

Simple Text Inline Edit Design Overview

1. Problem

Problem Statement: It is cumbersome for the user to have to go to another page or enter an edit mode to make small changes in text. We want to allow the user to edit short text within the context of their work rather than going to another page or an "edit mode." Data thus edited tends to be brief, in keeping with the desire for rapid, small changes.

Design Goals:

- Edit short text without leaving the page or losing any context.
- Give users a way to "back out" of an edit.
- Let the system take on some of the memory load to remember previous text versions.
- Help users discover this fairly new-to-the-web interaction.

2. Users

[Catalina](#) and [Christy](#) are some of the users whose needs we primarily considered when designing the Simple Text Inline Edit.

[Fluid Personas](#) are a collection of various types of important users whose needs we need to consider throughout the design process.

3. Users' needs

Contexts of Use and Scenarios: In what contexts would the user need a Simple Text Inline Edit? What activities do they undertake in these contexts?

Functional Requirements: What use cases does the Simple Text Inline Edit component support?

Primary & Secondary Scenarios: In context, what are the primary and secondary user needs are we meeting?

4. Solution

Wireframes: Visual representation of design iterations and final designs.

Storyboard: How, when, and where would the user use Simple Text Inline Edit?

Inline Edit Design Pattern: Design advice for allowing users to edit content in the context of their work.

Solutions considered: Interaction possibilities, and the pros and cons of each.

5. Evaluating our design with users

Simple Text Inline Edit User Testing: Summary of all user testing performed on the Simple Text Inline Edit component.

User Testing Protocols: Describes how the user testing of Simple Text Inline Edit will be carried out.

- [Simple Text Inline Edit User Testing - Round 1 Protocol:](#) completed October 2008
- [Simple Text Inline Edit User Testing - Round 2 Protocol:](#) completed November 2008

User Testing Results: Describes how the users interacted with the Simple Text Inline Edit prototype and what improvements can be made.

- [Simple Text Inline Edit User Testing - Round 1 Results](#)
- [Simple Text Inline Edit User Testing - Round 2 Results](#)

6. Preparing for Implementation

Storycards: Decomposes Simple Text Inline Edit into small implementable chunks.

- [IE Story 1 \(FLUID-775\): Allow user to edit a simple, single piece of text without leaving their context](#)
- [IE Story 2 \(Fluid-780\): Provide user with undo capabilities](#)
- [IE Story 3: Provide user with "redo edit" capabilities](#)

Functional Specification: Development specification containing interaction details such as "interesting moments."