

# Fluid Project Wiki

## What is Fluid?

Fluid is an open, collaborative community that

- works to improve user experiences
- designs user interfaces
- builds Web tools
- teaches inclusive design
- integrates interface components into open source applications

Our community consists of an international team of partners, individuals, and institutions focused on designing flexible, customizable, user-centered inclusive interfaces.

## The Fluid Wiki

The Fluid wiki is the primary hub for project work at all stages of Fluid projects. The wiki acts both as an archive to older work, as well as an active working space for presenting, discussing, and refining ideas and drafts.

For information on getting involved, [visit Get Involved »](#)

## Daily Standup Meeting

**When?** 11:30 am ET *(Note: our project works in a number of time zones – use this as a guide for planning)*

**Where?** [Zoom](#) stand-up room

## Recently Updated

### [Community workshops](#)

about 4 hours ago • updated by Justin Obara • [view change](#)

### [ILDH Redesign](#)

yesterday at 05:52 PM • updated by Caren Watkins • [view change](#)

### [ILDH\\_design\\_Dec2019.pdf](#)

yesterday at 05:51 PM • attached by Caren Watkins

### [Plan to Abolish Invokers and Events](#)

yesterday at 02:00 PM • updated by Antranig Basman • [view change](#)

### [Floer Iteration Plan](#)

Dec 10, 2019 • updated by Michelle D'Souza • [view change](#)

### [Floer Iteration Plan](#)

Dec 10, 2019 • updated by Gregor Moss • [view change](#)

### [Floer Iteration Plan](#)

Dec 10, 2019 • updated by Joseph Scheuhammer • [view change](#)

### [Floer Iteration Plan](#)

Dec 10, 2019 • updated by Cindy Qi Li • [view change](#)

### [Getting Started on GSoC](#)

Dec 10, 2019 • updated by Justin Obara • [view change](#)