

<http://build.fluidproject.org>

<http://wiki.fluidproject.org>

The Fluid Project

An Open Source Community for Inclusive Design

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Foundation

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?

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...

Reorderer

Gallery Collections

- + Collection Name
- + Collection Name
- + Collection Name
- + Collection Name

To add a collection, go to the resources tool and create a folder for the collection in your "Gallery Tool Collections" folder

<Collection Name> Collection

[View Slide Show](#)

Sort by: Instructor defined Alphabetical order Random

Click on an image and drag (holding down the mouse button) it to a new location.

Thumbnail	Thumbnail	Thumbnail	Thumbnail
Thumbnail	Thumbnail	Thumbnail	Thumbnail
Thumbnail	Thumbnail	Thumbnail	Thumbnail
Thumbnail	Thumbnail	Thumbnail	Thumbnail

Lightbox

Gallery Collections

- [Parks \(5\)](#)
- [Brooklyn Village \(6\)](#)
- [Skyscrapers \(9\)](#)
- [New York City \(all\) \(27\)](#)
- [Lower Manhattan \(11\)](#)

For a collection, go to the Images tool and create a folder collection in your "Image Collections" folder.

Lower Manhattan Collection

[Start Slide Show](#)

Sort order Instructor default Alphabetical

View an image by pressing Enter. Move an image using CTRL+Arrow Key.

Thumbnail captions:

- [wall street.jpg](#)
- [lower manhattan street.jpg](#)
- [church.jpg](#)
- [rebuilding.jpg](#)
- [approaching wall street.jpg](#)
- [lower manhattan.jpg](#)
- [nyc building.jpg](#)
- [near city hall.jpg](#)
- [wtc whats left.jpg](#)
- [battery park.jpg](#)
- [wtc subway.jpg](#)

Layout Customizer

Home | Customize | Site Map | Help

Welcome Student User. Sign out

uportal

Welcome | News | Entertainment | Main Student Tab

Customize My Portal | Add Content | Page Layout | Select Skin | Add tab

Web Search

Google

Search

Quicklinks

Bookmarks Portlet

Bookmarks

Welcome

Fluid Project

Options

Add Bookmark | Add Folder | Show Edit

Calendar

Prev Today Next

May 2008

Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	
4	5	6	7	8	9	10

My Weather

Princeton, NJ

AccuWeather.com

Currently

62° F

Wind: WSW at 15.0 mph

Humidity: 32.0%

Pressure: 29.97 in

Paris, France

Currently

9° C

Wind: S at 9.0 km/h

Humidity: 76.0%

Pressure: 100.0 KPA

Weather provided by AccuWeather.com

Mock of the JA-SIG Weather Portlet. This is a sample screen for demonstration purposes only.

Google Search

Search

powered by Google

Uploader

Upload images from your Computer to *All Images*

Uploading Files...

IMG_0190.JPG :: 46% complete

Total Progress: 28% [5 of 14 files]

