http://fluidproject.org/index.php/demos

http://wiki.fluidproject.org

The Fluid Project

An Open Source Community for Inclusive Design

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Fluid

What, Where, and Who is Fluid?

What is it? What does it do?

Where is it? How do I find Fluid? (more than urls)

Who is it? Who is working on Fluid?

Why should I care?

What is Fluid?

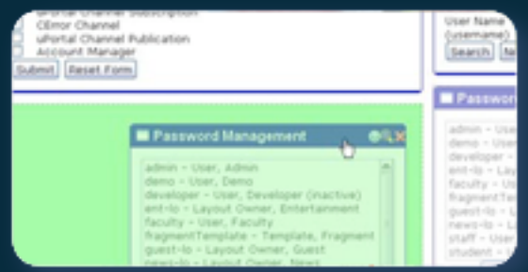
A community source project that creates user experience tools and software capable of addressing the needs of diverse users.

- Rich, flexible, reusable user interface components
- Lightweight JavaScript development tools
- User Experience Toolkit
- Accessible Interaction Designs
- Design Pattern Community

What is a Fluid Component?

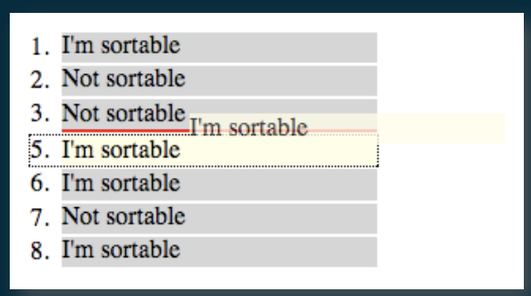
- Components are recurring interactions
- Encompass familiar activities on the Web:
  - Working with files, uploading, finding stuff
  - Navigating through content and tools
  - Rich interactions: drag and drop, etc.
- Activities and contexts, not just controls and widgets…

The Reorderer Family



layouts

grids



lists

components javascript UX toolkit DPL

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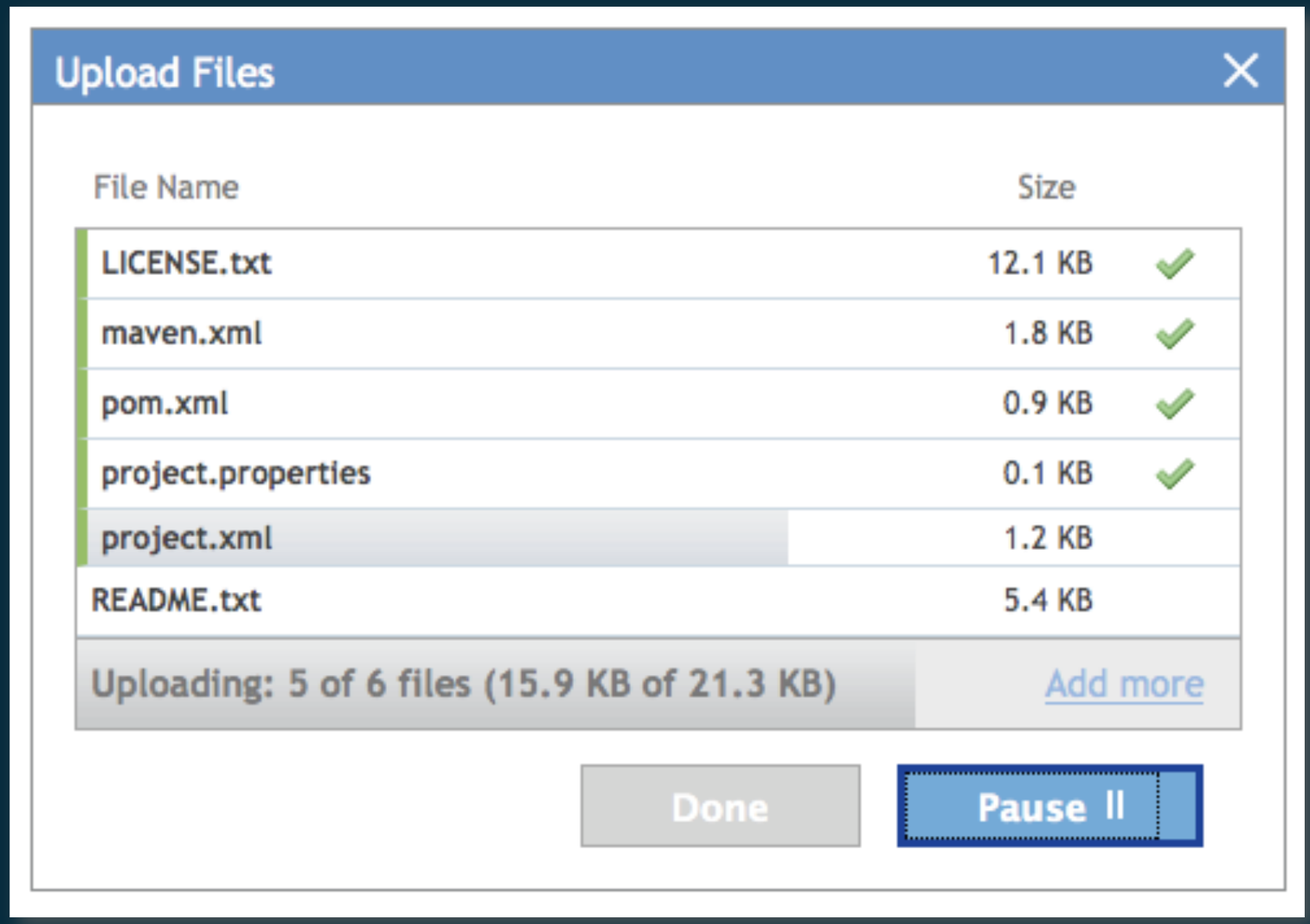
Uploader



