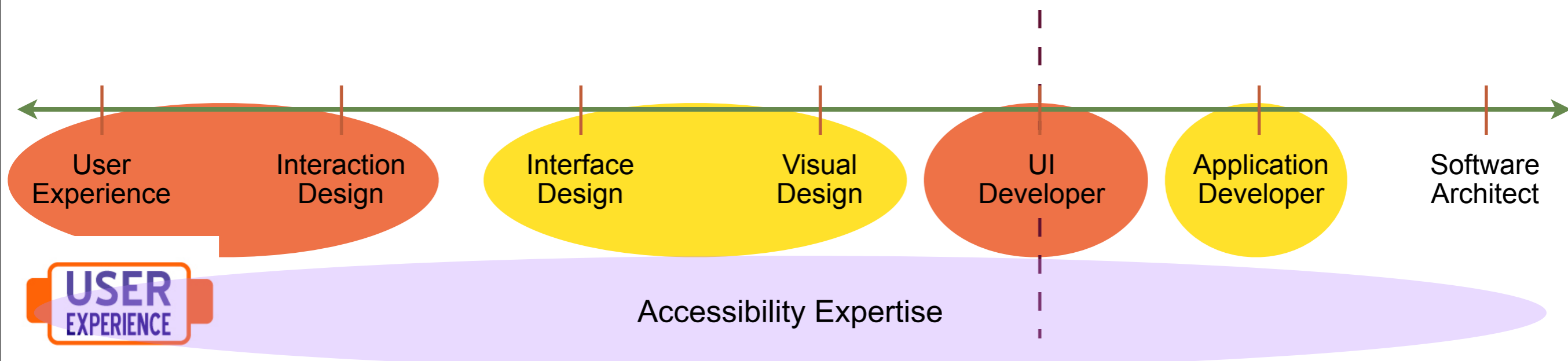
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Designing software  
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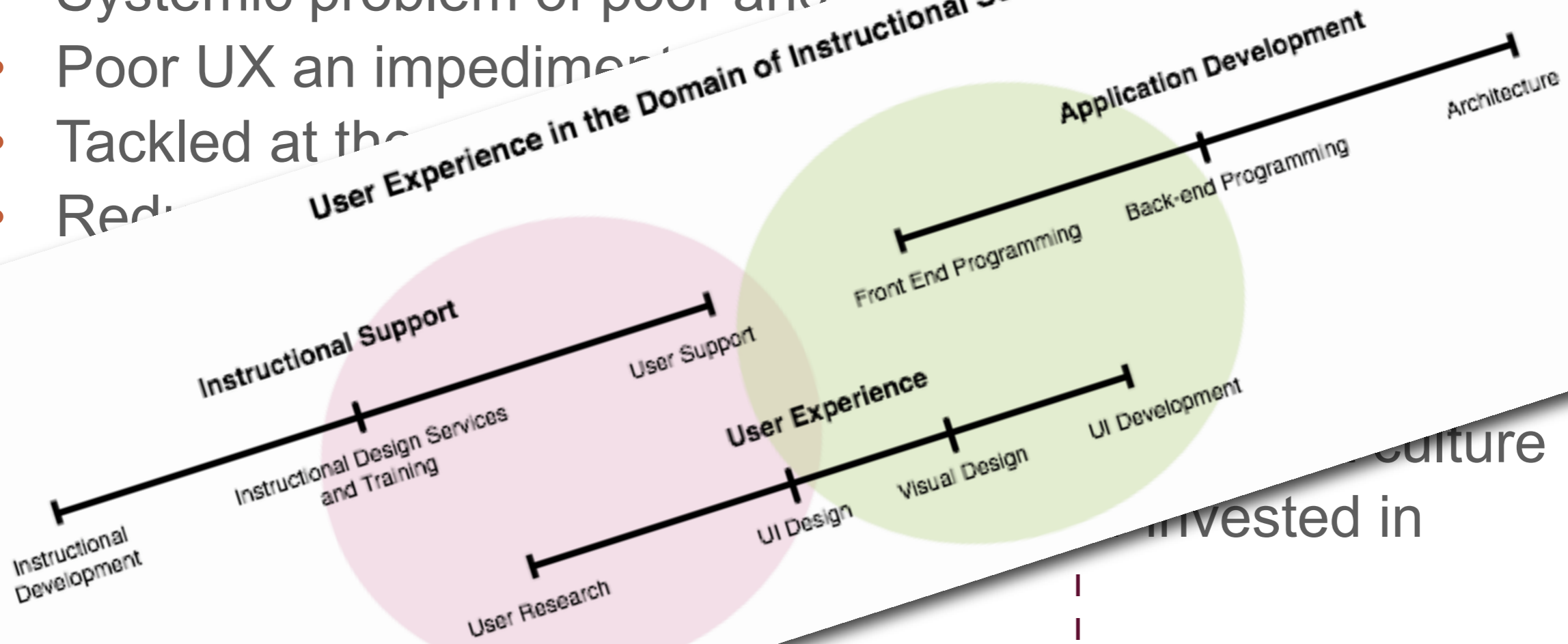
## Usability/Accessibility in Open Source Software



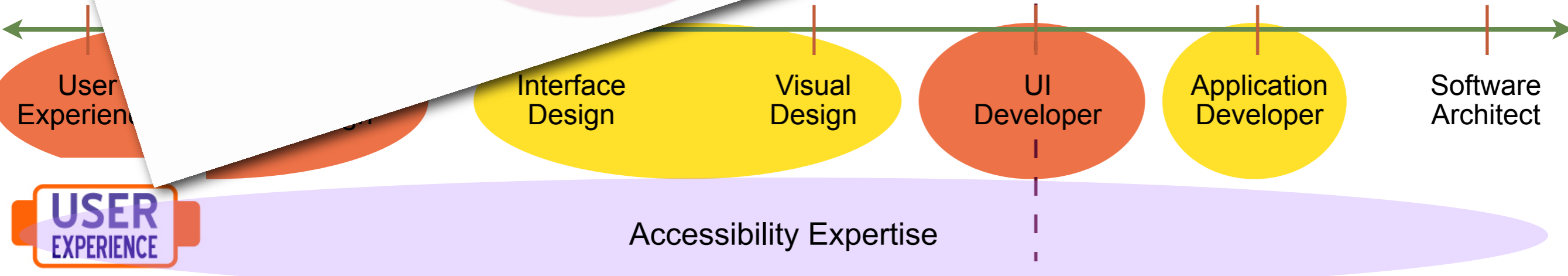
Designing software that works for everyone

- Systemic problem of poor and inconsistent user experience in the domain of instructional software
- Poor UX an impediment to the success of open source software
- Tackled at the intersection of user experience and application development
- Reduced the gap between user experience and application development

### User Experience in the Domain of Instructional Software



Invested in

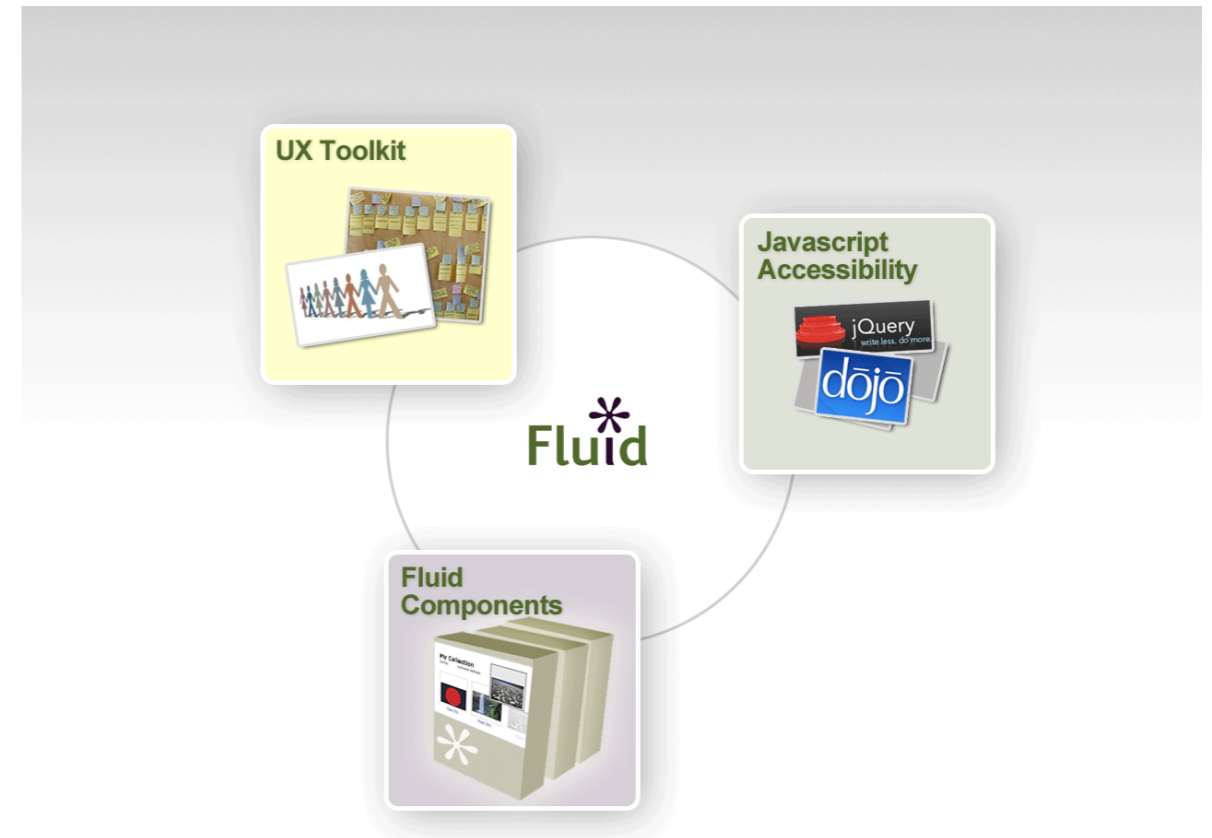


# What are we Building?

- Rich, flexible, reusable user interface components
- Lightweight JavaScript development tools
- User Experience Toolkit
- Great Interaction Designs