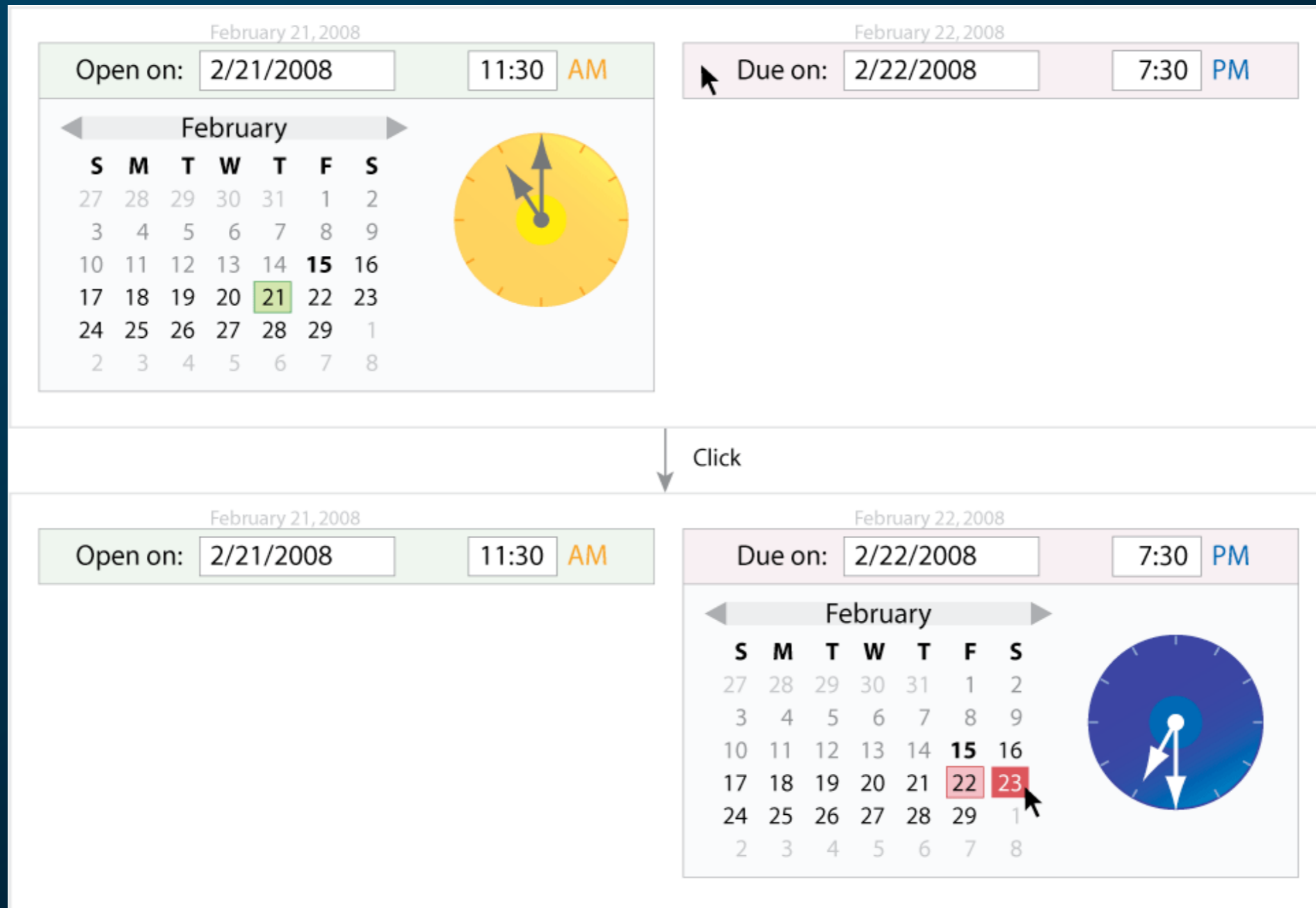
Pause Upload

IMG_0186.JPG	2218 KB	File Uploaded	Remove
IMG_0187.JPG	2089 KB	File Uplo	
IMG_0188.JPG	1957 KB	File Uploaded	
IMG_0189.JPG	2324 KB	File Uploaded	
IMG_0190.JPG	2116 KB	Ready to Upload	⊗
IMG_0191.JPG	2089 KB	Ready to Upload	⊗
IMG_0192.JPG	2306 KB	Ready to Upload	⊗
IMG_0193.JPG	2614 KB	Ready to Upload	⊗
IMG_0194.JPG	2799 KB	Ready to Upload	⊗
IMG_0195.JPG	2880 KB	Ready to Upload	⊗
IMG_0196.JPG	2731 KB	Ready to Upload	⊗
IMG_0197.JPG	2778 KB	Ready to Upload	⊗
IMG_0198.JPG	2438 KB	Ready to Upload	⊗
IMG_0199.JPG	3015 KB	Ready to Upload	⊗

+ Browse... Files to upload: 10 (34353 KB)

Cancel Upload...