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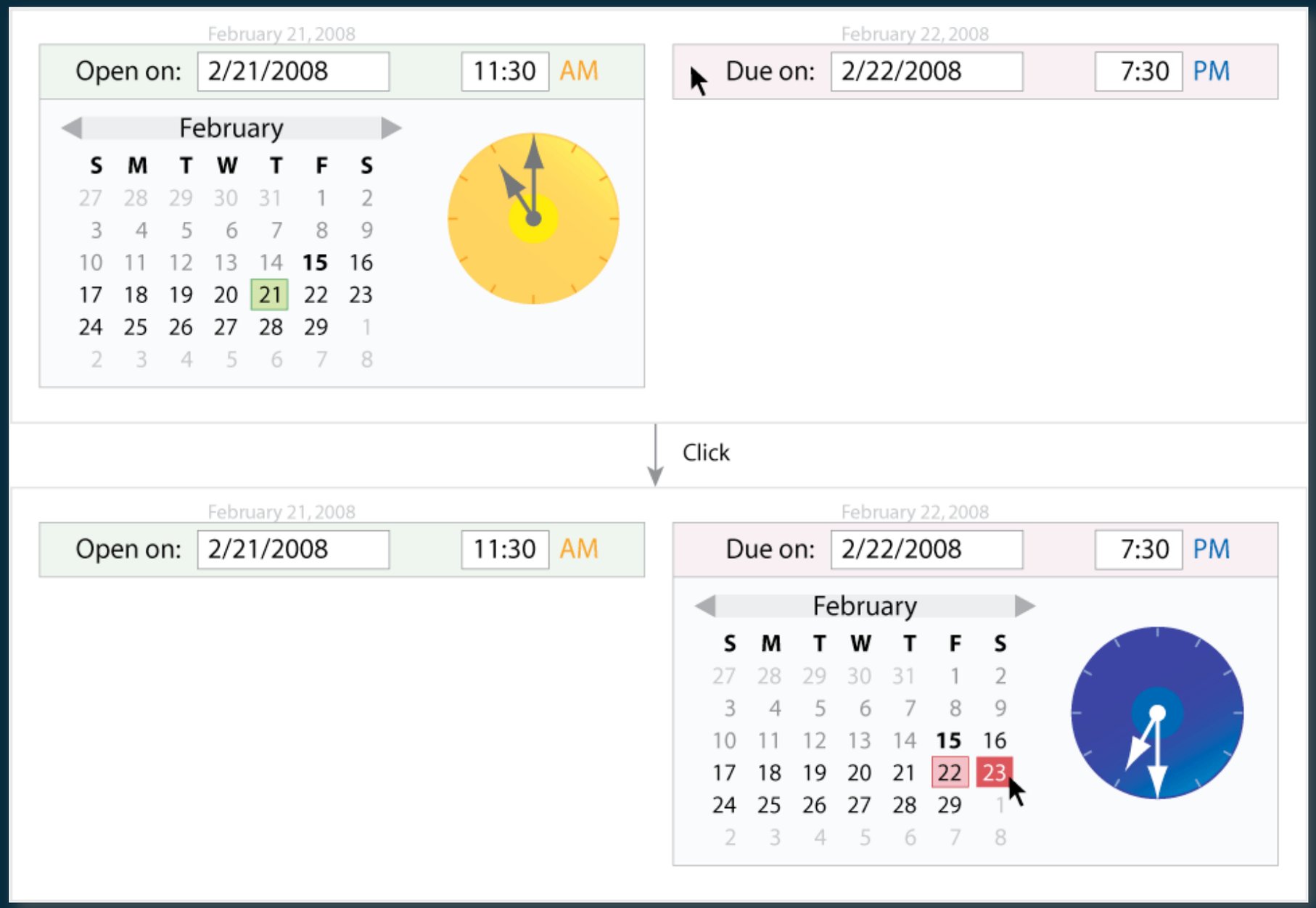
Date Picker



