CWE/CAPEC User Experience Working Group Meeting Notes

May 29, 2024

Members in Attendance

- Chris Coffin
- Mark Muha
- Abhi Balakrishnan
- Rich Piazza
- Paul Wortman
- Rae Powers
- Matt DiVisconte
- Bob Heinemann
- Przemyslaw (Rogue) Roguski
- Kyle Rudnitski
- Steve Christey Coley
- Charity Calloway
- Faheem Ahmed
- Lisa Olson
- Kelsi Gardner
- Remy Stolworthy
- Christopher Sundberg
- Erin Alexander
- Umberto Vizcaino
- Farbod Foomany
- Shadya Beatriz Maldonado Rosado
- Suzanna Schmeelk

Agenda

- Purpose
- Housekeeping
- Primary topics
    - CWE Usability Mockups
    - Open Discussion
- Reminders and Adjourn

Meeting Key Points

- Ensuring important information is presented above the fold on web pages.
- Reordering elements for clarity.
- Balancing technical content with accessibility.

Housekeeping

- CWE UEWG May Meeting

- o The next regularly meeting is Wednesday 6/26.
- The CWE program is continuously seeking feedback on UEWG activities and priorities during these sessions or via email.

Meeting Notes

CWE Usability Mockups

- Usability Task Micro Updates Initial Goals
  - o Above the fold (before the webpage scroll point):
    - ▪ Important and concise text is above the fold so the reader can easily scan and digest.
  - o Points to Make Above the Fold:
    - ▪ Describe the weakness and provide a visual aid
      - Concise summary of weakness (only in description, no extended description)
      - Describe the condition and some context about the condition
      - Concise is 3-4 sentences. Images will provide additional context
  - o Reorder Elements:
    - ▪ Alternate terms
    - ▪ Consequences element (bad outcomes)
    - ▪ Mitigations element (what to do about the weakness)
    - ▪ Remaining elements follow
- Several examples of CWEs were displayed; one depicted how the CWE currently looks like and the other depicted the updates made. A further demonstration was presented by Bob Heinemann on the simple mockup entry updates and reordering.
- Participants had an open discussion about balancing the delivery of highly technical content and making it accessible.