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that works - for everyone



Interconnected activities

# Silo-delete



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Sakai

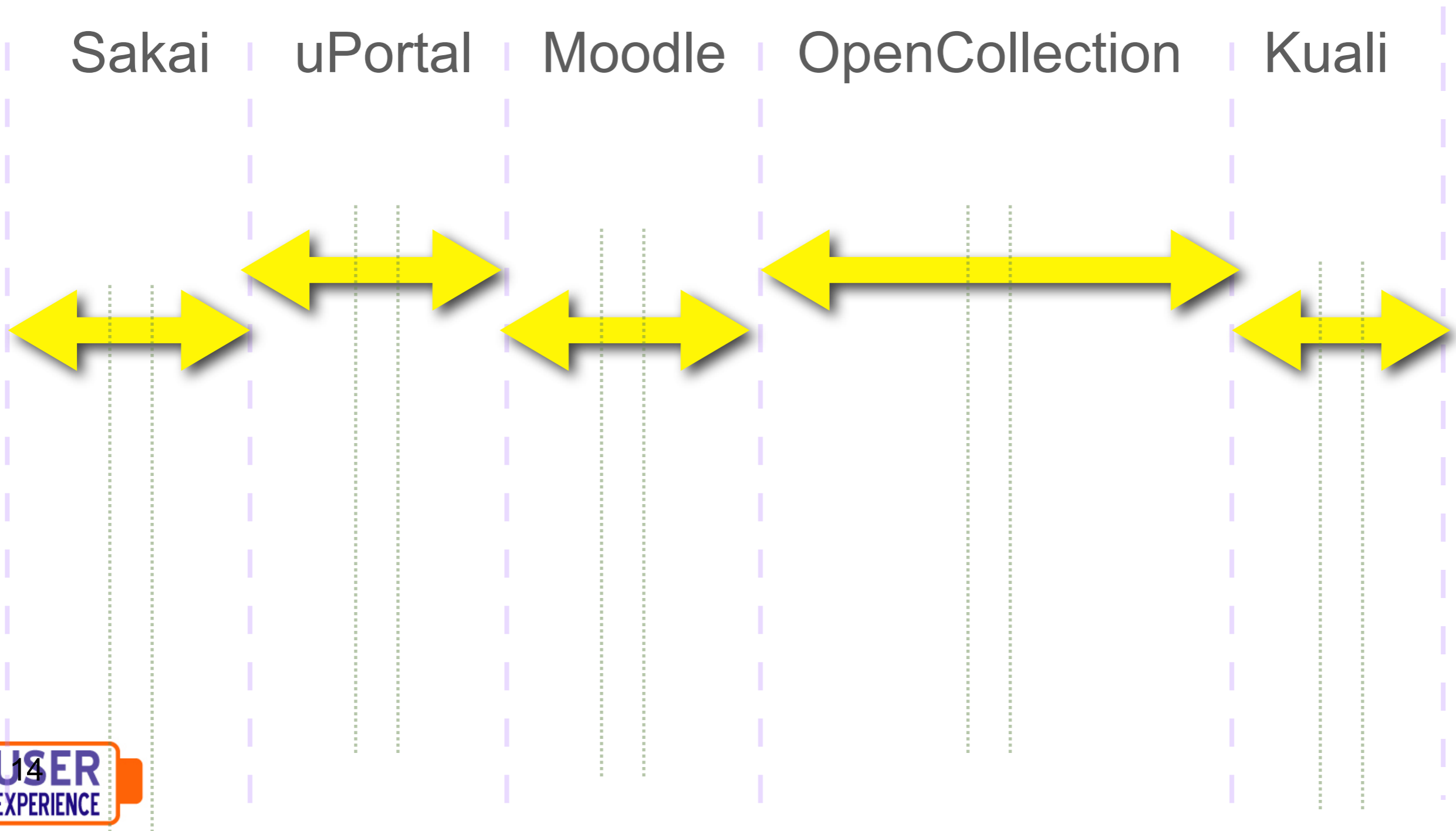
uPortal

Moodle

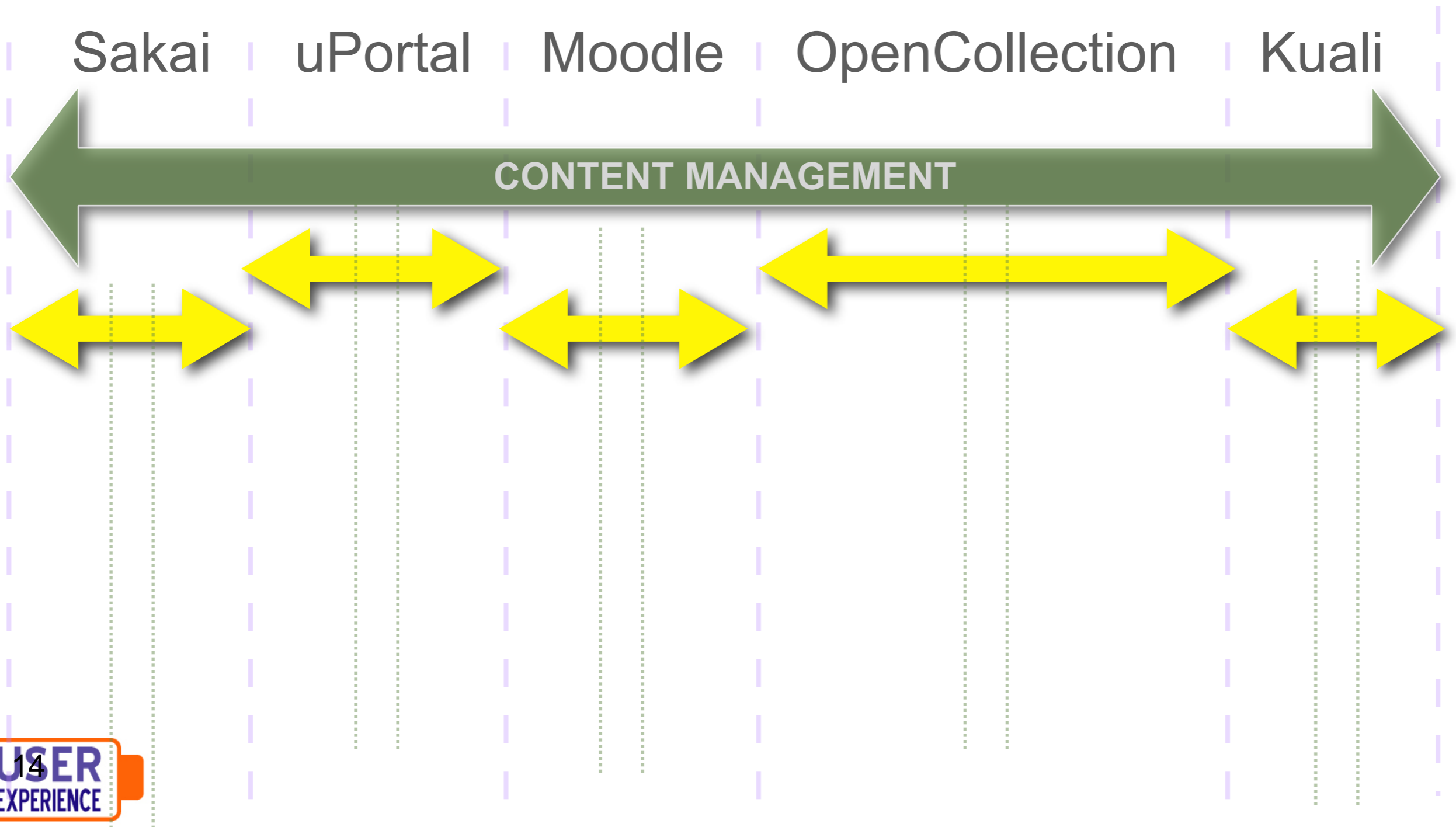
OpenCollection

Kuali

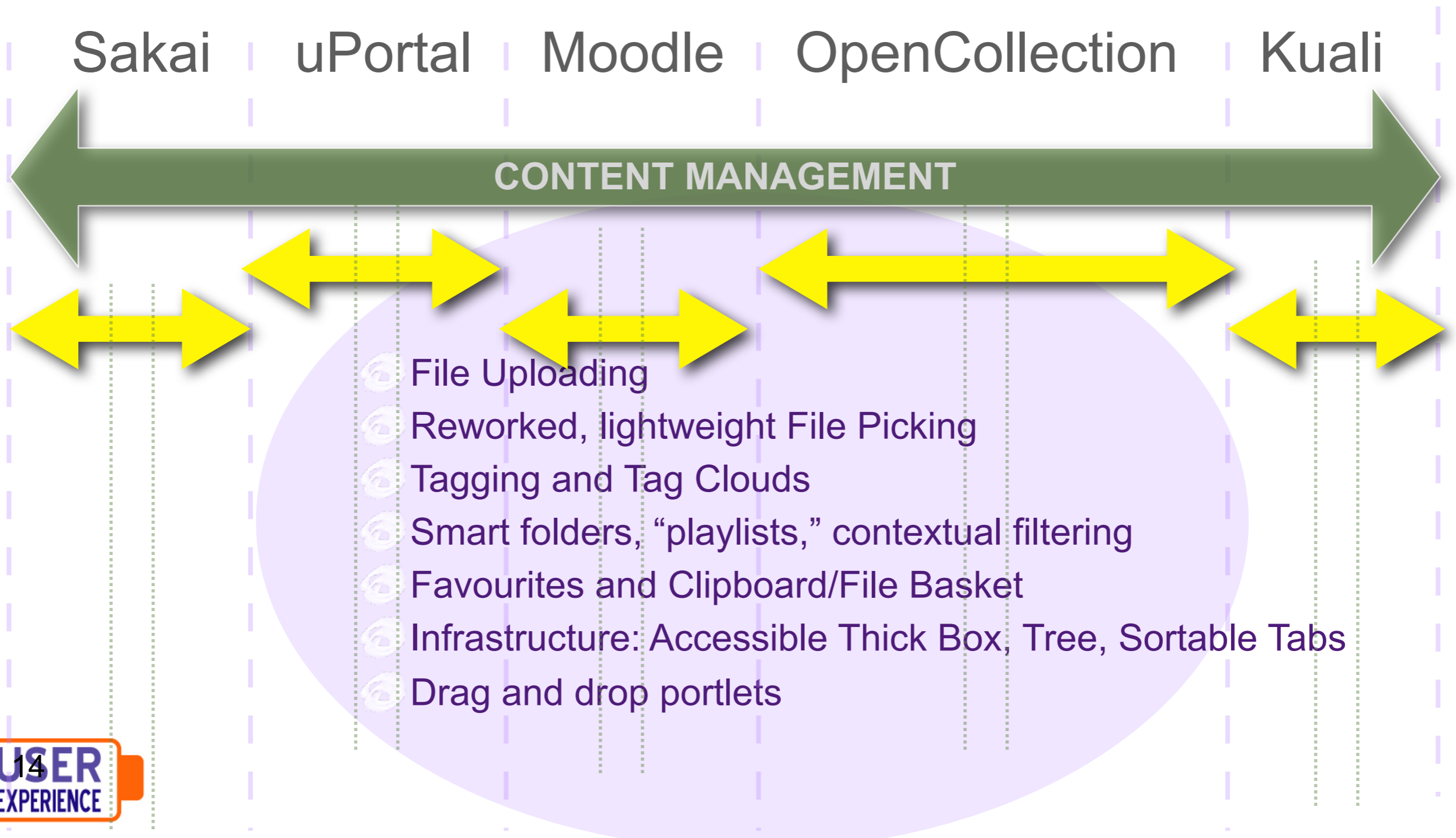
# Silo-delete



# Silo-delete



# Silo-delete



# UX Toolkit

- User Research Tools
  - Contextual Inquiry
  - Persona development
- UI Design Patterns:
  - Open Source Design Patterns Library
  - Shared design advice and guidance
- UX Walkthroughs:
  - Tools for assessing your user experience
- Testing techniques and guidelines
  - How to test your designs and talk to users
- User profile library:
  - Understanding higher education users and beyond



*All the stuff you need to design great interfaces in OSS!*



# UX T

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- Sha
- UX W
- Tool
- Testing
- How
- User pro
- Under

UX Toolkit – Fluid Project Wiki

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Dashboard > Fluid > ... > Documentation > UX Toolkit

## Fluid UX Toolkit

Added by [Collin Clark](#), last edited by [Allison Bloodworth](#) on Feb 26, 2008 (view change)

Labels: [ux](#), [toolkit](#), [walkthrough](#), [persona](#), [design pattern](#), [fluid-0.1](#)

### Getting Started

- Download the latest release
- How to Use the Reorderer
- How to Use the Lightbox
- Walkthrough - Building and using the Lightbox in Sakai

### Deliverables

- Components
- UX Toolkit
- Showcase of Recent Work
- Source Code

### Collaborative Resources

- User Experience Development
- Daily builds
- Project Coordination
- Meetings
- Security
- IRC Channel

### More Information

- Background Resources
- Help Using Confluence
- Confluence Docs
- Page Operations

The Fluid User Experience Toolkit provides resources, tools, and documentation to help make user interface design and implementation easier. The toolkit includes personas and scenarios for common use cases within higher education, user interface design patterns, testing protocols, and accessibility guidelines intended to simplify the design process.

The UX Toolkit is a formalized version of Fluid [User Experience collaboration and working groups](#).

## User Research

### Contextual Inquiry

Contextual inquiry is a cross between interviews and observation and combines the strengths of both. In a contextual inquiry, the interviewer goes to the user and interviews them where they do their work -- sometimes referred to as "in the wild." The idea is to interview users in the context of their work, while they are performing their tasks, asking them questions about what they are doing and why (when necessary) along the way.

### Personas

Personas are a way to model users' goals based on user and domain research. Along with guiding the design, they are a means of communicating what is being learned with the larger community. Personas are detailed descriptions of archetypical people constructed out of well-understood, highly specific patterns of data about real people. The goal of user profiling, of creating personas, is to make user-centered design possible.

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- [Evaluation and Assessment](#)
  - [UX Walkthroughs](#)
  - [User Testing](#)
- [Interaction Design](#)
  - [Design Patterns](#)
  - [Components](#)
  - [Comparative & Competitive Analysis](#)
- [Accessibility](#)
  - [Accessibility Transformation Brainstorming](#)
- [Visual Design](#)
  - [Fluid Brand](#)
- [Design Process & Management](#)
  - [Agile Planning - Goals, benefits and details](#)
- [UX Resources](#)

software  
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... OSS!

# User Research:

## *Contextual Inquiry*

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**Interview**  
(Process  
influenced more  
by designers)

**Contextual Inquiry**  
(Process influenced by  
both designers and  
end-users)

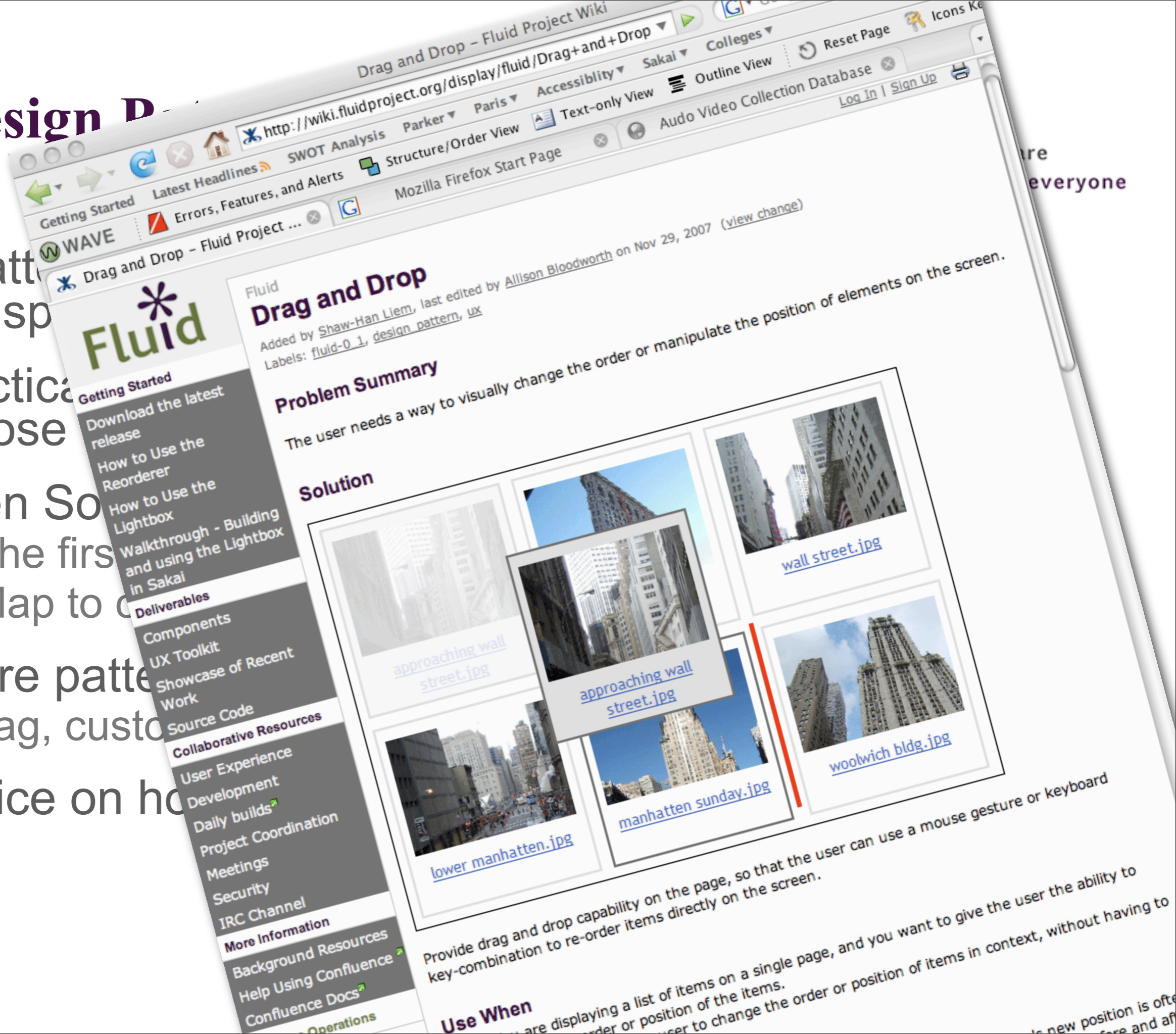
**Observation**  
(Process  
influenced more  
by end-users)

# UI Design Patterns

- A pattern is a proven solution to a common problem in a specified context
- Practical tool to help designers and developers choose the right interface for the job
- Open Source Design Patterns Library:
  - The first truly open, collaborative pattern repository
  - Map to components
- Share patterns across communities
  - Tag, customize, adapt for your context
- Advice on how to use Fluid components

# UI Design D

- A pattern in a space
- Practical choices
- Open Source
  - The first
  - Map to context
- Share patterns
  - Tag, customize
- Advice on how



re everyone

Provide drag and drop capability on the page, so that the user can use a mouse gesture or keyboard key-combination to re-order items directly on the screen.