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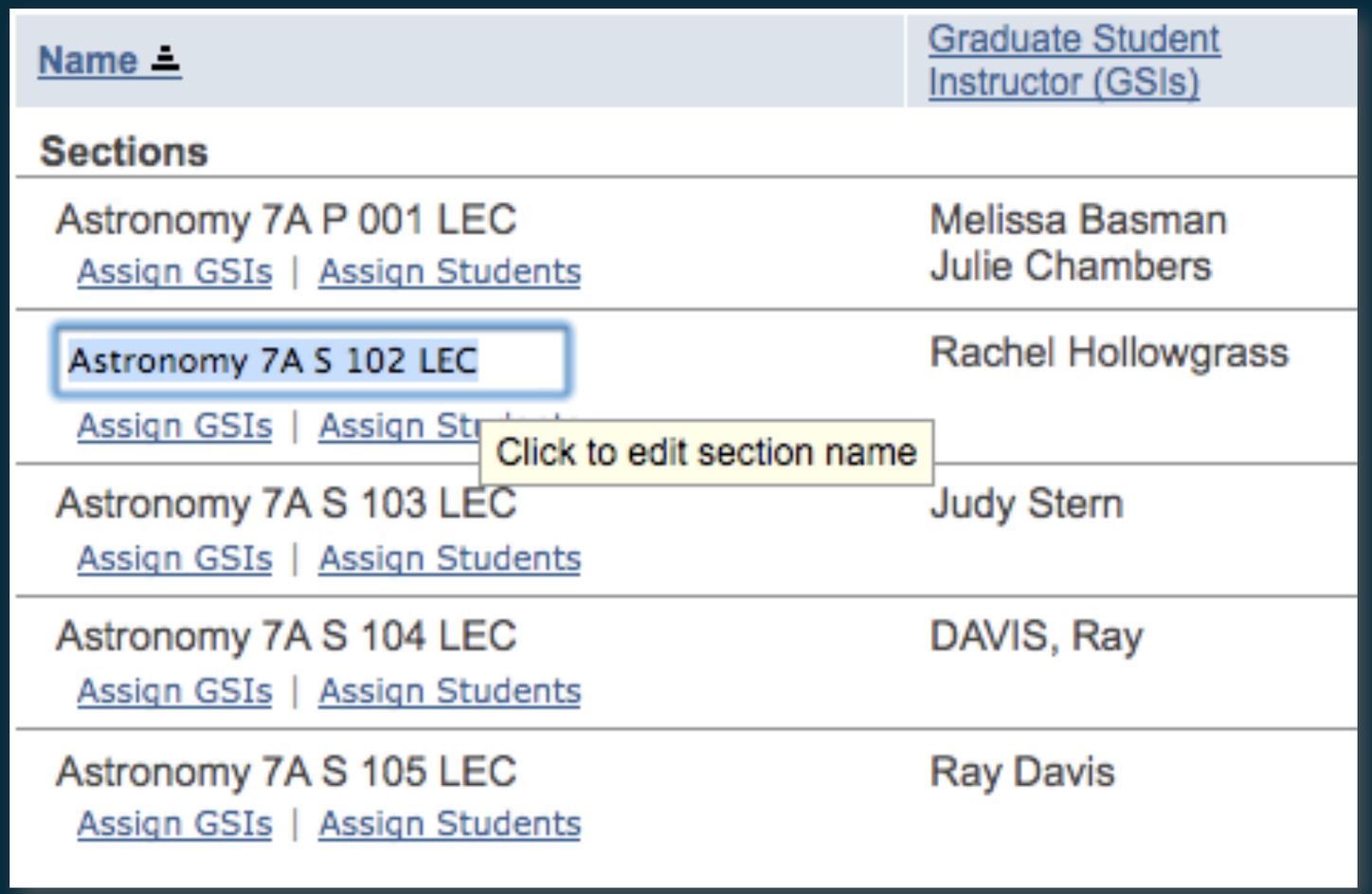
Inline Edit



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Pager

Start typing a name... Find

|< < Page 2 of 19 > >| Show 10 per page

Name	User ID	Email Address	Role
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 2 of 19 > >| Viewing 11-20 of 194

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Technology

- Fluid components are:
  - Accessible and customizable
  - Compatible with lots of technologies
  - Easy to write and adapt