Date Picker



Inline Edit

The screenshot shows the Sakai website interface. At the top left is the Sakai logo. In the top right corner, there is a [Logout](#) link. Below the logo is a navigation bar with buttons for [My Workspace](#), [citationsAdmin](#), [Administration Workspace](#), [Art on Film](#), [Fluid Demo](#), and [My Active Sites](#). On the left side, there is a sidebar with links for [Resources](#), [Site Info](#), [Announcements](#), and [Help](#). The main content area is titled "Announcements" and contains a sub-header with links for [Add](#), [Merge](#), [Options](#), and [Permissions](#). Below this, there is a "View" dropdown menu set to "All" and a "Showing 1 - 2 of 2 items" indicator. A pagination control shows "show 10 items..." with navigation arrows. The main content is a table with the following data:


Subject	From	For	Date	Remove?
Lecture Room Cha	George O'Malley	site	Jun 10, 2008 1:12 pm	<input type="checkbox"/>
Reading for Tuesday's Lab	Meredith Grey	site	Jun 6, 2008 1:12 pm	<input type="checkbox"/>
DNA Polymorphism Exam on Thursday	Meredith Grey	site	Jun 4, 2008 10:00 am	<input type="checkbox"/>

At the bottom of the table, there are "Update" and "Cancel" buttons.

Pager

Start typing a name...

< ≤ 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

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

Technology






Fluid components are:

-  Webbish
-  Accessible and customizable
-  Compatible with lots of technologies
-  Easy to write and adapt

JavaScript Framework

- * Plugins to make accessibility easier
- * Client-side template rendering
- * DOM Binder: friendly ways access to the DOM
- * User preferences and UI adaptation
- * Framework services: reordering, undo, and more...

Accessible

-  Flexible layouts
-  Navigational enhancements
-  Customizable keyboard support
-  User preferences for styling
-  jQuery UI a11y effort

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

Accessibility

Accessibility Resources

Evaluation and Assessment

UX Walkthroughs
User Testing

Visual Design

Fluid Brand

Interaction Design

Design Patterns
Components
Comparative & Competitive
Analysis

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 workflow (iterate!)

 scope

What problem are we solving?

 context

Who are we designing for?

 flow

What needs are we meeting?

 test

Did we meet those needs?

