## JUICE set-up flavors

You can set JUICE up in three different ways:

1. Simple setup

Create a single server instance of the site and use it with just a few changes. Upload the S3 content and narration files to your site server.

>>Manual editing only.

* Customize the site structure and UI by downloading the appropriate json text files from your content and narration directories and edit them manually.
* The mini-lesson content authoring templates are not available.

1. Simple setup with S3

Create a single server instance of the site and upload the content and narration files to buckets in S3.

>>Manually edit the site structure and UI files. Update the content using the authoring templates.

* Customize the site structure and UI by downloading the appropriate json text files from S3 and editing them manually.
* Customize the mini-lesson content by using the content authoring templates.

1. Content management setup

Set up the site and S3 as in #2, and also create a content management system using a database such as Quick Base.

>>Customize the site structure and UI using content managment tools. Update the content using the authoring templates.

## Available documentation

**Basic JUICE** - For options 1 and 2

This directory includes the documentation you need to customize JUICE and work with the files in S3 or your own directories. Begin with the “START HERE” document.

**Managing and customizing JUICE with Quick Base (CAMPER) -** For option 3

The original JUICE content and site structure documents were created and managed using an Quick Base application called CAMPER.

This directory includes documentation about how to “re-create” CAMPER, and how to use it to manage your instance of JUICE once it has been set up.

**Content authoring\_overview, try it, games -** For all options

This directory contains editable graphic source files for JUICE graphics, information about the JUICE site language conventions, recommendations for content authoring best practices, and detailed instructions for the JUICE content authoring templates..

**Games\_technical -** historical info

This directory contains information about the initial development of the JUICE games. Some of the information in these documents may be out of date.

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