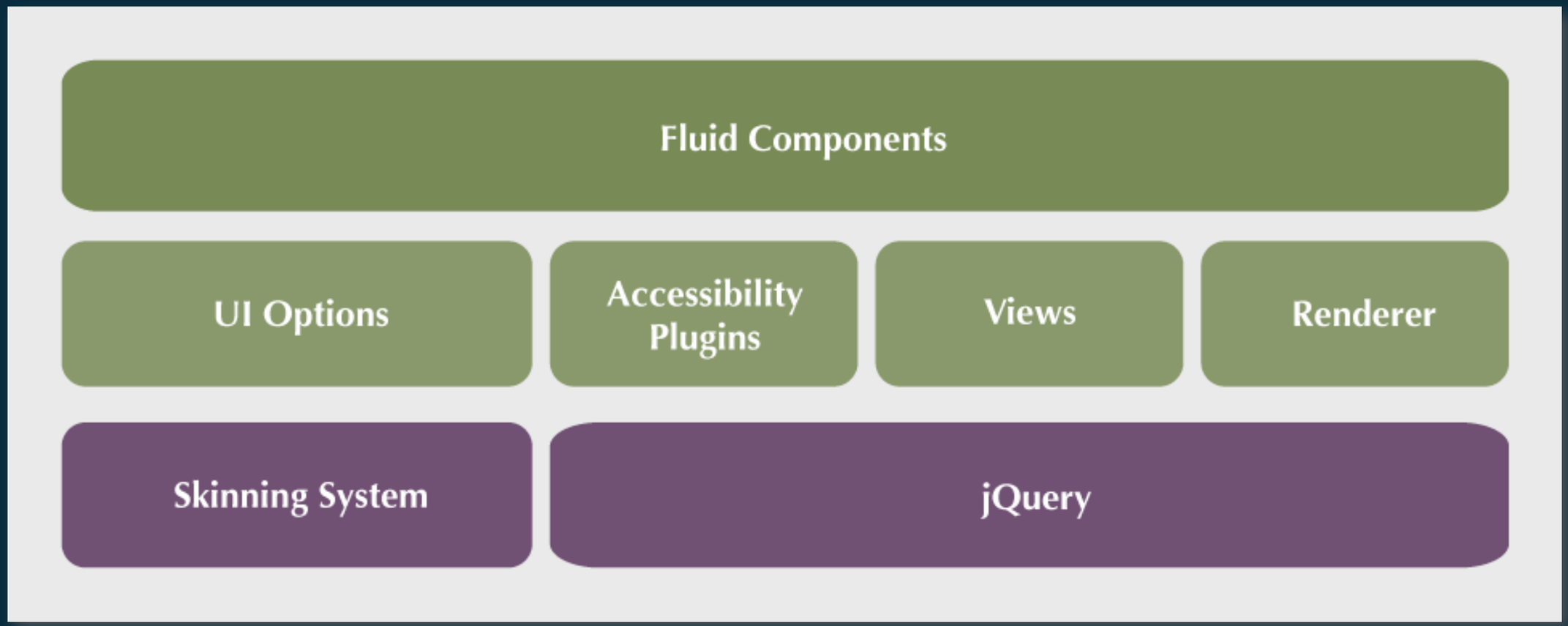
Fluid Framework

- Built with jQuery
- Lightweight MVC
- Client-side template rendering
- Plugins to make accessibility easier
- Highly declarative: reconfigure, rewire, extend

Accessible

- Flexible layouts and skins
- Inject navigational enhancements
- Customizable keyboard support
- UI Options: user preferences
- jQuery UI a11y effort

Fluid Framework



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UX Toolkit

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.