 implementation

Design

 scope

 context

 flow

 test

 implementation

 initiating

 planning

 executing

 monitoring & controlling

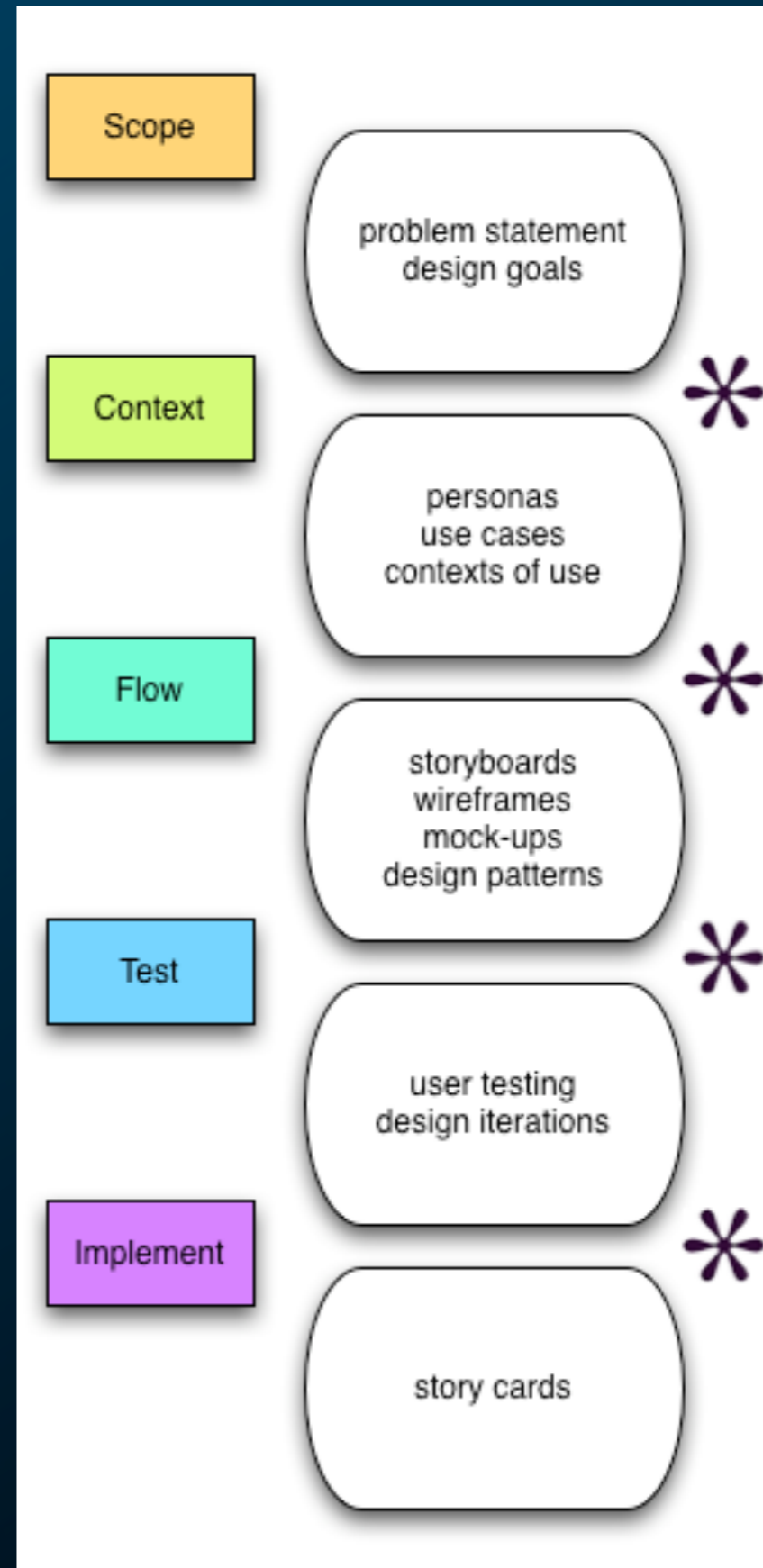
 closing

Design

<http://wiki.fluidproject.org/display/fluid/Pager+Design+Overview>

<http://wiki.fluidproject.org/display/fluid/Inline+Edit>

Design outputs



Design Pattern Library

The screenshot shows the homepage of the Open Source Design Pattern Library. The header features the Fluid logo and the site title. A search bar is located in the top right. The left sidebar contains navigation menus for UI Design Patterns, Community, and User login. The main content area includes a welcome message, sections for design patterns, a definition of design patterns, information about the Fluid Project, and more info. The right sidebar features a search by tag section, OSDPL News, and a postponed meeting announcement.

Fluid Open Source Design Pattern Library

Search

UI Design Patterns

- Content Management
- Forms
- Information Organization
- Navigation
- Profile Management
- Search

Community

- Forums
- Contact OSDPL
- Recent posts

User login

Username: *

Password: *

Log in

- Create new account
- Request new password

Who's online

Home
in

Welcome to the Open Source Design Pattern Library!

The Library is a place for communities to create, collaborate on, and share their open source user interface design patterns. Our current members include the communities involved in the [Kuali Student](#), [Moodle](#), [Open Collection](#), [Sakai](#), & [uPortal](#). If you are interested in sharing your design patterns, please [contact us](#).

