

# (PGA) Exploration Tool Prototype Roadmap

Nightly Build: <http://build.fluidproject.org/prefsEditors/demos/discoveryTool/>

Designs: [PGA Preference Discovery Tool June 9](#)

## 1. Preferences and UI Schemas and Persistence APIs

COMPLETED

Goal: Provide a robust and extensible means for developers to create and share preference editor views and logic across the GPII; Support developers in creating preference editors, panels and enactors by creating documentation and tutorials.

## 2. Prepare Exemplary Content

COMPLETED

Goal: Choose and prepare an exemplary piece of content in order to showcase the transformations. We want to demonstrate the Discovery Tool with a single resource that has been implemented using best practices and that has enough features to allow the application of the transformations (for example, a resource with no text wouldn't allow us to demonstrate increased text size).

## 3. Build Discovery Tool Interface

COMPLETED

The Discovery Tool will start with a basic set of presets and enactors:

- high contrast:
  - black on white
  - emphasize links
  - inputs larger
  - sans serif font or monospaced font
- low contrast
  - light gray on dark gray
  - emphasize links
  - inputs larger
  - sans serif font or monospaced font
- increase size
  - font
  - line spacing
- simplify
  - article elements only
  - add table of contents
  - increases line spacing 1.2x, text size 1.2x
- text-to-speech
- more text
  - display alt text, long descriptions
  - show transcripts

## 4. Implement 'Try Something New' Feature

COMPLETED

Goal: Provide a means for the user to discover settings they might not otherwise have known about.

## 5. Integrate With GPII Preferences Service

COMPLETED

Goal: Illustrate how the Discovery Tool will integrate with the Preferences Editor and GPII Preferences Services

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## Future Work

### 1. Upgrade and Integrate Infusion Video Player

Goal: Show the transformation of videos based on selected presets in the discovery tool

## 2. Model Transformation

Goal: <need to talk to Kasper and Antranig about what is left with this work>

## 3. Upgrade to Schema

Goal: Illustrate how the Discovery Tool will integrate with the Preferences Editor and GPII Preferences Services

## 4. Implement ToC as per designs

Goal: Demonstrate the best practice of using a site wide table of contents instead of only the page ToC

<need to find the newest designs and link them here>

## 5. Implement local data storage of preferences and improve the failure tolerance of data sources

Goal: Provide access to and backup storage of preferences when there are network connectivity issues.

## 6. Data Source Transformation

Goal: Allow integrators to store user settings in a format of their choosing.

## 7. Build a Personalized Discovery Tool for Dani

Goal: Demonstrate the ability to personalize a Discovery Tool for a particular user.

[\(PGA\) Use Cases \(July 24, 2013\)](#)

## 8. Scaffolds

Goal: Provide access to external tools to assist users in understanding content, such as

- dictionary
- thesaurus
- glossary
- calendars
- reminders

## 9. More Text-To-Speech

Goal: Add more advanced functionality to the text-to-speech enactor, such as highlight & read.

[PGA Preference Discovery Tool June 9#Speak](#)

## 10. Integrate With GPII Local Infrastructure

Goal: Expand scope of Discovery Tool to interact with local assistive technologies such as screen readers.