

# Design Patterns

Check out *design patterns created by Fluid and other contributors in the [Open Source Design Pattern Library](#)*!

## What is a Design Pattern?

According to architect Christopher Alexander, the father of the Pattern Language movement in computer science, a pattern is "**a *proven solution to a common problem in a specified context.***" Thus, each pattern is a three-part rule, which expresses a relation between a certain context, a problem, and a solution.

Design patterns serve as tools to communicate ideas, solutions, and knowledge about commonly recurring design problems. User interface design patterns help designers and developers create the most effective and usable interface for a particular situation.

Patterns can be expressed hierarchically, with each level representing a different level of granularity, and there may be many different ways to (physically) implement each pattern.

For more information on design patterns, see the [General Design Pattern FAQ](#).

## How to Write a Good Design Pattern

The [How to Write a Good Design Pattern](#) page gives background information on design patterns followed by guidelines and advice on writing helpful and effective patterns. It should be of interest to pattern authors, designers, and solution implementers, as well as anyone else interested in how patterns can contribute to the creation of well-crafted user interfaces.

## Open Source Design Pattern Library

Once you've written a design pattern, how can you share it with others? The Open Source Design Pattern Library (or OSDPL) is a free and open resource created by the Fluid Project where developers and designers can collaboratively create, share, and discuss user interface design patterns.

You can visit the [Open Source Design Pattern Library](#) to see the latest progress on the project and to begin participating!

## How you can help the OSDPL

If you are interested in assisting in this effort, here are some helpful links:

- **Contribute** a design pattern to the [OSDPL](#)
- **Join** the [fluid-talk mailing list](#)
- **Test** the [OSDPL](#) by trying it out and giving us feedback
- **Drupal** and **CSS** help is needed. Please drop us a line to become a volunteer!

## Fluid Design Pattern presentations

- [Fluid Summit Design Pattern Presentation](#)
- [Fall '07 JA-SIG lightning talk](#)
- [Spring '08 JA-SIG presentation: Spreading Communities Thick](#)

## Design Pattern Resources

### UI Design Pattern Libraries

- [Welie Design Patterns](#)
- [Tidwell Design Patterns](#)
- [Yahoo Design Patterns](#)
- [Berkeley Web Patterns Project](#)
- [Open Design Patterns](#)
- [Open Design Patterns](#) (This is a different site from the one above)
- [Information Design Patterns](#)
- [Peter Morville's Search Patterns](#)
- [AjaxPatterns](#)
- [Design of Sites Pattern Browser](#) (registration required)
- [Sakai Design Patterns Library](#)
- [Sakai Design Patterns ideas](#)
- [User Interface Design Patterns](#)
- [UI-Patterns.com](#)
- [Oracle Browser Look and Feel Resources](#)
- [Hypermedia Design Patterns Repository](#)
- [The Brighton Usability Pattern Collection](#)
- [The Pattern Language Network](#)

### UI Design Pattern Screenshot Collections

- [PatternTap](#)
- [factoryjoe's \(Chris Messina's\) Design Patterns on Flickr](#)
- [Matthias Wagler's UI Design Patterns on Flickr](#)

### Other Design Pattern Resources

- [Implementing a Pattern Library in the Real World: A Yahoo! Case Study pdf html add'l resources](#)
- [PLML \(Pattern Language Markup Language\)](#)
- [UC Berkeley's Web Patterns Library group's "Comparative Analysis of Collections"](#)
- [The Pattern Gallery](#) - includes history and examples of pattern libraries
- [Discussion of Design Patterns & Libraries on IxDA's mailing list](#)
- [The Interaction Design Patterns Page](#) - includes info on Papers About Pattern Languages for Interaction Design, Patterns and Pattern Languages for Interaction Design, How to Write Patterns
- [WebPatterns.org](#)
- [processes + patterns: best practices on steroids](#) by Peter Boersma
- The encyclopedia entry on [Interaction Design Patterns](#) on Interaction-Design.org
- [Open Directory: Patterns & Anti-Patterns](#)
- [HCIPatterns.org](#) - includes People, Events, Patterns, Publications, Tools
- [Interaction design pattern](#) Wikipedia page
- [Yahoo! UI Pattern Authors Yahoo! group /mailing list](#)
- [Summary of A Pattern Language by Christopher Alexander](#)
- [Archetypes.net's Pattern Index](#)
- [Patterns and Software: Essential Concepts and Terminology](#)