What is a design pattern?

A design pattern was described by architect Christopher Alexandar as a "proven *solution* to a common *problem* in a specified *context*." Application designers and developers can use user interface design patterns to create usable, high-quality user interfaces that are most helpful and appropriate in a particular situation.


What is The Fluid Project?

The [Fluid Project](#) is a worldwide collaborative project to help improve the usability and accessibility of community open source projects with a focus on academic software for universities.

More Info

Much more information on design patterns can be found on the [Design Patterns](#) section of the [Fluid Project](#) wiki, including the [Open Source Design Pattern Library Working Group](#) space. Join the ongoing discussion about the OSDPL by subscribing to the [fluid-talk mailing list](#).

» [Printer-friendly version](#) |



Find patterns by tag

content management **drag and drop** file upload Flash forms labels **layout** list progress text **uportal** validation

[more tags](#)

OSDPL News

DATE CHANGE: Next OSPDL Full Group meeting: Thursday, June 19th at 12pm PDT/3pm EDT

Posted June 4th, 2008 by [pattern_admin](#)
in

The meeting was postponed to Thursday, June 19th at 12pm PDT/3pm EDT because the Fluid wiki was down.

[Login](#) or [register](#) to post comments | [Read more](#) |

POSTPONED: Next OSDPL

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

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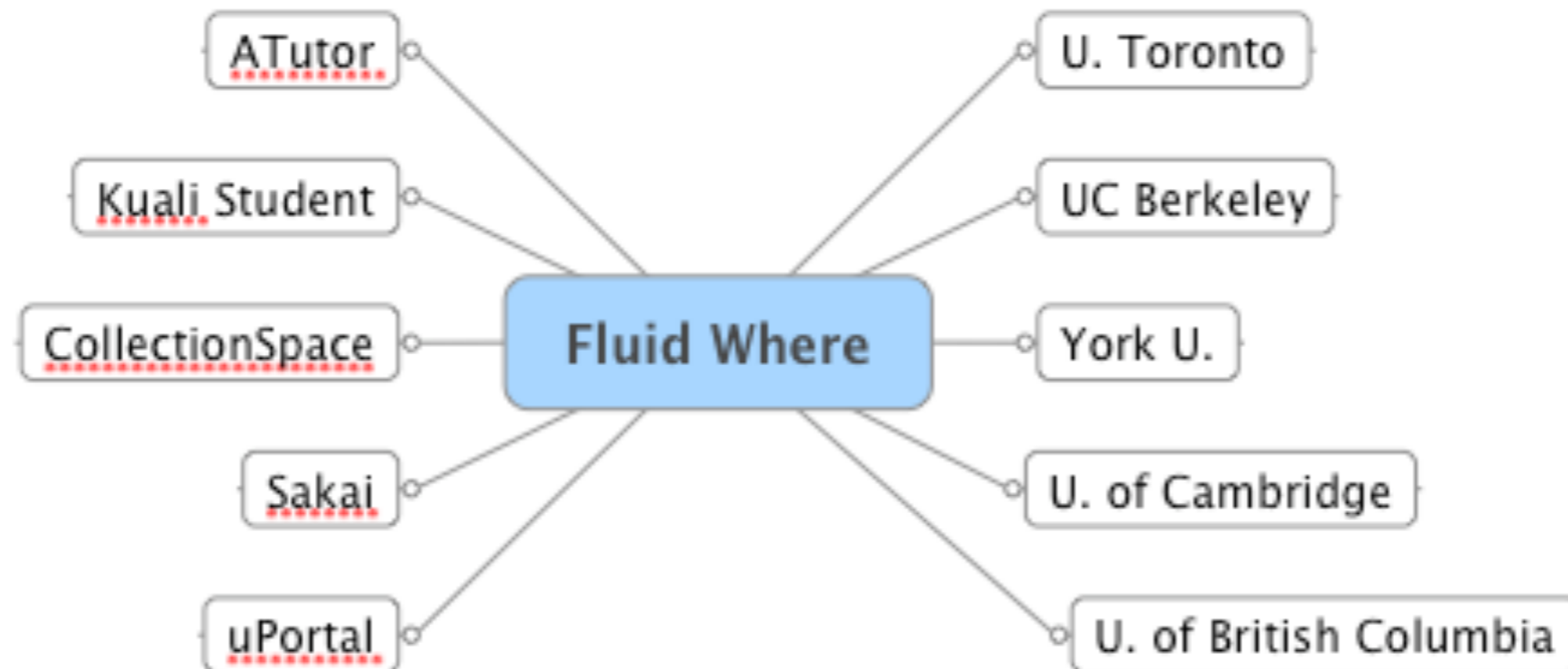
Where is Fluid?