User Research
Contextual Inquiry
Personas

Evaluation and Assessment
UX Walkthroughs
User Testing

Interaction Design
Design Patterns
Components
Comparative & Competitive Analysis

Accessibility
Accessibility Resources

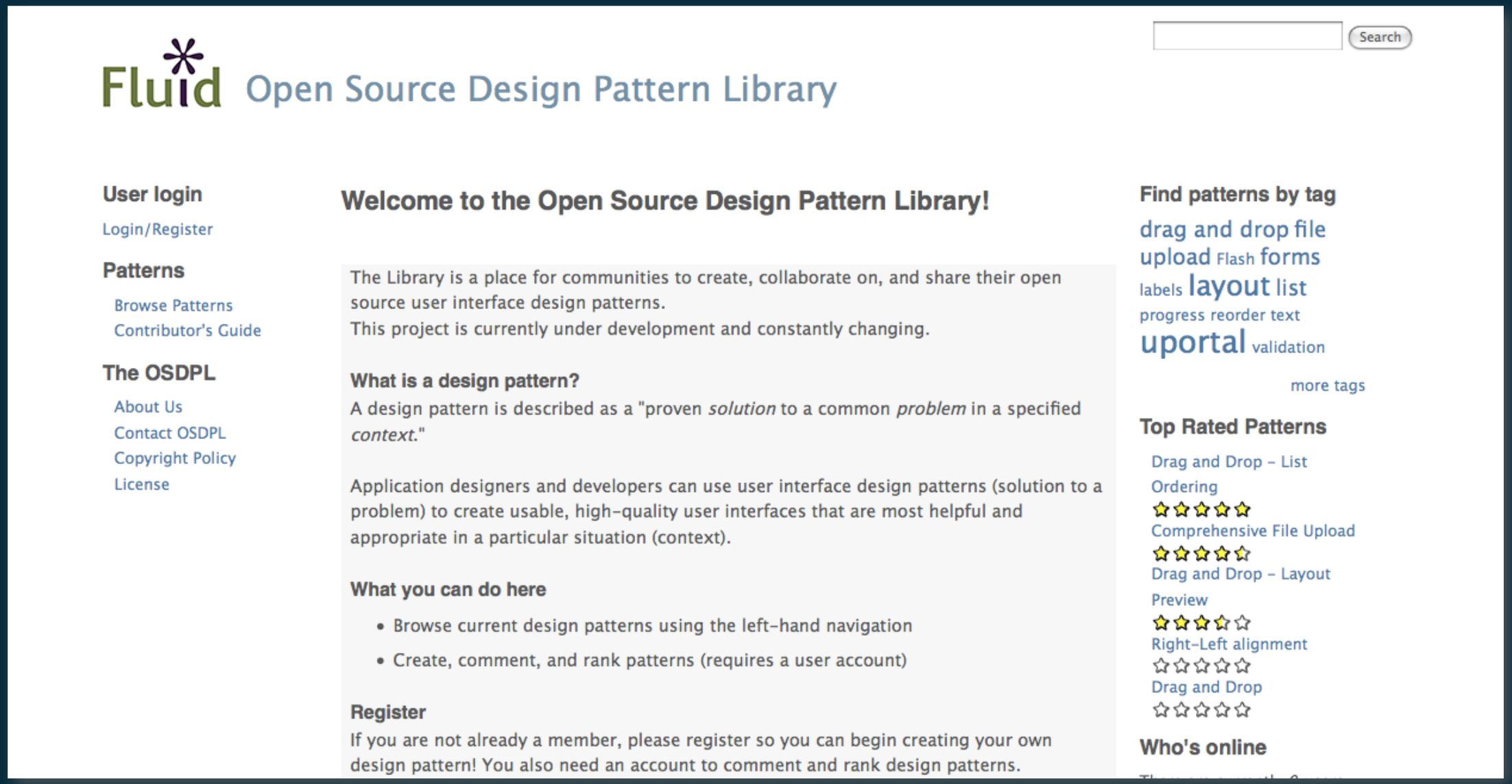
Visual Design
Fluid Brand

Design Process & Management
Agile Planning - Goals, benefits and details
UX Resources

UX Toolkit

- UI Design Patterns
- UX Walkthroughs
- Testing techniques
- User profiles
- All the stuff you need to design great interfaces!

Design Pattern Library



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Design Pattern Library

- a collection of user experience designs -- a collection of reusable design knowledge put together by people who have thought about a particular interaction in depth.

- Open Source Design Patterns Library:
  - The first truly open, collaborative pattern repository

What is Fluid?

A community source project that creates user experience tools and software capable of addressing the needs of diverse users.

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- ~~Accessible Interaction Designs~~
- ~~Design Pattern Community~~

Fluid

what problem are we solving?

- Systemic problem of poor and inconsistent user interface
  - Often left to programmers
  - Tackled at the end
  - Redundantly developed
  - Inadequately tested and refined
- UX designers not well integrated into development culture
- Poor UX an impediment to adoption
- Academic communities are very diverse
- Differ greatly in our preferences, needs, habits, concepts, comforts, convictions….

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what problem are we solving?

- UX is a challenge for all open source projects and all institutions
- Cross-project collaboration:
  - Share scarce UX resources across projects
  - Solve common challenges
  - Recognize recurring user interface idioms and needs
- Fluid is looking at common problems:
  - How do non-technical people get involved in OSS?
  - How can we help designers and developers speak the same language?
  - How do you do user testing in a distributed environment?

Fluid

Where is Fluid?

- **Core Institutions:** University of Toronto | UC Berkeley | York University | University of British Columbia | University of Cambridge

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

- **Participating Projects:** uPortal | Sakai | CollectionSpace | Kuali Student | Moodle | ATutor