## Use When

are displaying a list of items on a single page, and you want to give the user the ability to re-order or position of the items.  
user to change the order or position of items in context, without having to



# UX Walkthroughs

- What are they?
  - Assess where you are: identify user pain points
  - Identify “componentizable” solutions
    - do the same thing across apps
  - Drive development priorities
- What is Fluid providing?
  - Simple, approachable techniques for usability and accessibility assessment
  - A tool that communities can use to assess their own usability and accessibility
    - Anyone can do a UX walkthrough!
    - Try out our checklists and heuristics

# UX Walkthroughs

- What
- Ass
- Ident
- do
- Drive

- What is F
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Getting Started Latest Headlines SWOT Analysis Parker Paris Accessibility Sakai Colleges Reset Page

WAVE Errors, Features, and Alerts Structure/Order View Text-only View Outline View Audio Video Collection Database

## Fluid UX Walkthrough General Protocol and Approach

### Introduction

This document provides background information on performing a UX Walkthrough. Detailed directions for performing an evaluation on a particular system can be found on the appropriate [Protocols and Checklists](#) pages.

### The Fluid Approach

The Fluid approach to UX walkthroughs is a kind of combination of *heuristic evaluation* and *cognitive walkthrough*. Heuristic evaluation is done by examining the interface to a system as whole, and hence isn't specific to any particular user task. Cognitive walkthroughs are done by tracing the user actions, and associated cues and feedback, for one or more particular tasks, and as such, don't attempt to cover the entire interface for a nontrivial system. On the other hand, a cognitive walkthrough can pick up issues in working through a task that can be hard to detect when examining the interface as a whole, relating especially to the adequacy of cues and feedback in context.

Our aim for Fluid, "Software that works - for everyone", takes in *accessibility* as well as *usability*. Rather than having two separate inspections, we want to have a unified inspection that addresses both areas, if we can.

### Choosing what to examine

... product, we want to examine tasks and subtasks that use ... that have some functional affinity, that is, parts "do the same kind of thing". We believe

#### Deliverables

- release
- How to Use the Reorderer
- How to Use the Lightbox
- Walkthrough - Building and using the Lightbox in Sakai

#### Collaborative Resources

- User Experience Development
- Daily builds
- Project Coordination Meetings
- Security IRC Channel

#### More Information

- Background Resources
- Help Using Confluence

#### Related Links

- [UX Walkthrough Checklist](#): The checklist to use when doing your own Fluid UX walkthrough.
- [UX Walkthrough Report Template](#): The template used to record your walkthrough results, referencing any needed instructions.
- [Notes on the walkthrough process](#)

# Designing Components

- Components are recurring interactions:
  - Navigation: wizards, sequences, workflows
  - Content: file management, uploading, finding content
  - Direct manipulation of objects
- They are often larger than “widgets”
- Choosing components is based on:
  - Talking with users (all that user research!)
  - Analysis of existing applications across projects
  - Solving the most frequent and severe problems
- Some Examples...

# Designing Components

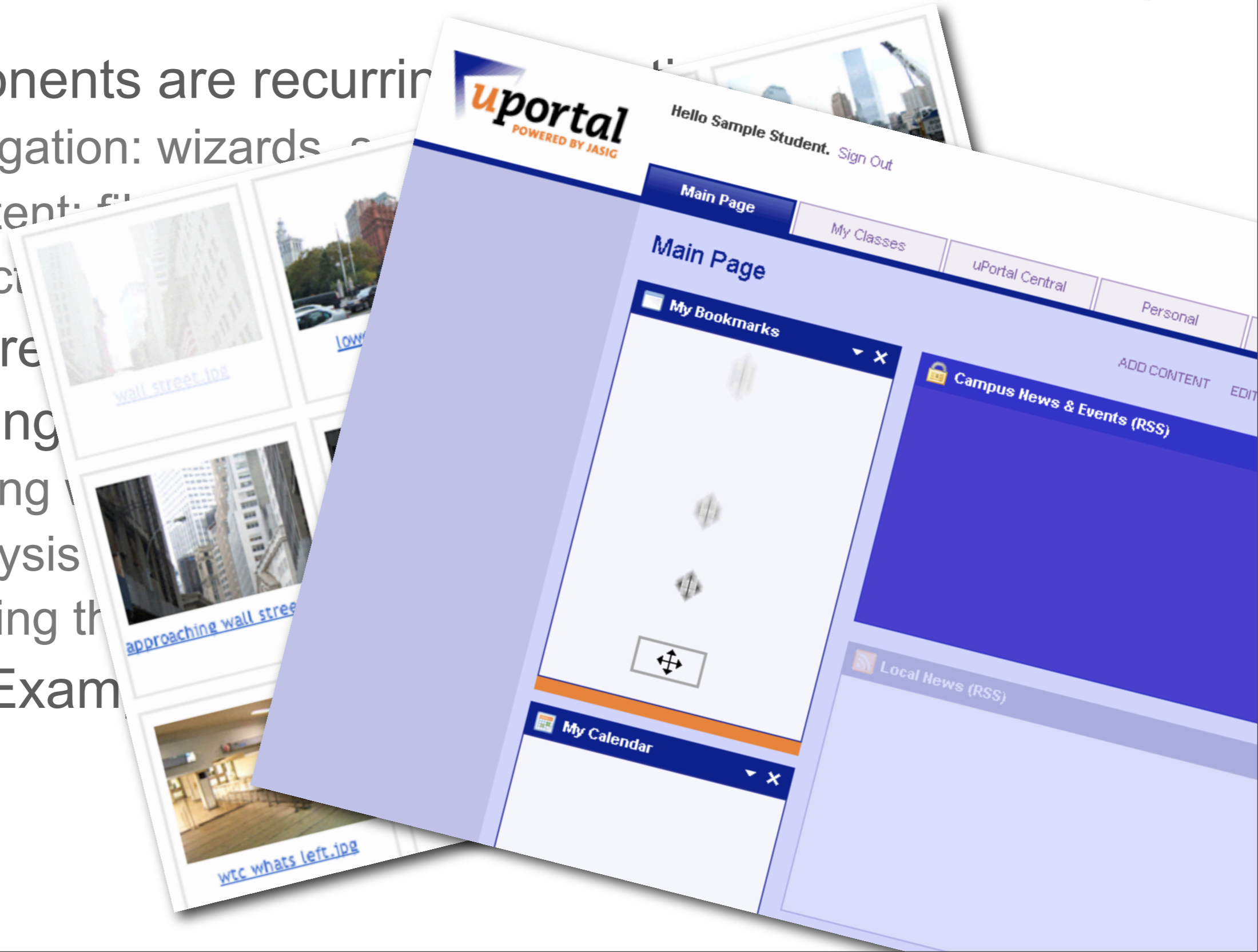
- Components are recurring interactions
  - Navigation: wizards
  - Content: filters
  - Direct actions
- They are
- Choosing
  - Talking
  - Analysis
  - Solving the
- Some Examples



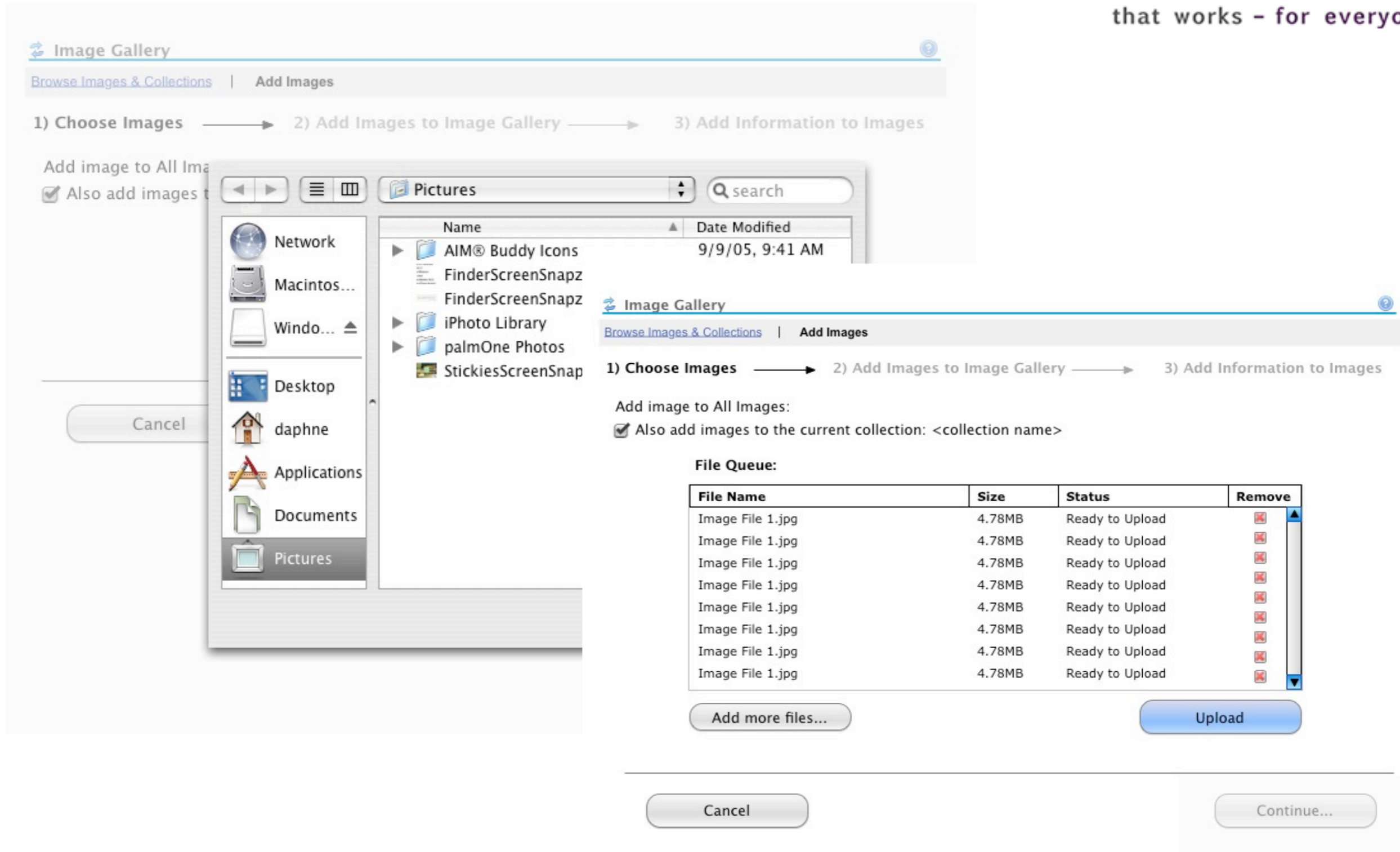


# Designing Components

- Components are recurring
  - Navigation: wizards
  - Content: filters
  - Directories
- They are
- Choosing
  - Talking
  - Analysis
  - Solving the
- Some Exam



# File Upload



The screenshot displays the Fluid file upload interface. It features a progress bar with three steps: 1) Choose Images, 2) Add Images to Image Gallery, and 3) Add Information to Images. A file selection dialog is open, showing the 'Pictures' folder. The dialog includes a sidebar with navigation options like Network, Macintosh, Desktop, and Pictures. The main pane shows a list of folders and files, including 'AIM® Buddy Icons', 'FinderScreenSnapz', 'iPhoto Library', 'palmOne Photos', and 'StickiesScreenSnap'. Below the dialog, the 'Image Gallery' section shows a 'File Queue' table with columns for File Name, Size, Status, and Remove. The table lists eight 'Image File 1.jpg' files, each with a size of 4.78MB and a status of 'Ready to Upload'. Buttons for 'Add more files...', 'Upload', 'Cancel', and 'Continue...' are visible at the bottom.

Image Gallery

Browse Images & Collections | Add Images

1) Choose Images → 2) Add Images to Image Gallery → 3) Add Information to Images

Add image to All Images:  
 Also add images to the current collection: <collection name>

Image Gallery

Browse Images & Collections | Add Images

1) Choose Images → 2) Add Images to Image Gallery → 3) Add Information to Images

Add image to All Images:  
 Also add images to the current collection: <collection name>

File Queue:

File Name	Size	Status	Remove
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>
Image File 1.jpg	4.78MB	Ready to Upload	<input type="checkbox"/>

Cancel

Add more files... Upload

Cancel Continue...

# Smart Pager



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< ≤ Page  of 19 ≥ > Show  per page

<u>Name</u>	<u>User ID</u>	<u>Email Address</u>	<u>Role</u>
Campeau, Patrick	15234314	pcampe@berkeley.edu	Student
Capovilla, Megan	19269508	megan@berkeley.edu	Student
Catania, Natalie	19435570	ncatania@berkeley.edu	Student
Chalhoub, George	19206726	gchalhoub@berkeley.edu	Student
Chan, Julie	19206726	jchan@berkeley.edu	Instructor
Choi, Daniel	16984247	dchoi@berkeley.edu	Student
Clarkson, Ian	19286942	iclarkson@berkeley.edu	Student
Cole, Paul	19446940	pcole@berkeley.edu	Student
Colgate, Abbey	14644786	acolgate@berkeley.edu	Instructor
Colville, Tony	19283731	tcolville@berkeley.edu	Student

< ≤ Page  of 19 ≥ > Viewing 11-20 of 194



# Time/Date Picker



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February 21, 2008

Open on:   AM

February

S	M	T	W	T	F	S
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	1
2	3	4	5	6	7	8

A yellow circular clock face with black hands, positioned to the right of the calendar.

February 22, 2008

Due on:   PM

Click

February 21, 2008

Open on:   AM

February

S	M	T	W	T	F	S
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	1
2	3	4	5	6	7	8

A blue circular clock face with white hands, positioned to the right of the calendar. A mouse cursor is pointing at the date 23 in the calendar.