 **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 | Quali Student | Moodle | ATutor


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



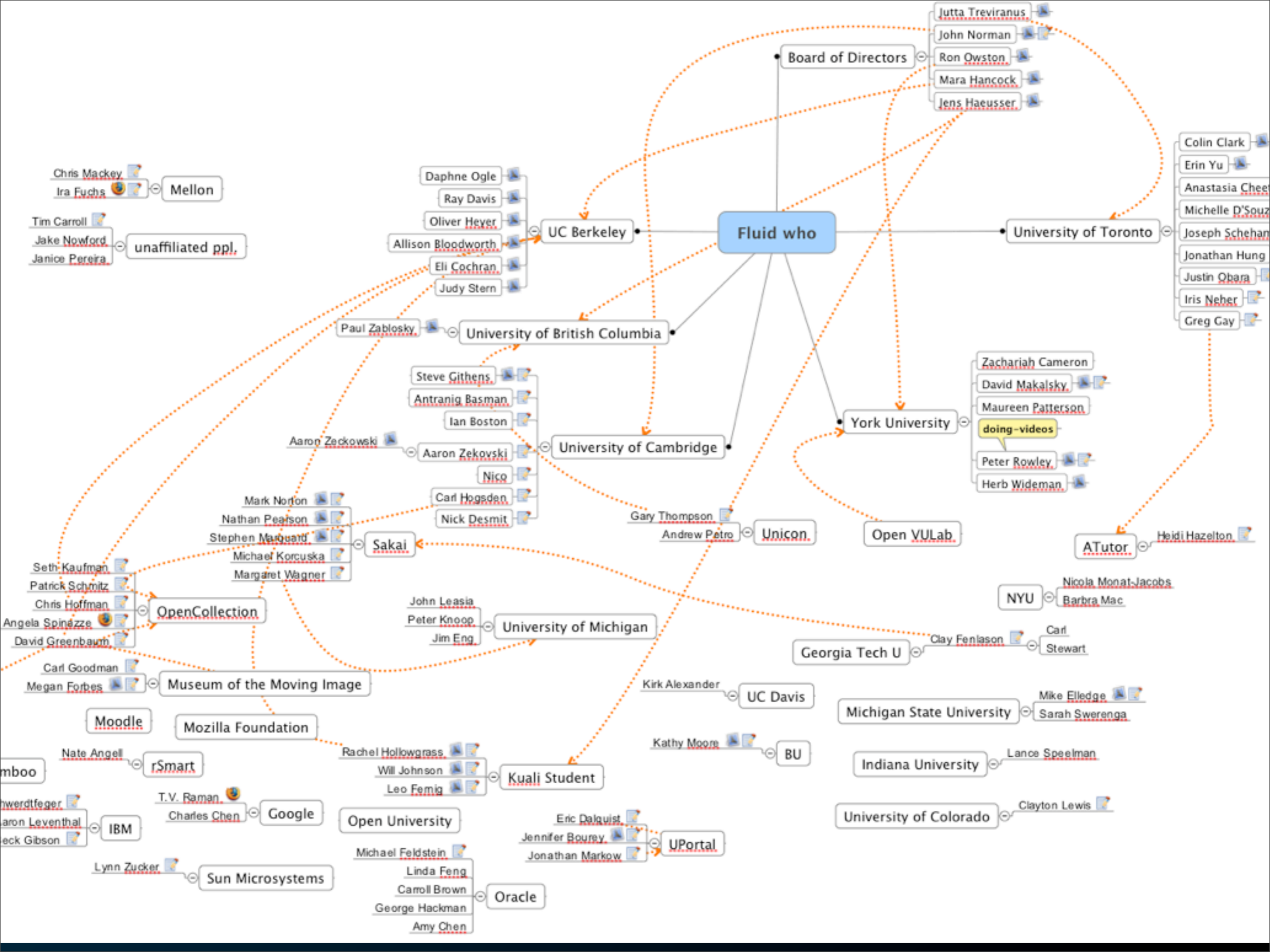
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what problem are we solving?