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

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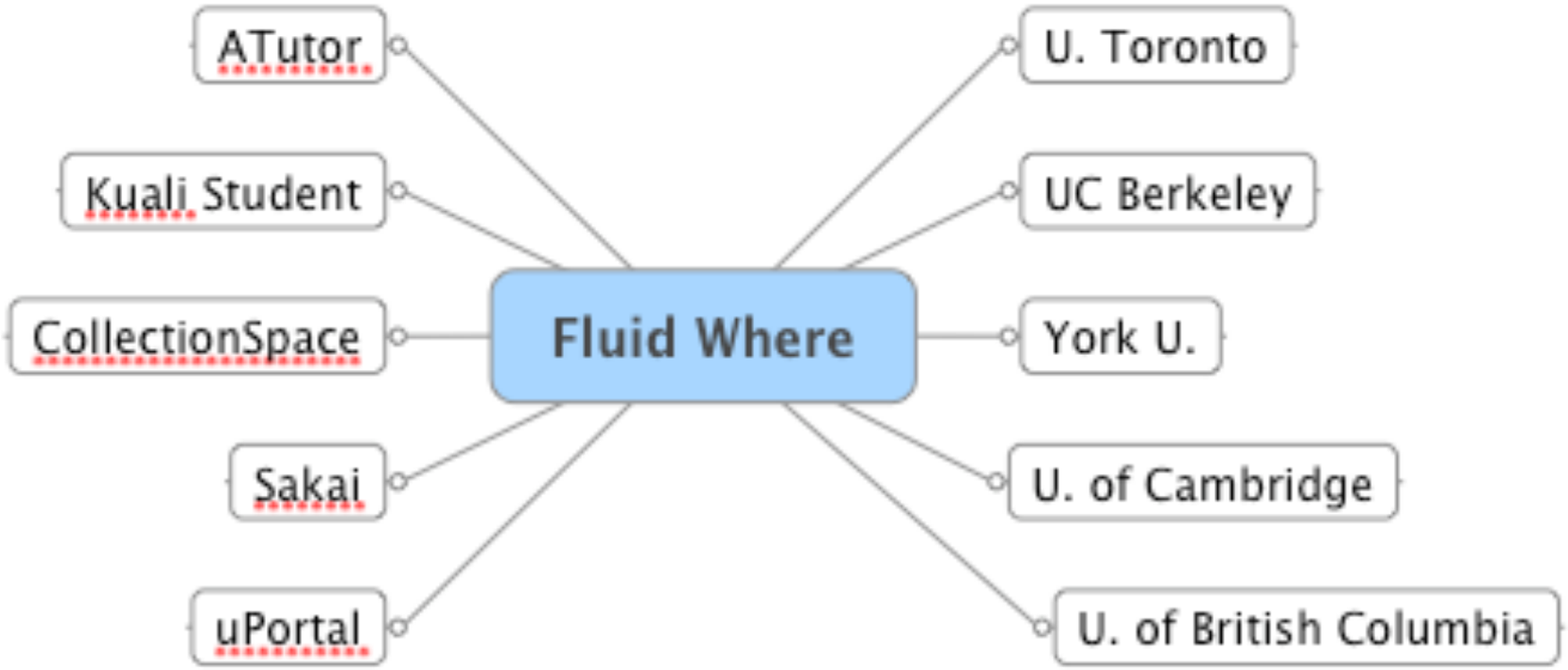
ATutor
Kuali Student
CollectionSpace
Sakai
uPortal
Fluid Where
U. Toronto
UC Berkeley
York U.
U. of Cambridge
U. of British Columbia

Fluid who

- Board of Directors
  - Jutta Treviranus
  - John Norman
  - Ron Owston
  - Mara Hancock
  - Jens Haeusser
- UC Berkeley
  - Daphne Ogle
  - Ray Davis
  - Oliver Heyer
  - Allison Bloodworth
  - Eli Cochran
  - Judy Stern
- University of Toronto
  - Colin Clar
  - Erin Yu
  - Anastasia
  - Michelle
  - Joseph Sc
  - Jonathan
  - Justin Oba
  - Iris Neher
  - Greg Gay
- Mellon
  - Chris Mackey
  - Ira Fuchs
- ppl.
  - Tim Carroll
  - Jake Nowford
  - Janice Pereira
  - jason shao
- University of British Columbia
  - Paul Zablosky
- Whitman College
  - Mike Osterman
- Universidad Politecnica de Valencia
  - Esteve Domingo
- University of Cambridge
  - Steve Githens
  - Antranig Basman
  - Ian Boston
  - Aaron Zekovski
  - Nico
  - Carl Hogsden
  - Nick Desmit
- York University
  - Zachariah Cameron
  - David Makalsky
  - Maureen Patterson
  - Peter Rowley
  - Herb Wideman
- Sakai
  - Mark Norton
  - Nathan Pearson
  - Stephen Marquard
  - Michael Korcuska
  - Margaret Wagner
- Unicon
  - Gary Thompson
  - Andrew Petro
- Open VULab
- ATutor
  - Heidi Hazelton
- CollectionSpace
  - Seth Kaufman
  - Patrick Schmitz
  - Chris Hoffman
  - Angela Spinazze
  - David Greenbaum
- University of Michigan
  - John Leasia
  - Peter Knopp
  - Jim Eng
  - Joseph Hardin
  - Gonzalo
- NYU
  - Nicola Monat-Jacobs
  - Barbra Mac
- Georgia Tech U
  - Clay Fenlason
  - Carl Stewart
- Museum of the Moving Image
  - Carl Goodman
  - Megan Forbes
- UC Davis
  - Kirk Alexander
- Michigan State University
  - Mike Elledge
  - Sarah Swerenga
- Moodle
- Mozilla Foundation
- BU
  - Kathy Moore
- Indiana University
  - Lance Speelman
- Bamboo
- rSmart
  - Nate Angell
- Kuali Student
  - Rachel Hollowgrass
  - Will Johnson
  - Leo Feraig
- University of Colorado
  - Clayton Lewis
- Google
  - T.V. Raman
  - Charles Chen
- IBM
  - d Schwerdtfeger
  - Aaron Leventhal
  - Beck Gibson
- Open University
- UPortal
  - Eric Dalquist
  - Jennifer Bourey
  - Jonathan Markow
- Sun Microsystems
  - Lynn Zucker
- Oracle
  - Michael Feldstein
  - Linda Feng
  - Carroll Brown
  - George Hackman
  - Amy Chen
- OpenCast

how do we do this?

hint: be flexible

- tools
- teamwork
- leadership

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how are we organized?