# Component Roadmap



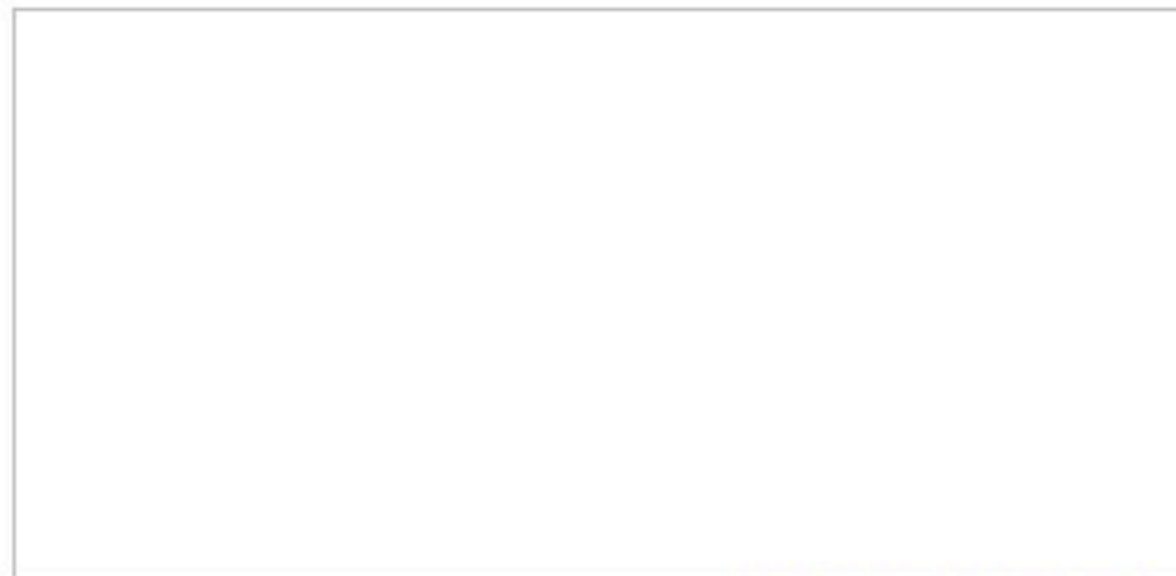
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- Focus on file management and navigation
- *“My files available from anywhere”*
- Embeddable components:
  - File Uploading
  - Reworked, lightweight File Picking
  - Tagging and Tag Clouds
  - Smart folders, “playlists,” contextual filtering
  - Favourites and Clipboard/File Basket
  - Infrastructure: Accessible Thick Box, Tree, Sortable Tabs
  - Drag and drop portlets

1) **Choose Images** → 2) Add Images to Image Gallery → 3) Add Information to Images

- Choose Images from:
- Your computer
  - Images in **this** site
  - Images in **another** site

Browse to upload images. Use the [control and shift keyboard shortcuts](#) to choose multiple images at once.



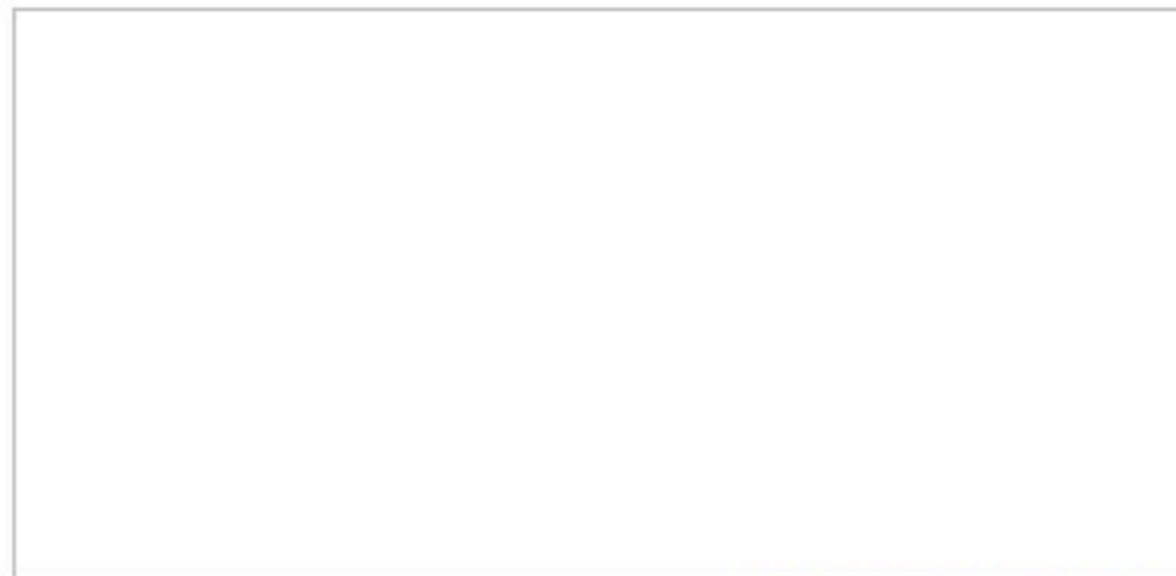
Browse...

Flash Version 8 required for optimal viewing. [Download now](#) or [go to the basic upload view](#)



- Choose Images from:
- Your computer
  - Images in **this** site
  - Images in **another** site

Browse to upload images. Use the [control and shift keyboard shortcuts](#) to choose multiple images at once.



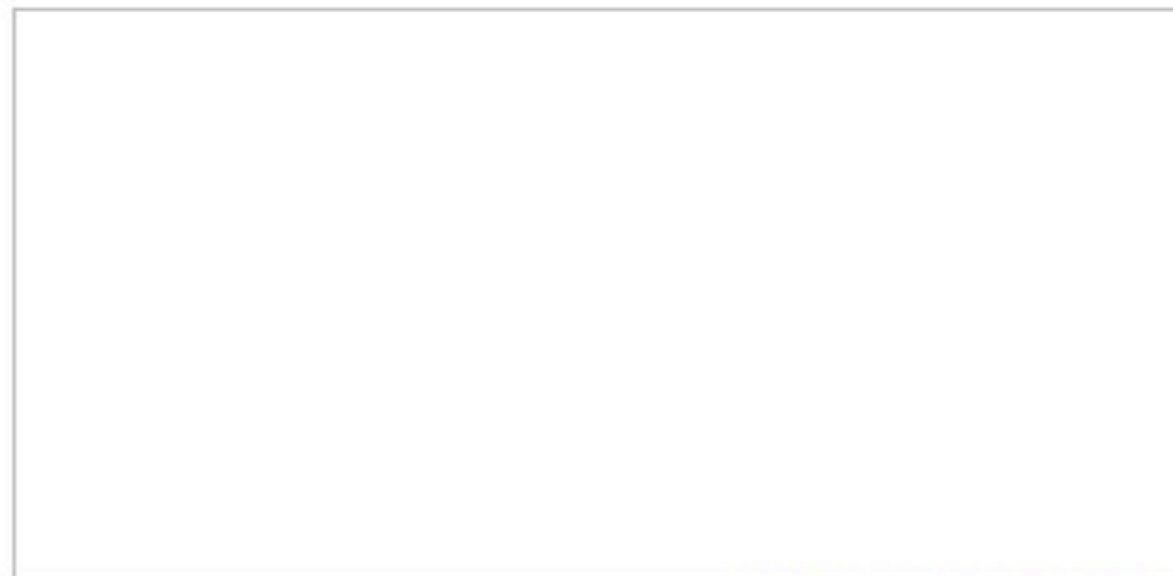
Browse...

Flash Version 8 required for optimal viewing. [Download now](#) or [go to the basic upload view](#)

1) Choose Images → **Multi-step Indicator Component** → 3) Add Information to Images

- Choose Images from:
- Your computer
  - Images in **this** site
  - Images in **another** site

Browse to upload images. Use the [control and shift keyboard shortcuts](#) to choose multiple images at once.



Browse...

Flash Version 8 required for optimal viewing. [Download now](#) or [go to the basic upload view](#)



Browse Images & Collections

[Add Images](#)

Search All Images

enter filename or tag

Find

Search currently out of scope

Collection Name

Show:  Title  Description  Tags

View: **Thumbnails** | [Slideshow](#) | [List](#)

Collections

- All Images (228)
- Recently Added (22)

- Flagged (118)
- Week 1 (21)
- Week 2 (45)
- Week 3 (28)
- Week 4 (35)

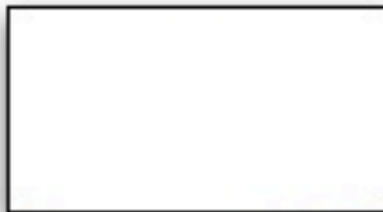
[New Collection](#)

Tags / Keywords

Select tag to view tagged images

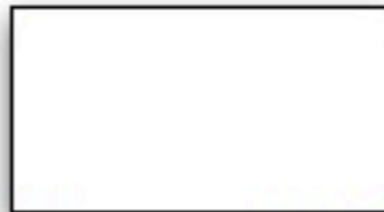
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- tag tag tag tag tag
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Filename.gif



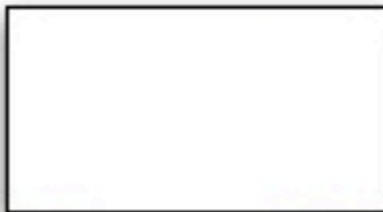
This is where the description will be displayed

Filename.jpg



Click here to enter description

Filename.jpg



This is where the description will be displayed

Filename.jpg



This is where the description will be displayed

Filename.gif



This is where the description will be displayed

Work title



Click here to enter description

Filename.gif



Click here to enter description

Filename.gif



Click here to enter description

Work title



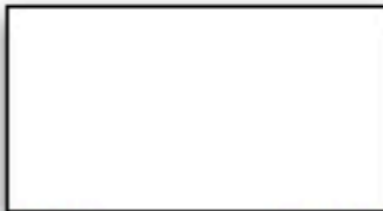
This is where the description will be displayed

Work title



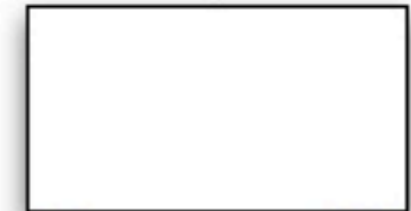
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Work title



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Filename.gif



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Search

Search currently out of scope

Collection Name

Show:  Title  Description  Tags

View: **Thumbnails** | [Slideshow](#) | [List](#)

Collections

- [All Images](#) (228)
- [Recently Added](#) (22)

- [Flagged](#) (118)
- [Week\\_1](#) (21)
- [Week\\_2](#) (45)
- [Week\\_3](#) (28)
- [Week\\_4](#) (35)

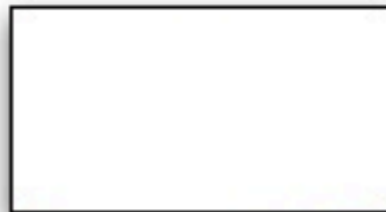
[New Collection](#)

Tags / Keywords

Select tag to view tagged images

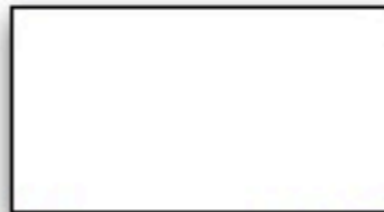
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Filename.gif



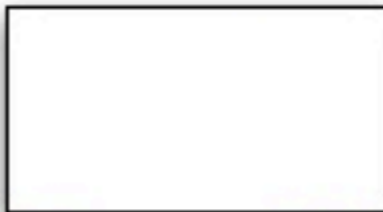
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Work title



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Work title



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Collection Name

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View: **Thumbnails** | [Slideshow](#) | [List](#)

Collections

- All Images (228)
- Recently Added (22)

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[Week\\_1](#) (21)

[Playlist](#) (15)

[Week\\_2](#) (23)

[Week\\_4](#) (35)

[New Collection](#)

Playlist Component

Tags / Keywords

Select tag to view tagged images

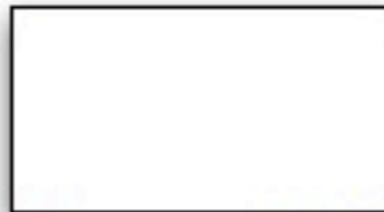
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Filename.gif



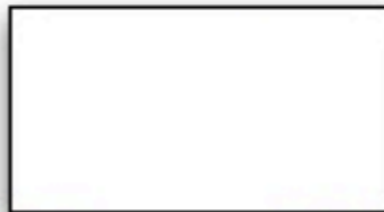
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Browse Images & Collections

[Add Images](#)

Search

Search currently out of scope

Collection Name

Show:  Title  Description  Tags

View: **Thumbnails** | [Slideshow](#) | [List](#)

Collections

- All Images (228)
- Recently Added (22)

Flagged (118)

Week\_1 (21)

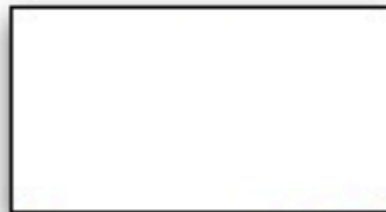
Playlist (15)

Component (13)

Week\_4 (35)

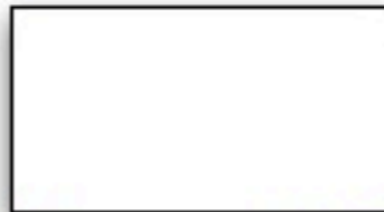
New Collection

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Filename.jpg



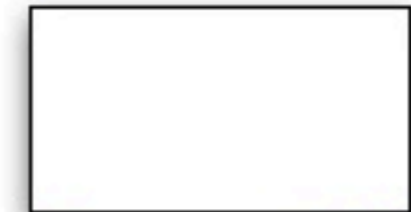
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Work title



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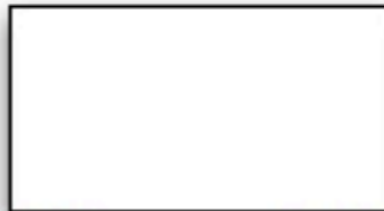
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Work title



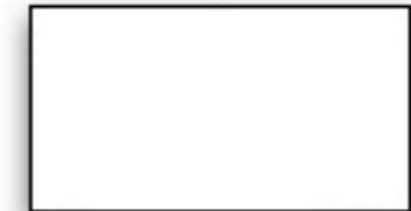
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Tags / Keywords

