http://build.fluidproject.org

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

An Open Source Community for Inclusive Design

**Colin Clark**, Fluid Project Technical Lead, Adaptive Technology Resource Centre, University of Toronto  
**Jess Mitchell**, Fluid Project Manager
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

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

Gallery Collections
- Parks (5)
- West Village (6)
- skyscrapers (9)
- New York City (all) (27)
- Manhattan (11)

To add a collection, go to the quiz tool and create a folder collection in your "Image Collections" folder.

Lower Manhattan Collection
Start Slide Show
Sort order □ Instructor default □ Alphabetical

Images:
- wall_street.jpg
- lower_manhattan.jpg
- nyc_building.jpg
- near_city_hall.jpg
- approaching_wall_street.jpg
- wtc_whats_left.jpg
- battery_park.jpg
- wtc_subway.jpg
Uploader

Upload images from your Computer to All Images

File
Uploading Files...

IMG_0190.JPG :: 46% complete

Total Progress: 28% [5 of 14 files]

IMG_0186.JPG  2218 KB  File Uploaded
IMG_0187.JPG  2089 KB  File Uploaded
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

February 21, 2008
Open on: 2/21/2008 11:30 AM

Due on: 2/22/2008 7:30 PM

Click

February 22, 2008
Open on: 2/21/2008 11:30 AM

Due on: 2/22/2008 7:30 PM

February

21 22 23
Inline Edit

Sakai

Announcements

View All

Subject | From          | For | Date                | Remove?
---------|---------------|-----|---------------------|---------
Lecture Room Chal | George O'Malley | site | Jun 10, 2008 1:12 pm | false   
Reading for Tuesday's Lab | Meredith Grey | site | Jun 6, 2008 1:12 pm | false   
DNA Polymorphism Exam on Thursday | Meredith Grey | site | Jun 4, 2008 10:00 am | false   

Update Cancel
# Pager

Start typing a name...  Find

Page 2 of 19

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

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

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 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**

components  javascript  UX toolkit  designs  DPL
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

- Scope
  - problem statement
  - design goals
- Context
  - personas
  - use cases
  - contexts of use
- Flow
  - storyboards
  - wireframes
  - mock-ups
  - design patterns
- Test
  - user testing
  - design iterations
- Implement
  - story cards
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 Alexander 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.
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.

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

July 2008
Fluid 0.4
- toolkit accessibility
- framework definition

January 2008
Fluid 0.8
- UI accessibility adoption
- file management components
- sustainable, active community

Early Adoption; Help Shape the Direction of Fluid

Build and Share Your Own Fluid Components
- framework development
- open design patterns library

APIs Stabilize
- new components, framework refinements
- expand UX toolkit

May 2008
Fluid 0.3

October 2008
Fluid 0.6

March 2009
Fluid 1.0
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/

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