

Community Meeting (November 14, 2018): Preferences Framework

Description

Presenters: Justin, Alan, et al.

We'll be discussing the integrator experience and, if time, the user experience and future plans for the preferences framework.

- [Demo](#)
- [Setting Up User Interface Options](#)
- [Video Recording](#)

Notes

- Topics that come up from CISL project
 - "verifiable research" about why there should be user preferences
 - examples of research in education (<https://ies.ed.gov/ncee/wwc/>)
 - how much complexity is too much complexity when exposing preferences to learners. How do we provide options to users to customize their environments without overwhelming them.
 - possible solutions
 - snapsets
 - preferences for preferences
 - preference discovery
 - <https://pbskids.org/cyberchase/games/railway-hero>
 - <https://www.thirteen.org/13pressroom/press-release/wnet-launches-cyberchases-first-accessible-game-railway-hero-on-pbs-kids-games-app-and-pbskids-org/>
- Integration of UIO
 - requires some level of technical proficiency to add UIO to the site and a level of proficiency of CSS to have it work well with the site
 - Often there is a lot of fixing of the CSS requires because the site has been developed without UIO in mind.
 - This is often where people give up and look for an alternative out-of-the-box solution
 - issues may be related to using old version of bootstrap that didn't use em values
 - the integrations that tend to work the best are partners that work through those issues and engage the community
 - however the documentation we have may not be sufficient and the on ramping can be challenging.
 - New developers may be looking for something that works with webpack or browserify to have it be part of their site bundle.
 - potentially use UIO+ as a quick way to evaluate frameworks and sites for UIO compatibility.
- Need to look into optimizations for slow networks and hardware