Select tag to view tagged images

- tag tag tag tag tag
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Browse Images & Collections | [Add Images](#)

Search

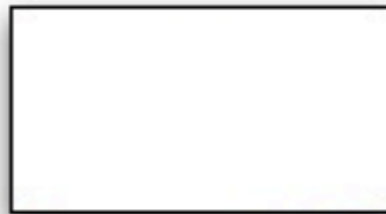
Search currently out of scope

Collection Name

Show:  Title  Description  Tags

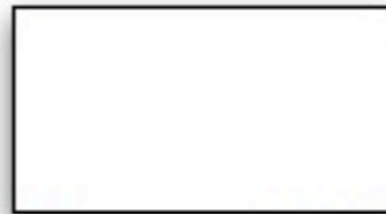
View: **Thumbnails** | [Slideshow](#) | [List](#)

Filename.gif



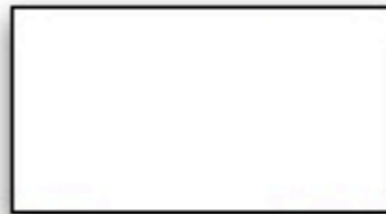
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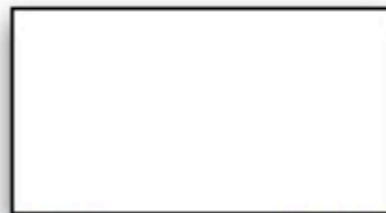
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Collections

[All Images](#) (228)

[Recently Added](#) (22)

[Flagged](#) (118)

[Week\\_1](#) (21)

[Week\\_2](#) (23)

[Week\\_3](#) (23)

[Week\\_4](#) (35)

[New Collection](#)

Playlist Component

Tags / Keywords

Select tag to view tagged images

tag tag tag tag tag  
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Tagcloud Component

Browse Images & Collections | [Add Images](#)

Search

Search currently out of scope

Collection Name

Show:  Title  Description  Tags

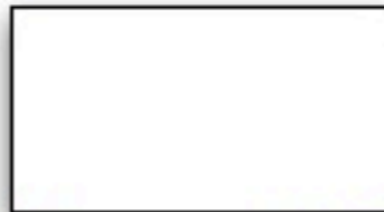
View: **Thumbnails** | [Slideshow](#) | [List](#)

Filename.gif



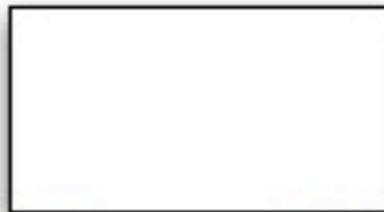
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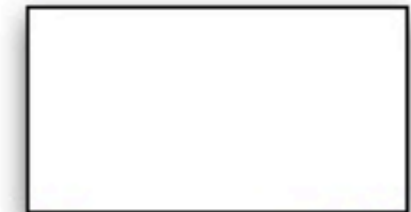
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Collections

[All Images](#) (228)

[Recently Added](#) (22)

[Flagged](#) (118)

[Week\\_1](#) (21)

[Week\\_2](#) (23)

[Week\\_3](#) (23)

[Week\\_4](#) (35)

[New Collection](#)

Playlist Component

Tags / Keywords

Select tag to view tagged images

tag tag tag tag tag  
tag tag tag tag tag  
tag tag tag tag tag  
tag tag tag tag tag  
tag tag tag tag tag

Tagcloud Component

Browse Images & Collections | [Add Images](#)

Search  All Images  or tag  Find

Search Component

Search currently out of scope

Collection Name

Show:  Title  Description  Tags

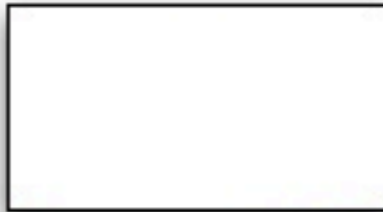
View: **Thumbnails** | [Slideshow](#) | [List](#)

Collections

- All Images (228)
- Recently Added (22)
- Flagged (118)
- Week\_1 (21)
- Playlist (15)
- Week\_2 (23)
- Week\_4 (35)
- New Collection

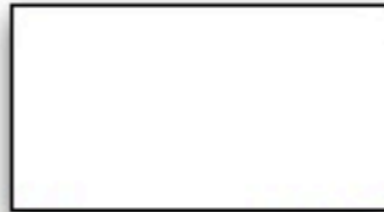
Playlist Component

Filename.gif



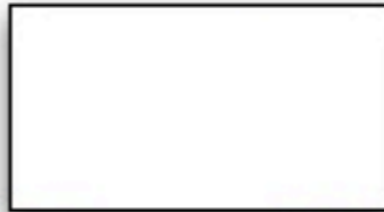
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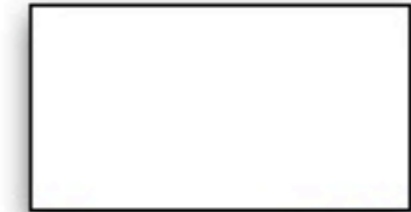
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Work title



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Tags / Keywords

Select tag to view tagged images

- tag tag tag tag tag
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Tagcloud Component

Work title



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Work title



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Browse Images & Collections | [Add Images](#)

Search    Search currently out of scope

Collection Name

Show:  Title  Description  Tags

View: [Thumbnails](#) | [Slideshow](#) | [List](#)

Collections

[All Images](#) (228)

[Recently Added](#) (22)

[Flagged](#) (118)

[Week\\_1](#) (21)

[Week\\_2](#) (23)

[Week\\_3](#) (25)

[Week\\_4](#) (35)

[New Collection](#)

Playlist Component

Tags / Keywords

Select tag to view tagged images

tag tag tag tag tag

tag tag tag tag tag

tag tag tag tag tag

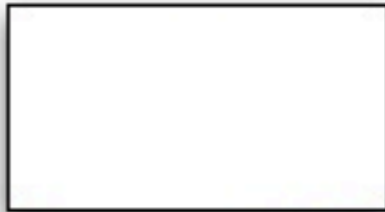
tag tag tag tag tag

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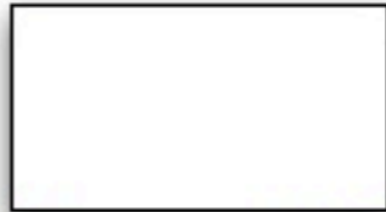
Tagcloud Component

Filename.gif



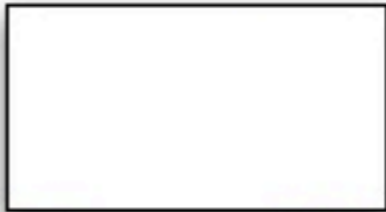
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Filename.jpg



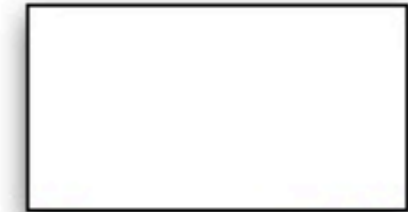
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Work title



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Work title



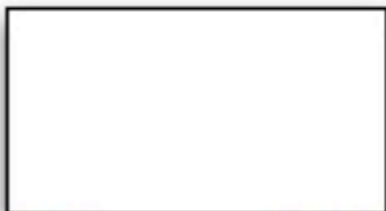
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Work title



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Work title



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Filename.gif



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Browse Images & Collections | [Add Images](#)

Search  Search Component  Search currently out of scope

**Collections**

- All Images (228)
- Recently Added (22)
- Flagged (118)
- Week\_1 (21)
- Playlist (15) **Playlist Component**
- Week\_2 (23)
- Week\_4 (35)
- New Collection

**Tags / Keywords**

Select tag to view tagged images

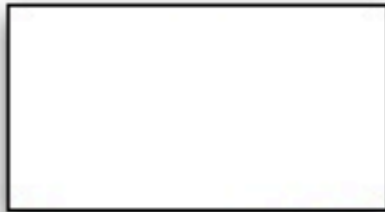
tag tag tag tag tag  
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**Tagcloud Component**

Collection Name

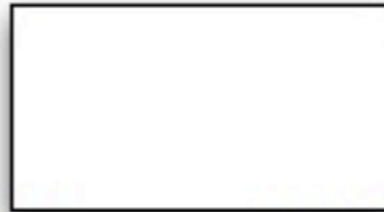
Show:  Title  Description  Tags

Filename.gif



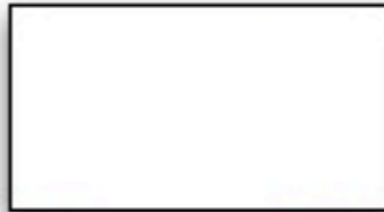
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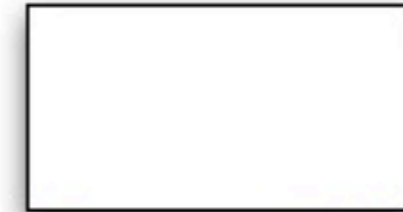
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Filename.jpg



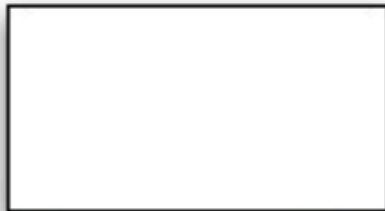
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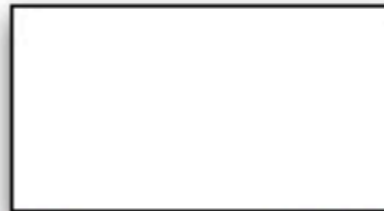
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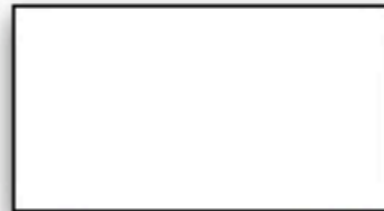
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Work title



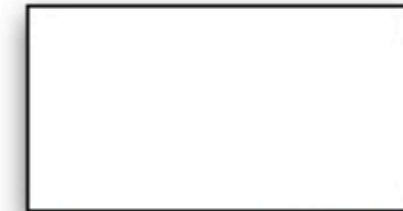
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Click here to enter description

Work title



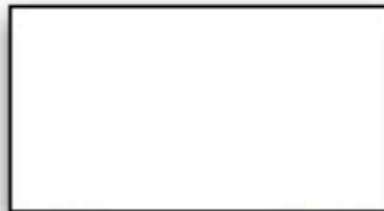
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Work title



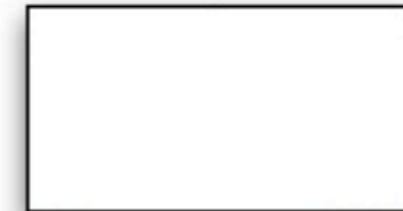
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Work title



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Filename.gif



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**Multi-Views Component**

Browse Images & Collections | [Add Images](#)

Search  All Images  or tag  Find

Search Component

Search currently out of scope

Collection Name

Show:  Title  Description  Tags

Multi-Views Component

Collections

- All Images (228)
- Recently Added (22)

- Flagged (118)
- Week\_1 (21)
- Week\_2 (15)
- Week\_3 (23)
- Week\_4 (35)

Playlist Component

New Collection

Tags / Keywords

Select tag to view tagged images

tag tag tag tag tag  
tag tag tag tag tag  
tag tag tag tag tag  
tag tag tag tag tag  
tag tag tag tag tag

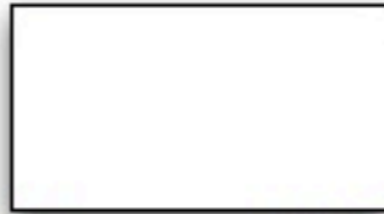
Tagcloud Component

Filename.gif



This is where the description will be displayed

Filename.jpg



Click here to enter description

Filename.jpg



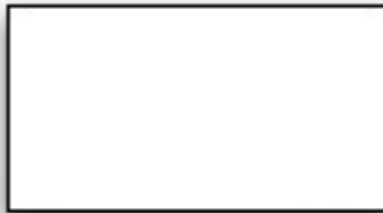
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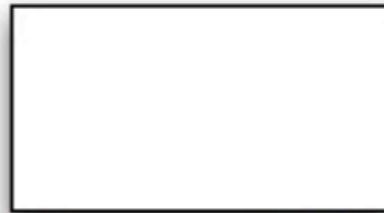
This is where the description will be displayed

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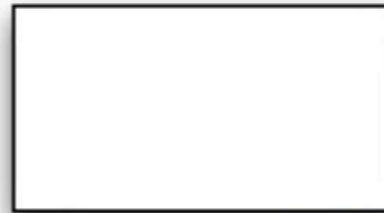
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Work title



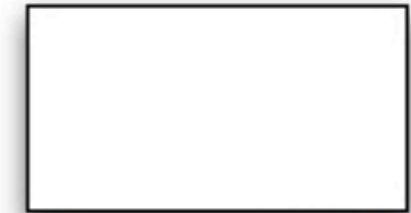
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Work title



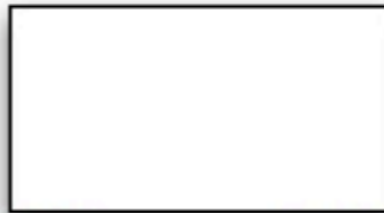
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Work title



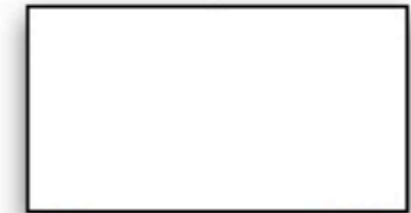
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Work title



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Browse Images & Collections | Add Images

Search All Images Search Component Find

Collections

- All Images (228)
- Recently Added (22)
- Flagged (118)
- Week\_1 (21)
- Playlist (15) **Playlist Component**
- Week\_2 (23)
- Week\_4 (35)
- New Collection

Tags / Keywords

Select tag to view tagged images

tag tag tag tag tag

tag tag tag tag tag

tag tag tag tag tag

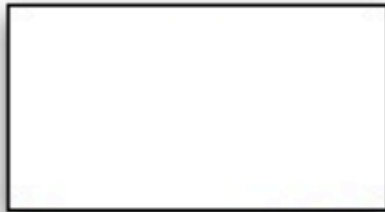
tag tag tag tag tag

**Tagcloud Component**

Collection Name

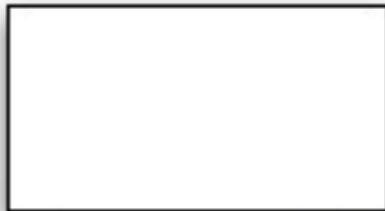
Show:  Title  Description  Tags

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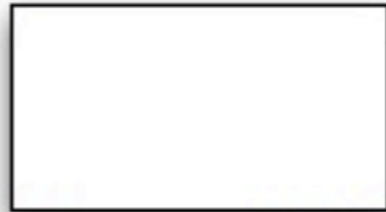
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Work title



