Fluid Layout Reorderer Showcase

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- Integration
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Fluid

Designing software that works – for everyone.



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Home About Us Projects Products Partners Get Involved

Fluid is an open-source software community

Fluid builds user interfaces, designs commonly used interactions, teaches others how to build good user-centred designs, and works with other software projects to integrate our solutions into their applications.

Our products are created by an international team of partners and partner institutions whose main principles are to design user-centred components built for flexibility and customization, and made to be thoroughly accessible.

Fluid News



Fluid-uPortal Collaboration 2.0

Mar 02, 2009 by Laurel Williams

The Fluid and uPortal communities have both benefited from nearly two years of successful collaboration on user experience issues. Fluid technologies, such as the Skinning System and the Reorderer, have been integrated into uPortal 3.1, and we've got lots more code and resources to share over the next few months. more>

Design Handbook





Infusion Documentation



Downloads





Fluid Components

Downloads and Demos

User Manual Daily builds

Community

Get Involved

Meetings Collaborate

User Experience

Development

Project Coordination

Other Fluid Projects

Design Handbook Design Patterns OpenVULab

More Information

What is Fluid?

Showcase of Recent

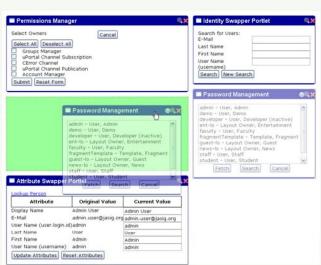
Page Operations

Browse Space

Fluid

Layout Reorderer

Added by <u>Anastasia Cheetham</u>, last edited by <u>Eli Cochran</u> on Feb 23, 2009 (<u>view change</u>)
Labels: <u>development</u>, <u>layout customizer</u>, <u>reorderer</u>, <u>release</u>, <u>manual</u>, <u>released</u>, <u>component</u>

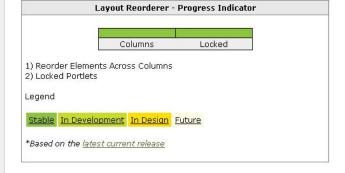


Layout Reorderer

The Layout Reorderer provides drag and drop customization of modules in a portal environment.

Features

- Quickly wire up "draggable" elements and "droppable" targets with a simple script.
- Configurable options allow for "locked" content, specifying drag handles, and injecting custom CSS classes.



Design

- Layout Reorderer Design Overview
- Layout Reorderer Specification
- · Layout Reorderer User Testing
- Layout Reorderer Design Pattern®

Integration

- · Layout Reorderer API
- · Layout Reorderer Tutorial
- Sorting Portlets or other content modules

Demos

Last stable release (v0.8)

- <u>Layout Reorderer Functional example</u>
- Layout Reorderer uPortal example

Nightly build

- Layout Reorderer Functional example
- Layout Reorderer uPortal example[®]

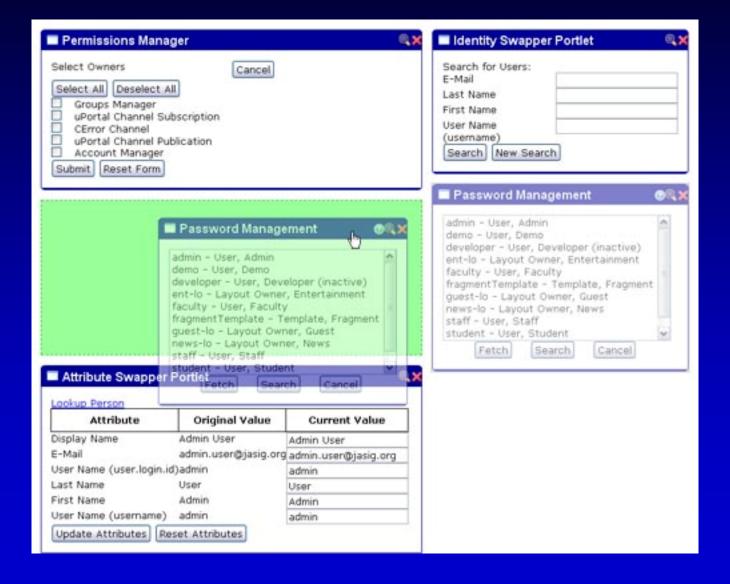
What is a "reorderer"?



