User Experience

UX Deliverables

**Design Handbook**
The Fluid Design Handbook is a How-to Guide filled with user-centered design (UCD) techniques you can use to learn from your users and design better user experiences. The handbook includes information on a variety of UCD practices, from performing user research and creating models (such as personas and scenarios) to inform the design process, to performing UX walkthroughs and user testing of your website or application to assess usability and accessibility. This is by no means a comprehensive guide of design practices but rather focuses on a few methods near and dear to us on the Fluid project.

**Component Designs**

- Design Principles for Components

**Fluid Personas**
The Fluid Course Administration & Content Management Personas are models representing the information gathered during the user research done in the Fluid Fluid Content Management Research project. They follow the Fluid Persona Format, and are used to inform the design and development of Fluid Components.

**Pain Points & Problem Spaces**
This page serves as a collection point for identifiable generic recurring user-problematics. User testing and walkthroughs are used to reveal pain points, such as those gathered at the Fluid Summit, which are synthesized into problem spaces. Component ideas are subsequently teased from the problem spaces.

**Open Source Design Pattern Library**
The Open Source Design Pattern Library is a place for communities to create, collaborate on, and share their open source user interface design patterns.

**Fluid UCamps**
UCamps are instructional and collaborative sessions led by members of the Fluid User Experience community. The major goal of these sessions is to share knowledge about user-centered design practices with other designers and developers. In addition, UCamps offer a chance for designers and developers to build community and work face-to-face on design projects during the UCamp.

**UX Projects**

**Fluid Content Management Research**
We are iteratively engaged in user research to understand how users think about and manage their content around teaching, learning and research. This work ties into the UX Walkthroughs, which help us identify existing "pain points." Some of these will likely be well understood (and solution components can begin to be developed), but others will require more in depth understanding of why, what and how users need to work with content. This research can help us with that understanding.
Fluid User Experience Walkthroughs
Fluid UX Walkthroughs are a combination of usability and accessibility reviews of Fluid partner applications, with the goal of identifying user "pain points," and then proposing and prioritizing user interface improvements to address them. Read more about UX Walkthroughs

Open Source Design Pattern Library Working Group
We are currently defining the mission, goals, scope and infrastructure of the OSDPL, and in the future the group will focus on adding patterns to and expanding the library.

Administrative

Processes and Planning
- Design and Development Process
- Fluid Release Plan

Branding

Fluid Wiki Templates
This is a collection of templates that can be used to create new pages within the Fluid Wiki. Please feel free to add your own!

Design Glossary
The Glossary contains definitions for terms related to User Experience as they are used within the Fluid Project.

UX in Partner Communities
- Internet2 and Identity Management
- Kuali Student
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Recently Updated

**Catalina De Silva (Faculty - GSI Manager in Spanish)**
Aug 16, 2018 • updated by Lee Jennings • view change

**Design Handbook**
Jun 06, 2017 • updated by Jonathan Hung • view change

**Persona Format**
Jan 08, 2017 • updated by José Luís Rodrigues da Silva Guerreiro • view change

**Persona Format**
May 11, 2016 • updated by Nina Eleanor Alter • view change

**Accessibility Resources**
Dec 04, 2015 • updated by Jess Mitchell • view change

**Design Handbook**
Dec 03, 2015 • updated by Dana Ayotte • view change

**Christy Gonzola (Undergraduate Student - Molecular & Cell Biology)**
User Testing
Sep 02, 2015 • updated by Dana Ayotte • view change

Accessibility Resources
Jun 05, 2015 • updated by Avtar Gill • view change

Accessibility Resources
Jan 16, 2015 • updated by Justin Obara • view change

Accessibility Resources
Nov 17, 2014 • updated by Anastasia Cheetham • view change

Persona Creation
Sep 15, 2014 • updated by Allison Bloodworth • view change

Content Management Research Models
Jan 30, 2014 • updated by Allison Bloodworth • view change

User Testing Greeting Script
May 08, 2013 • updated by Jonathan Hung • view change

(Floe) UI Options user testing (July 2009)
Apr 03, 2013 • updated by Joanna Vass • view change

Events

- Usability Camps (UCamps)
  - Past UCamps
    - JA-SIG Conference, April 2008
    - Sakai Conference, Dec 2007

- Other F2F Past Meetings
  - Summit UX Summary - A summary of the user experience track of the Fall 2007 Fluid Summit in Toronto.

Meetings at a Glance
Design Meetings