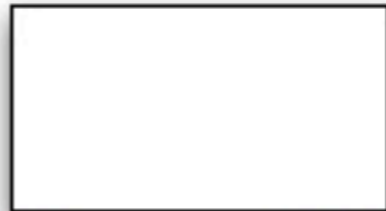
This is where the description will be displayed

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Work title



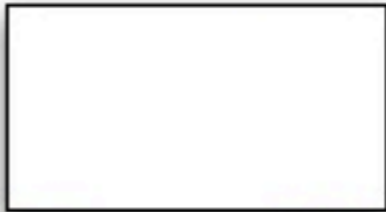
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Work title



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Filename.jpg



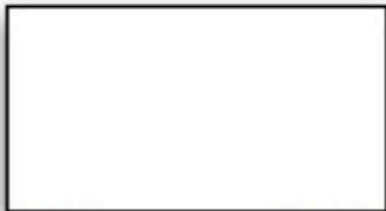
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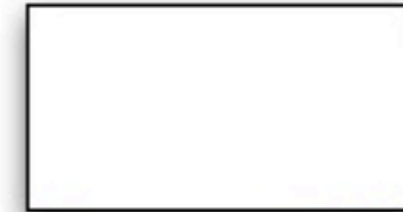
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Work title



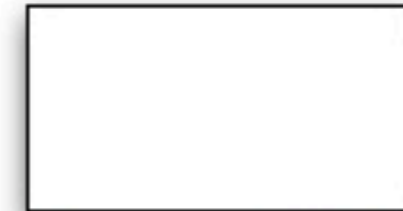
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Filename.jpg



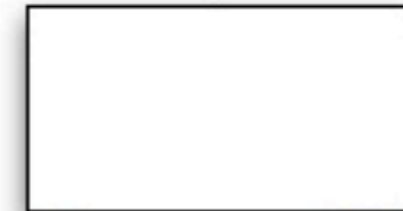
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Filename.gif



Click here to enter description

Filename.gif



This is where the description will be displayed

Multi-Views Component

Search currently out of scope

# U-Camps

- Our main educational effort
- Everyone should have a basic UX vocabulary
- Share a repertoire of viable UX techniques
- Opportunity for designers and developers to collaborate
- Loose agenda, open participation

# U-Camps

ware  
or everyone

- Our
- Eve
- Sha
- Opp
- coll
- Loc

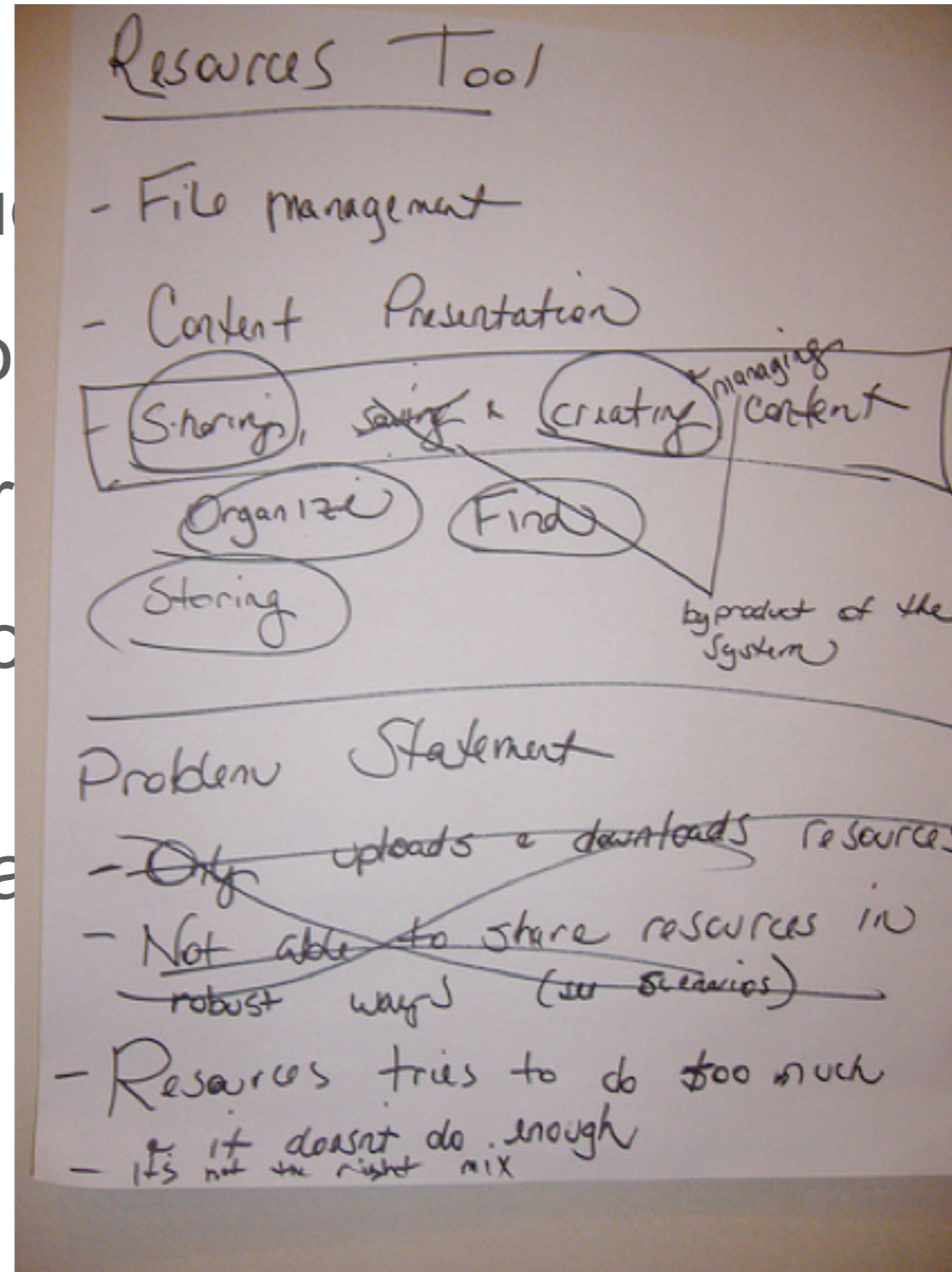


- Our
- Eve
- Sha
- Opp  
coll
- Loc



# U-Camps

- Our main education
- Everyone should
- Share a repository
- Opportunity for collaboration
- Loose agenda



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# U-Camps

- Our
- Eve
- Sha
- Opp  
coll
- Loc



ware  
or everyone



# Distributed Design



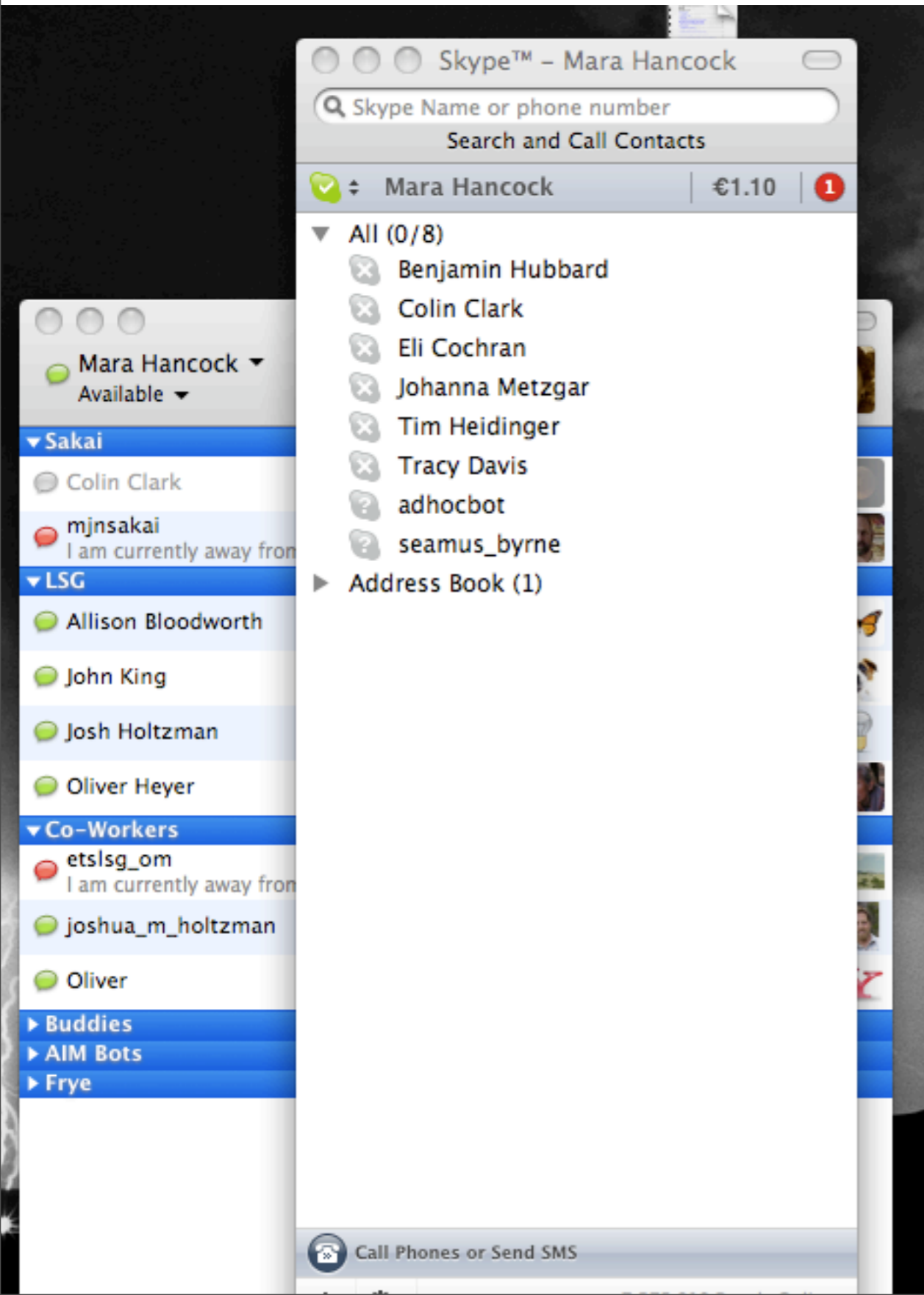
Designing software  
that works - for everyone



# Distributed Design



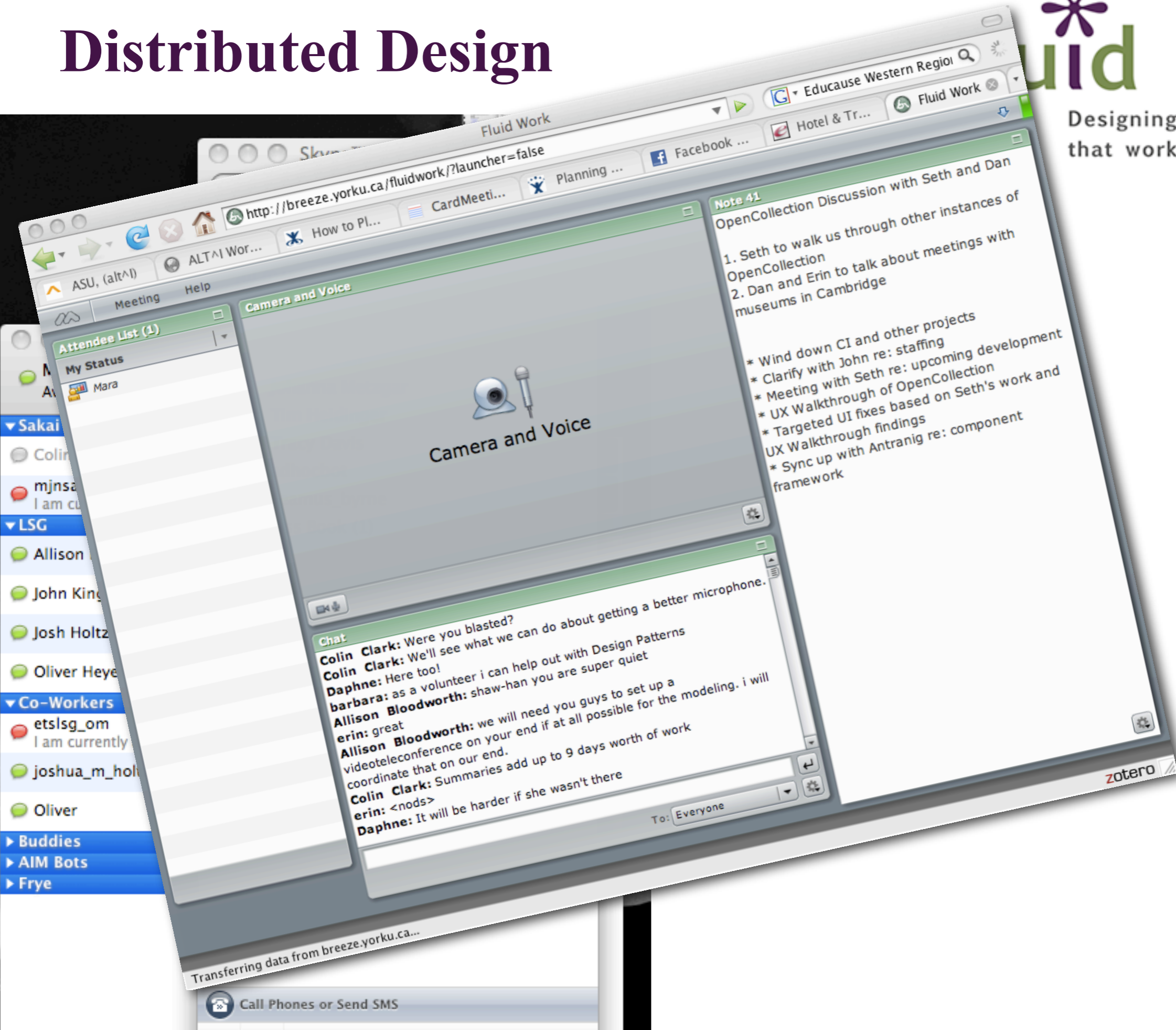
Designing software  
that works - for everyone



# Distributed Design



Designing software  
that works - for everyone



Transferring data from breeze.yorku.ca...