What is a "reorderer"?



What is a "reorderer"?



Design

Moving Layout Reorderer through the Fluid component design process.

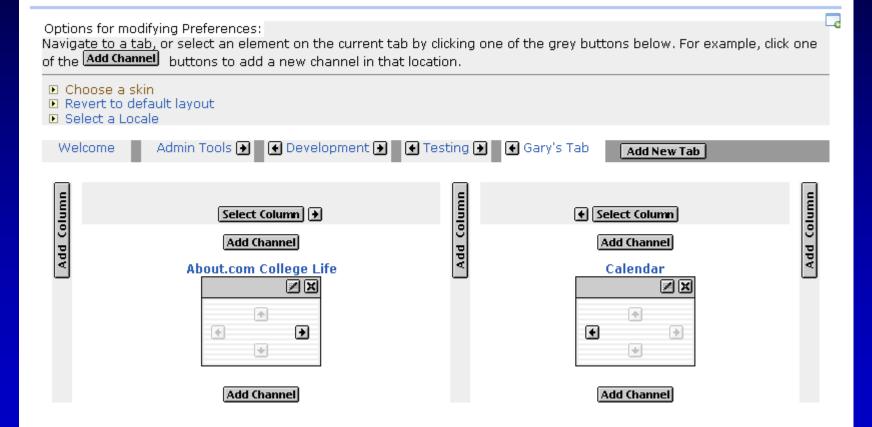
Fluid Design Process

- 1. Scope
- 2. Users
- 3. User Needs
- 4. Design
- 5 Evaluation
- Implementation

Fluid Design Process - Scope

- 1. Review pain points
- 2. Review user activities and use cases
- Create problem statement
- 4. Create high level design goals
- Scope show & tell

User Preferences



Fluid Design Process – Users

- 1. Review personas
- 2. Identify primary and secondary personas
- 3. Create persona deliverables
- 4 Personas show & tell

Fluid Design Process – User Needs

- 1. Identify likely contexts of use
- Create list of potential scenarios
- Identify primary and secondary scenarios
- 4. Flesh out primary and secondary scenarios
- 5. Identify use cases abstracted from contexts of use and scenarios
- Create list of functional requirements
 - User needs show & tell



Fluid Design Process – Design

- Benchmarking
- Create storyboards
- 3. Identify existing and new design patterns
- 4. Create wireframes and/or mockups
- Create new design patterns
- Design show & tell

Fluid Design Process – Evaluation

- Create testing protocols
- 2. Mouse interaction user testing
- Keyboard interaction user testing
- 4. Screen reader interaction user testing
- 5. Analyze user testing and create lightweight report
- Iterate design based on user testing results

 Evaluation show & tell

Fluid Design Process – Implementation

- Create lightweight functional specification
- Implementation show & tell

Integration

Integrating the Layout Reorderer into uPortal 3.

Portal Layout

portalPageBodyColumns

.portlet-page-column-inner

.portlet-toolbar

.portlet-container .locked

.portlet-toolbar

.portlet-container

.portlet-page-column-inner

.portlet-toolbar

.portlet-container

.portlet-toolbar

.portlet-container

Initializing the Reorderer

```
var options = {
     selectors: {
     columns: ".portal-page-column-inner",
     modules: ".portlet-container",
     lockedModules: ".locked",
     dropWarning: $("#portalDropWarning"),
     grabHandle: "[id*=toolbar ]"
     listeners: {
      afterMove: movePortlet
     styles: {
      mouseDrag: "orderable-dragging-mouse"
};
settings.myReorderer = up.fluid.reorderLayout
("#portalPageBodyColumns",options);
settings.myReorderer.refresh();
```



Refactoring

Getting it right.

Configuration

Some common ways to configure the Layout Reorderer.

uPortal 3.1

Layout Reorderer is drag and drop in 3.1.