✱ 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....

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?

do we know how to do that?

hint: be flexible

 tools

 teamwork

 leadership

how are we organized?

Tools

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

how are we organized?

Tools

- transparent
- thorough
- self-motivated
- common vision

how are we organized?

Team-building

- Technical Lead - Colin
 - group paired programmers
- Design Lead - Daphne
 - group paired designers

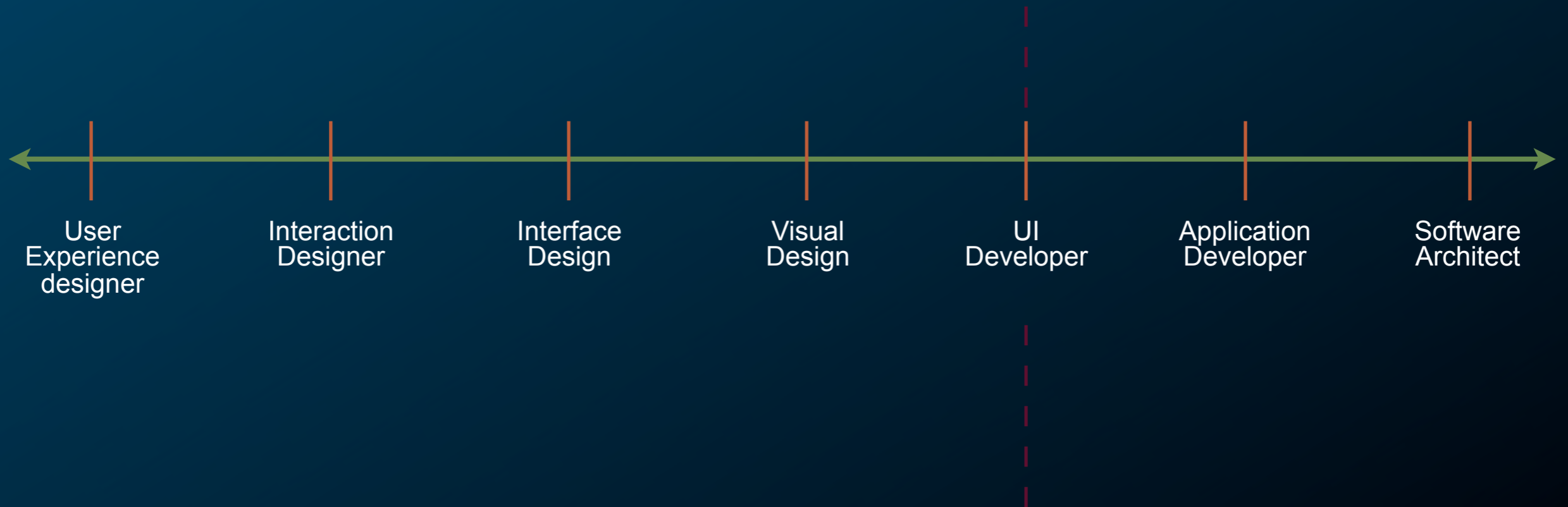
 everyone works to fill in the gaps

how are we organized?