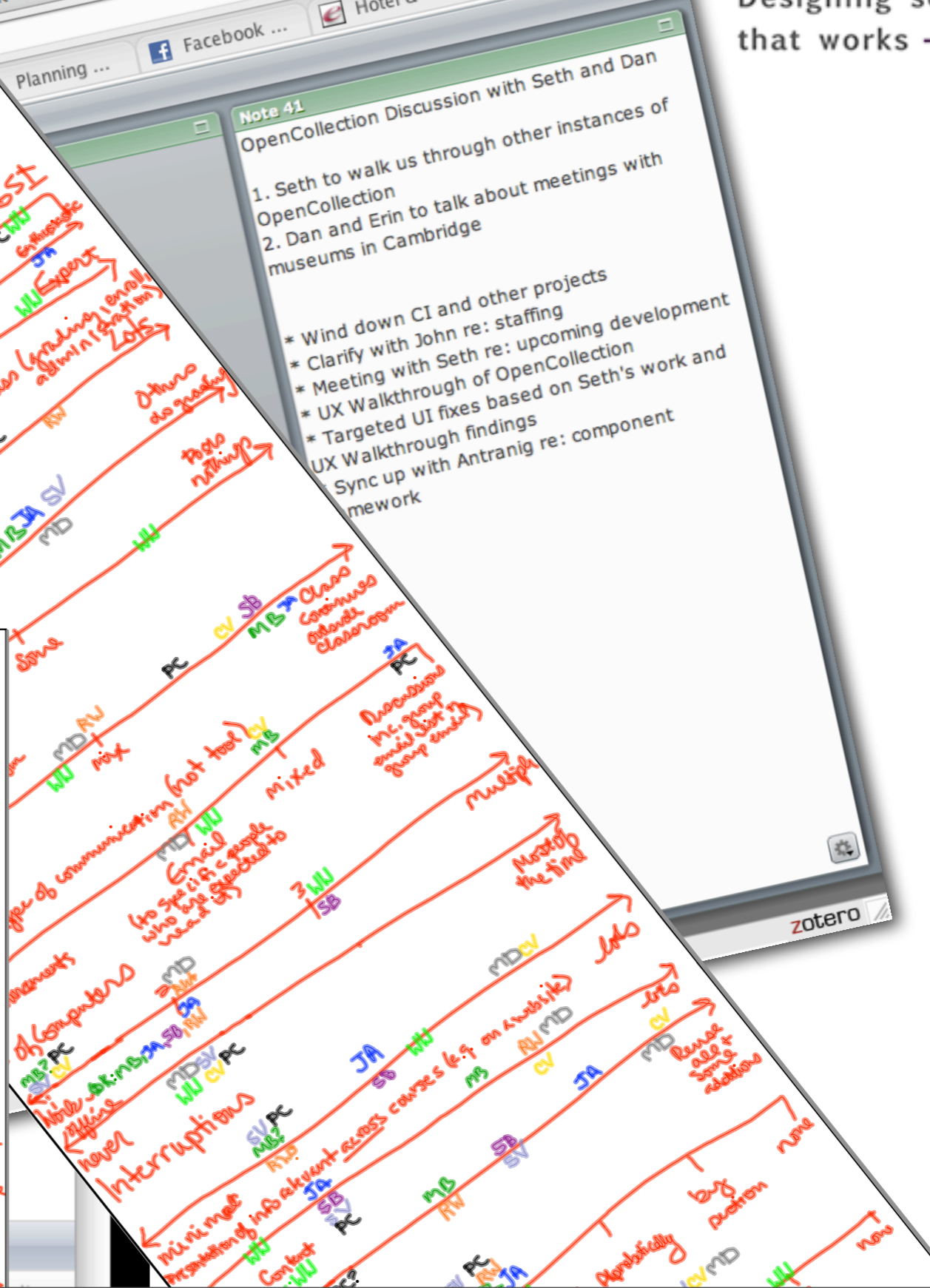
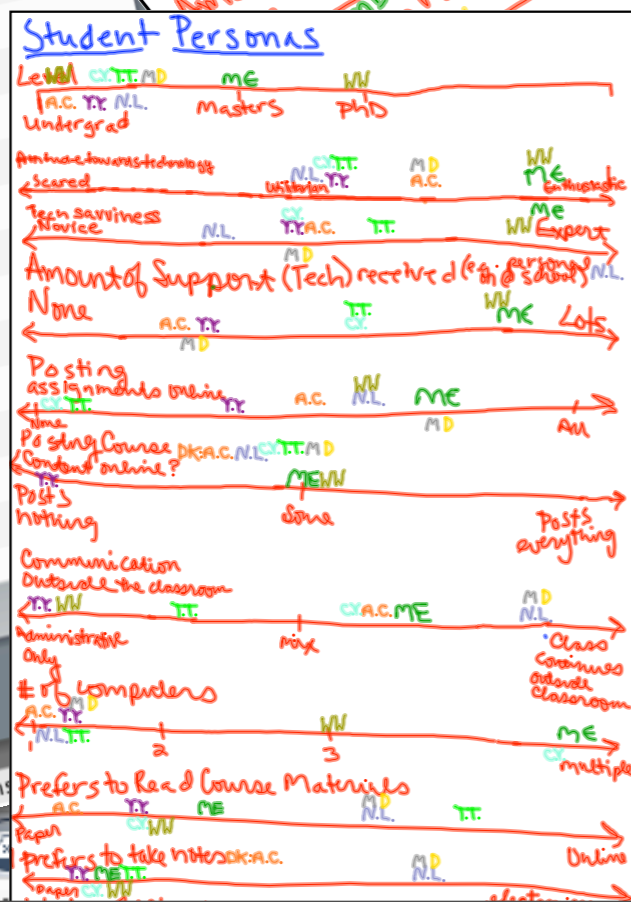
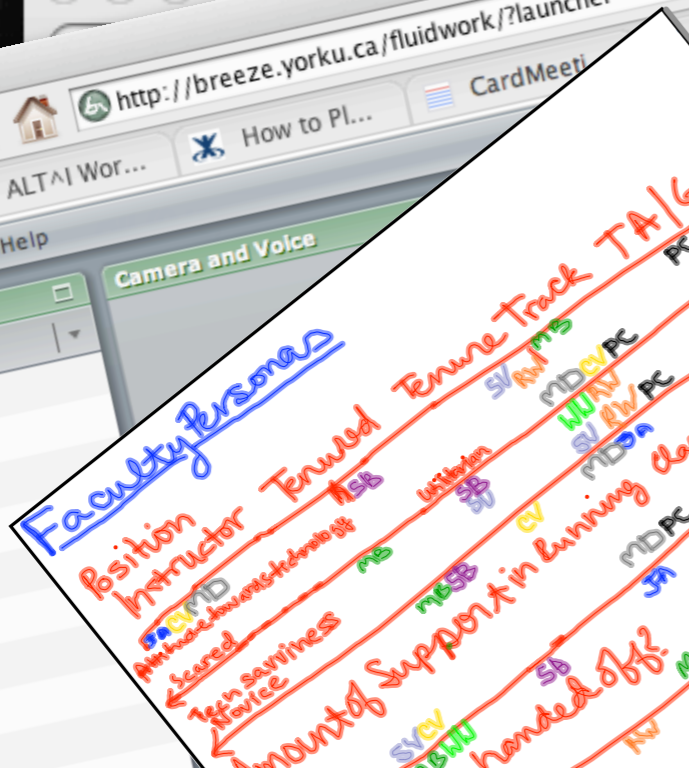
Call Phones or Send SMS

# Distributed Design

March 28, 2008



Designing software that works - for everyone



Meeting Help

Attendee List (1)

My Status

Mara

Sakai

Colin

mjnsa

I am cu

LSG

Allison

John King

Josh Holtz

Oliver Heye

Co-Workers

etslsg\_om

I am currently

joshua\_m\_hol

Oliver

Buddies

AIM Bots

Frye

Fluid Work

http://breeze.yorku.ca/fluidwork/?launcher=false

CardMeet

Planning ...

Facebook ...

Hotel & Tr...

Educause Western Region

Fluid Work

Note 41

OpenCollection Discussion with Seth and Dan

1. Seth to walk us through other instances of OpenCollection
2. Dan and Erin to talk about meetings with museums in Cambridge

- \* Wind down CI and other projects
- \* Clarify with John re: staffing
- \* Meeting with Seth re: upcoming development
- \* UX Walkthrough of OpenCollection
- \* Targeted UI fixes based on Seth's work and UX Walkthrough findings

Sync up with Antranig re: component mework

zotero

# Distributed Design

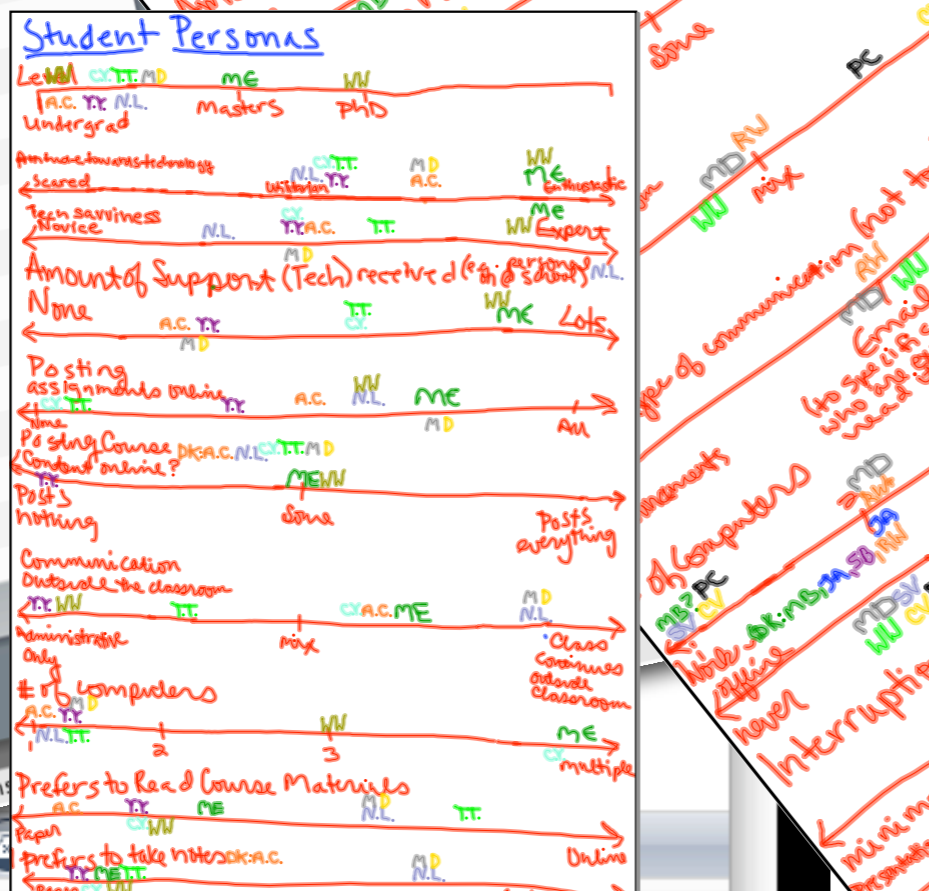
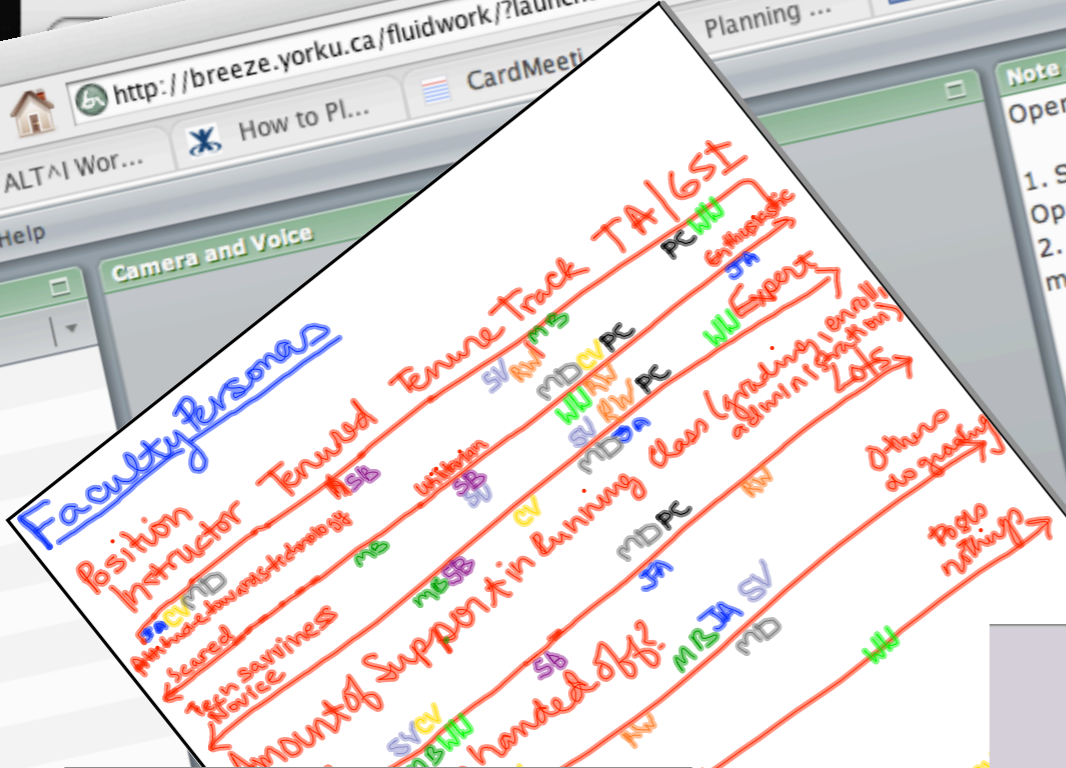
March 28, 2008