- Tools
  - IRC
  - Skype
  - wiki
  - blog
  - website
  - mailing lists
  - daily stand-up video meetings

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how are we organized?

- transparent
- thorough
- self-motivated
- common vision

Fluid

how are we organized?

- Team-building
- communicative
- open
- mentor
- patient
- visionary

Community Culture

- How do we...
  - make decisions?
  - grant commit access?
  - ensure code quality?
  - cut releases?
  - handle licensing and contributions?

Learn from the best: Apache, Mozilla, etc.

Do the stuff that gets done last, first

- Establish a rhythm for your releases
- Test early
- Get it in front of users
- Use QA as a hub for communication
- It’s okay to get it wrong the first time

who leads?

leadership, not ownership

tools teamwork leadership

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Design workflow (iterate!)

- scope
- understanding the user
- understanding user needs
- how we meet the needs (designs)
- evaluation of the solution (testing)
- implementation
- + context integration

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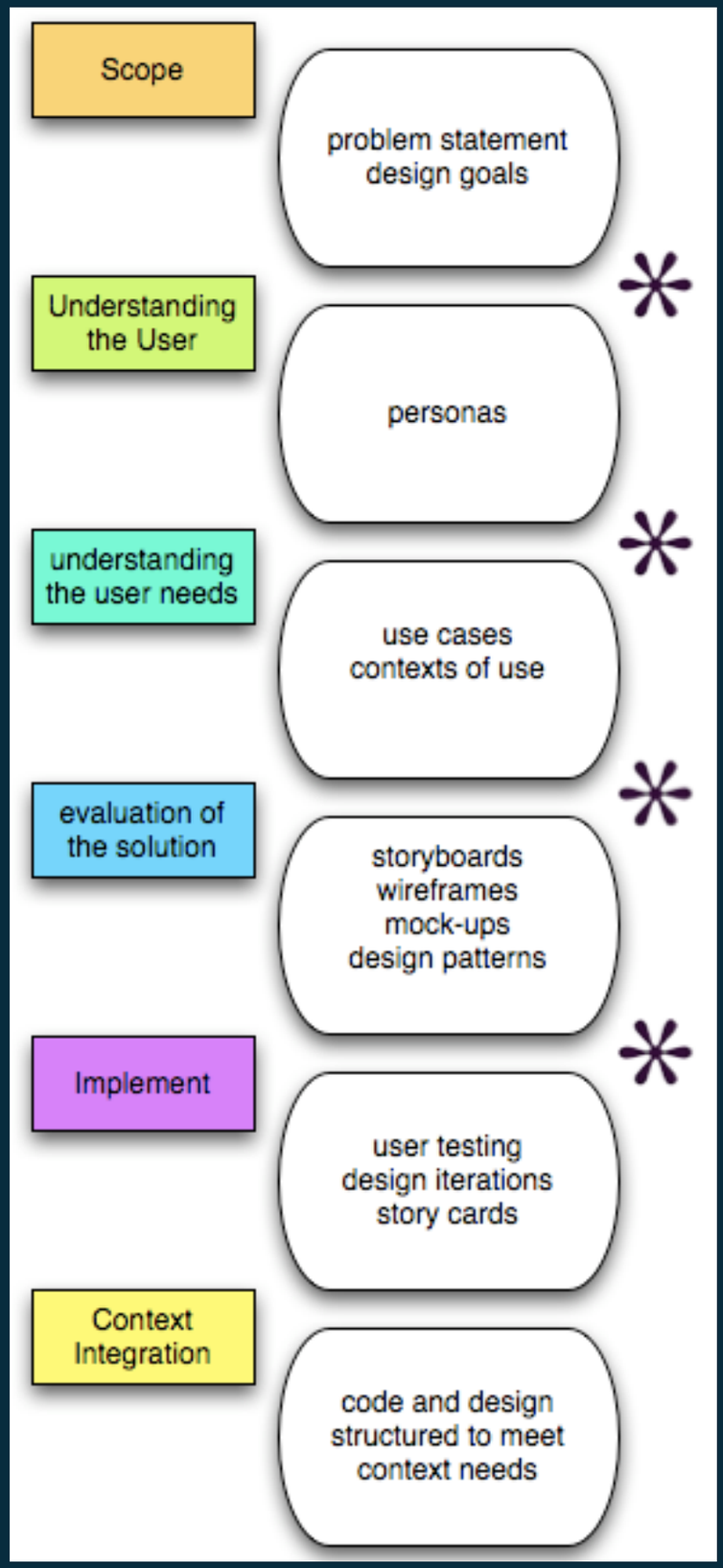
Design outputs



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Development workflow (iterate!)

