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

http://wiki.fluidproject.org
The Fluid Project

An Open Source Community for Inclusive Design

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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
Uploader

<table>
<thead>
<tr>
<th>File Name</th>
<th>Size</th>
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<tbody>
<tr>
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<td>README.txt</td>
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Uploading: 5 of 6 files (15.9 KB of 21.3 KB)
Date Picker

February 21, 2008
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components javascript UX toolkit DPL
## Inline Edit

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<tr>
<td>Astronomy 7A P 001 LEC</td>
<td>Melissa Basman Julie Chambers</td>
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<td>Astronomy 7A S 102 LEC</td>
<td>Rachel Hollowgrass</td>
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<td>Astronomy 7A S 103 LEC</td>
<td>Judy Stern</td>
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<td>DAVIS, Ray</td>
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<td>Astronomy 7A S 105 LEC</td>
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## Pager

Start typing a name...  Find

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<td>Student</td>
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What is Fluid?

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- Design Pattern Community
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

- Fluid Components
- UI Options
- Accessibility Plugins
- Views
- Renderer
- Skinning System
- jQuery

components javascript UX toolkit DPL
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!
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. This project is currently under development and constantly changing.

What is a design pattern?
A design pattern is described as a “proven solution to a common problem in a specified context.”

Application designers and developers can use user interface design patterns (solution to a problem) to create usable, high-quality user interfaces that are most helpful and appropriate in a particular situation (context).

What you can do here
• Browse current design patterns using the left-hand navigation
• Create, comment, and rank patterns (requires a user account)

Register
If you are not already a member, please register so you can begin creating your own design pattern! You also need an account to comment and rank design patterns.
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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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?
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
how do we do this?

hint: be flexible

- tools
- teamwork
- leadership
how are we organized?

- Tools
  - IRC
  - Skype
  - wiki
  - blog
  - website
  - mailing lists
  - daily stand-up video meetings
how are we organized?

• transparent
• thorough
• self-motivated
• common vision
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
Design workflow (iterate!)

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

- Scope
  - problem statement
design goals

- Understanding the User
  - personas

- understanding the user needs
  - use cases
contexts of use

- evaluation of the solution
  - storyboards
wireframes
mock-ups
design patterns

- Implement
  - user testing
design iterations
story cards

- Context Integration
  - code and design
structured to meet
context needs
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
Release Plan

- monthly releases (iterate!)
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
processes & coming together

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

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