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
On this Page

- UX Deliverables
  - Design Handbook
  - Component Designs
  - Fluid Personas
  - Pain Points & Problem Spaces
  - Open Source Design Pattern Library
  - Fluid UCamps
- UX Projects
  - Fluid Content Management Research
  - Fluid User Experience Walkthroughs
  - Open Source Design Pattern Library Working Group
- Administrative
  - Processes and Planning
  - Branding
  - Fluid Wiki Templates
  - Design Glossary
  - UX in Partner Communities
- Recently Updated

Recently Updated

Accessibility Resources
Mar 03, 2021 • updated by Dana Ayotte • view change

Accessibility Resources
Mar 01, 2021 • updated by Michelle D'Souza • view change

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)
Sep 29, 2015 • updated by Taliesin L. Smith • view change

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

<table>
<thead>
<tr>
<th>Events</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Usability Camps (UCamps)</strong></td>
</tr>
<tr>
<td>• Past UCamps</td>
</tr>
<tr>
<td>JA-SIG Conference, April 2008</td>
</tr>
<tr>
<td>Sakai Conference, Dec 2007</td>
</tr>
<tr>
<td>JA-SIG UnConference, Nov 2007</td>
</tr>
<tr>
<td><strong>Other F2F Past Meetings</strong></td>
</tr>
<tr>
<td>• <strong>Summit UX Summary</strong> - A summary of the user experience track of the Fall 2007 Fluid Summit in Toronto.</td>
</tr>
</tbody>
</table>

Meetings at a Glance

Design Meetings