- can we even do this if we can barely even think about this?
- how many ways can we approach this?
- who is going to corral us?
- chunk-it-out
- plug-n-chug
- get it wrong
- repeat

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Release Plan

- monthly releases (iterate!)

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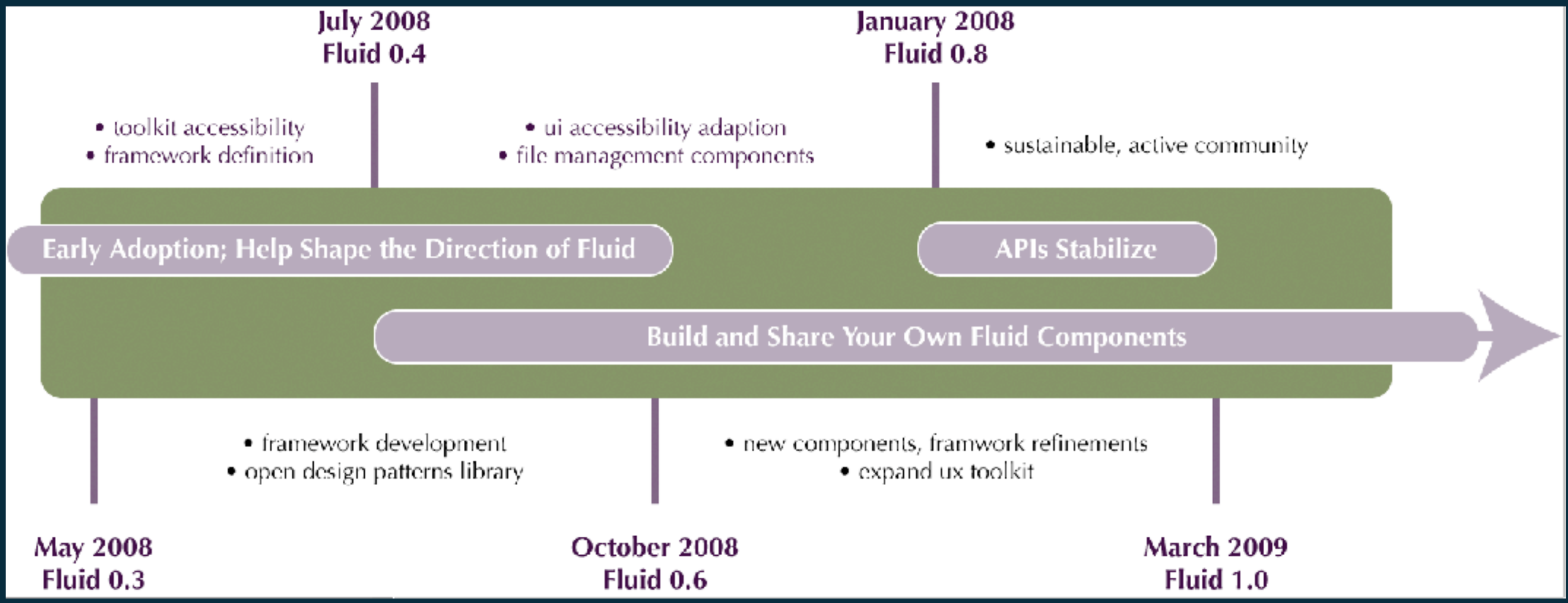
Release Plan



making sausage

- 40K what will we do in 2 yr. proj
  - start with a project vision
- 20K what will we do quarterly
  - project goals
- 10K what will we do by release 0.5
  - roadmap
- 5K what month will we release 0.3, 0.4, 0.5, 0.6, 0.7
  - timeline
- 1K what tasks will be in our iteration plans to accomplish our monthly releases
  - JIRA

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processes & coming together

- changing processes so they work for us
  - process for its own sake isn't very useful
  - design/developer reviews
  - retrospectives

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what about your roadmap?

- how do we decide which components to work on next?
- who sets our priorities?

Infusion: a complete package

- Components for managing your files and more
- Framework: everyone can build components
- UI design patterns
- User research you can use
- Documentation and lots of sample code

Fluid

How Fluid Can Help You

- Use Fluid components in your applications
  - Accessibility & great design for free
- Build new UIs using Fluid's techniques and plugins
  - Robust strategies for UI development
- UX Walkthroughs
  - Assess and improve your user experience
- Open Source Design Patterns
  - Advice on common UI design considerations
- Higher Education User Profiles
  - Understand your audience

Fluid

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
- Write your own Fluid components
- User testing
- Share design patterns

Links

- http://fluidproject.org/
- http://wiki.fluidproject.org
- http://build.fluidproject.org
- http://uidesignpatterns.org/

contact us!

- jess@jessmitchell.com
- colin.clark@utoronto.ca

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