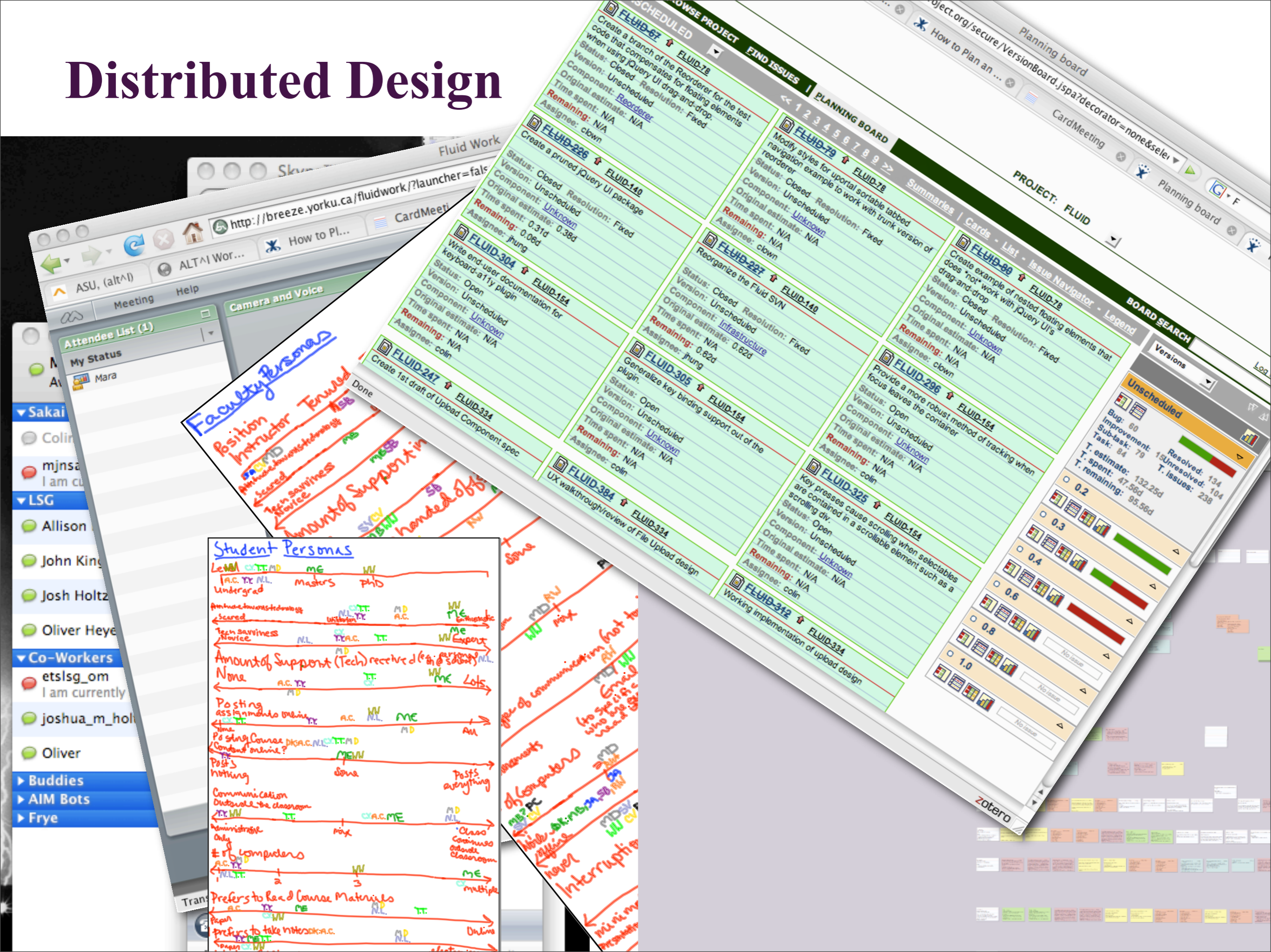
Designing software that works - for everyone

Fluid Work interface showing a meeting window with an attendee list (Mara) and a note titled "Note 41" with the following content:

- OpenCollection Discussion with Seth and Dan
- 1. Seth to walk us through other instances of OpenCollection
- 2. Dan and Erin to talk about meetings with museums in Cambridge
- \* Wind down CI and other projects
- \* Clarify with John re: staffing
- \* Meeting with Seth re: upcoming development
- \* UX Walkthrough of OpenCollection
- \* Targeted UI fixes based on Seth's work and UX Walkthrough findings
- Sync up with Antranig re: component mework



# Distributed Design



## Faculty Personas

Scared  
Tech savviness  
Amount of Support in  
handed off

## Student Personas

Lev. MA, CTT, MD, ME, WV  
Ac. Yr. NL, Undergrad, Masters, PhD  
Amount of Support (Tech) received (e.g. in class)  
None, A.C., Yr., MD, Lots  
Posting assignments online  
Posting course materials online  
Communication outside the classroom  
Administrative Only  
# of Computers  
Prefers to read course materials  
Prefers to take notes

level of communication (not to  
of computers  
never interruptions

# Virtual Usability Lab

- Open source distributed usability testing
- Competition to expensive tools like Morae
- Powerful tool for usability testing
  - Before and after survey questions
  - Remote screen recording
  - No installation required
  - Mouse and keyboard tracking
  - Designed within a community that needs it!

<http://www.vulab.ca/>

# Technical Goals

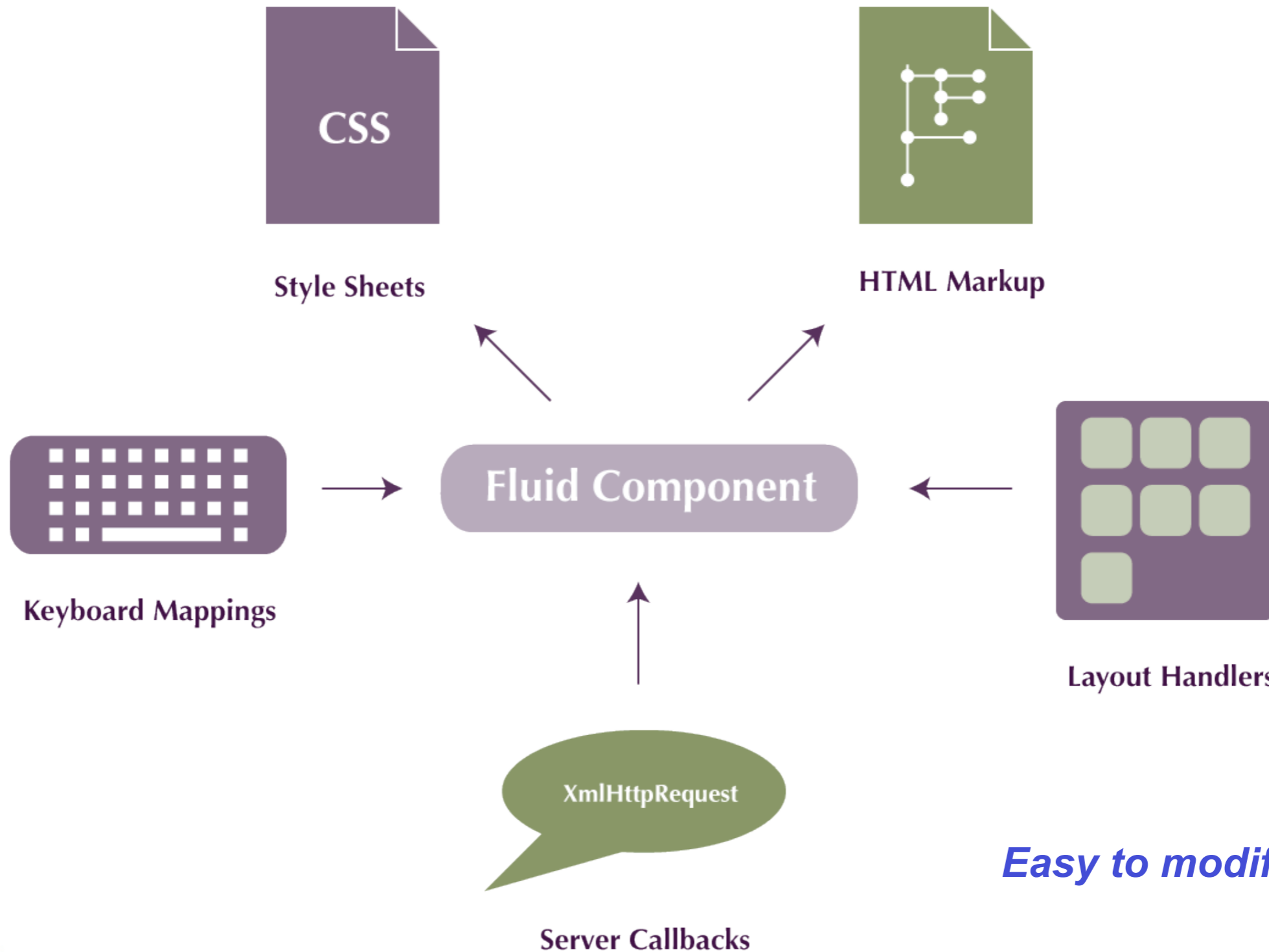
- Make it easier for developers to build better, more accessible user interfaces
- Support collaboration with designers
- Foster sharing of design and code
- Adaptable for a variety of tools and workflows
- Embrace the Web
- Support diverse presentation frameworks
- Don't reinvent the wheel: leverage good existing technologies and fill the gaps



# Component Composition (Flexible and reusable)

**Fluid**

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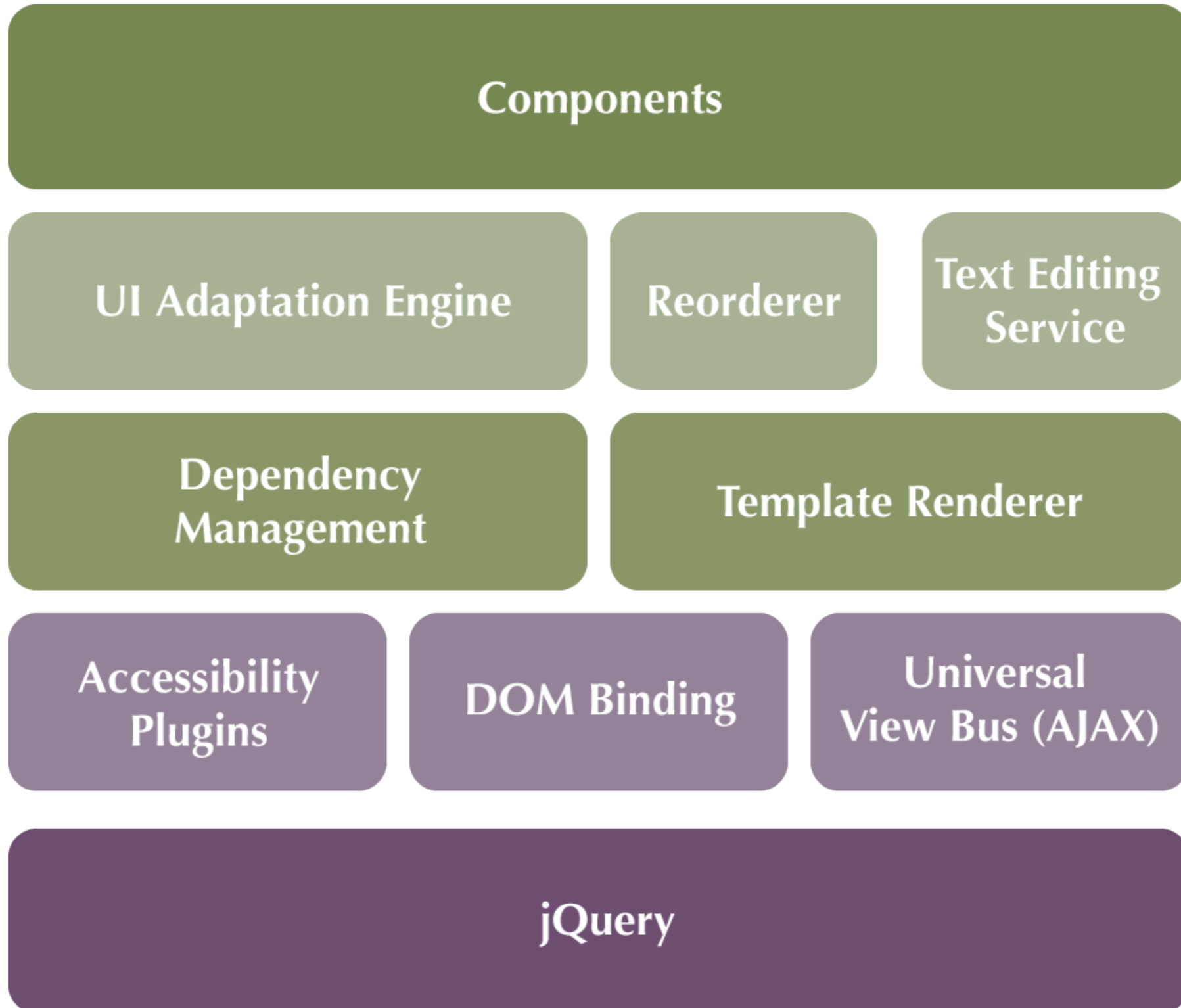


*Easy to modify!*

# Fluid Framework Illustrated



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# Roadmap



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June 2008  
Fluid 0.4

- toolkit accessibility
- framework definition

December 2008  
Fluid 0.8

- ui accessibility adaption
- file management components

- sustainable, active community

Early Adoption; Help Shape the Direction of Fluid

APIs Stabilize

Build and Share Your Own Fluid Components

- framework development
- open design patterns library

- new components, framwork refinements
- expand ux toolkit

March 2008  
Fluid 0.3

September 2008  
Fluid 0.6

March 2009  
Fluid 1.0

*We welcome participation!*



# How You Can Help

- Join our mailing lists
- Share code
- Help with design effort
  - UX Walkthroughs are fun and easy
  - Contextual inquiry
  - Component design teams
- Use and extend Fluid components in your tools
- QA: design test plans, help with testing
- User testing
- Share design patterns

# Join in....



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that works - for everyone

- Fluid Project Web Site:  
<http://fluidproject.org>
- Our wiki:  
<http://wiki.fluidproject.org>
- Our source code:  
<https://source.fluidproject.org/svn>
- Our mailing lists:  
[fluid-work@](mailto:fluid-work@) for community collaboration  
[fluid-talk@](mailto:fluid-talk@) for anything you're interested in