Team-building

- communicative
- open
- mentor
- patient
- visionary

how are we organized?



tools

teamwork

leadership

who leads?

leadership, not ownership

processes & coming together

 changing processes so they work for us

- process for its own sake isn't very useful

 design/developer reviews

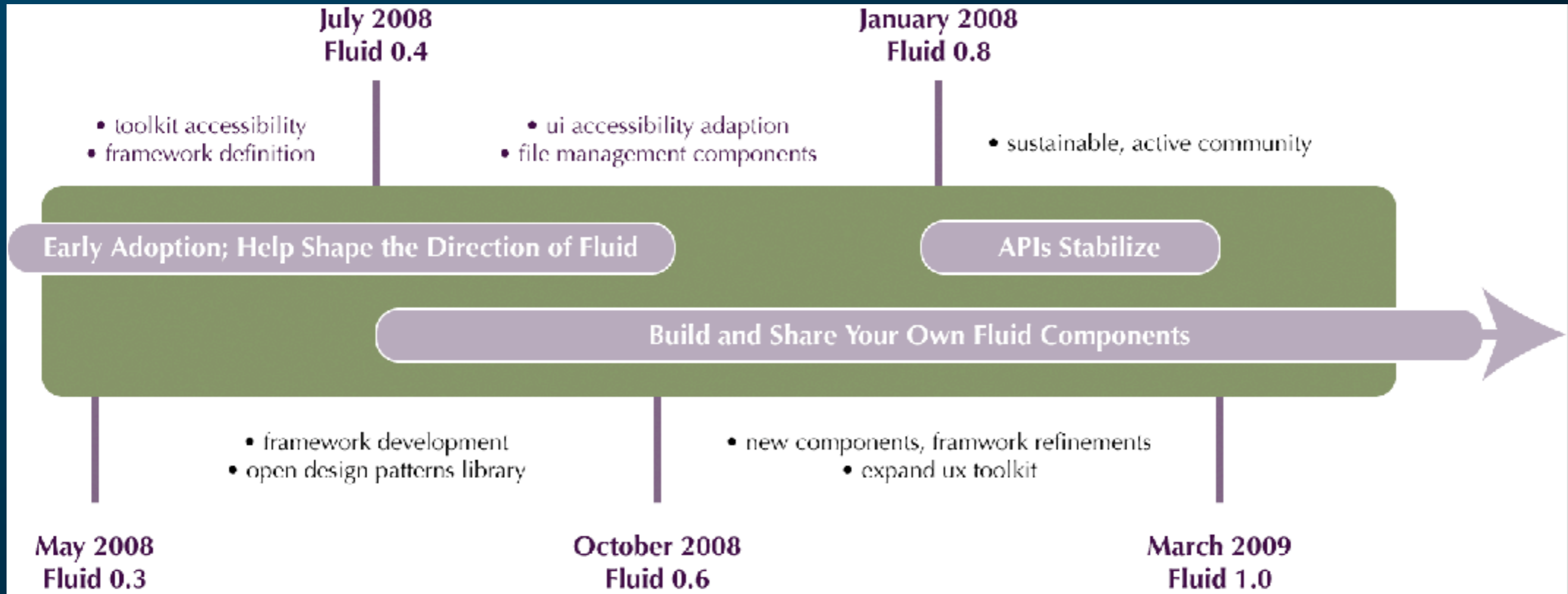
Infusion: a complete package

- ✱ 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

what about your roadmap?


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

Release Plan



Release Plan

 monthly releases (iterate!)

 work with Nathan to identify components in his UX Initiative work

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
- ✿ High Education User Profiles
 - Understand your audience

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/>

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