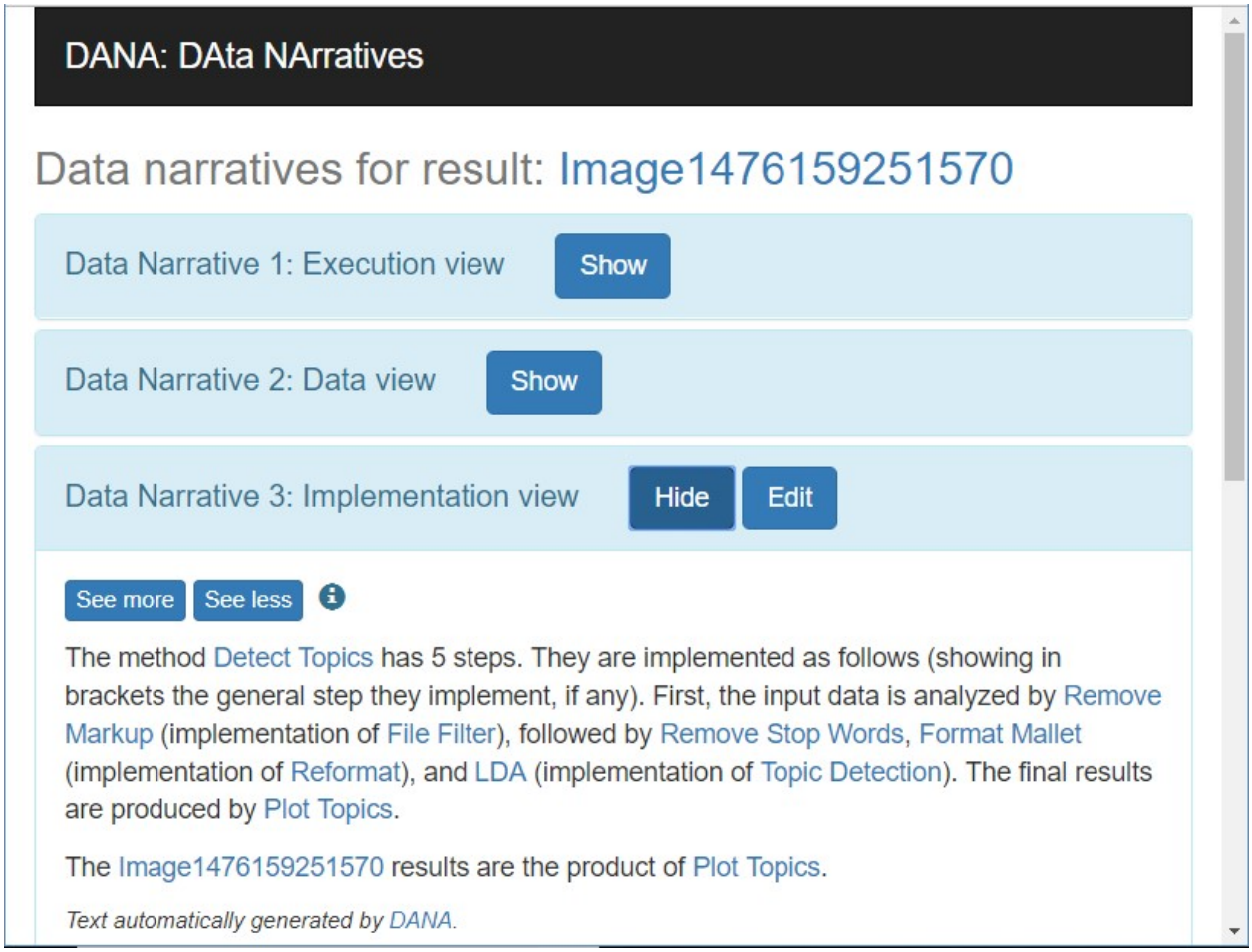
Mockup – 2

The feedback system tentatively will have the following four operations –

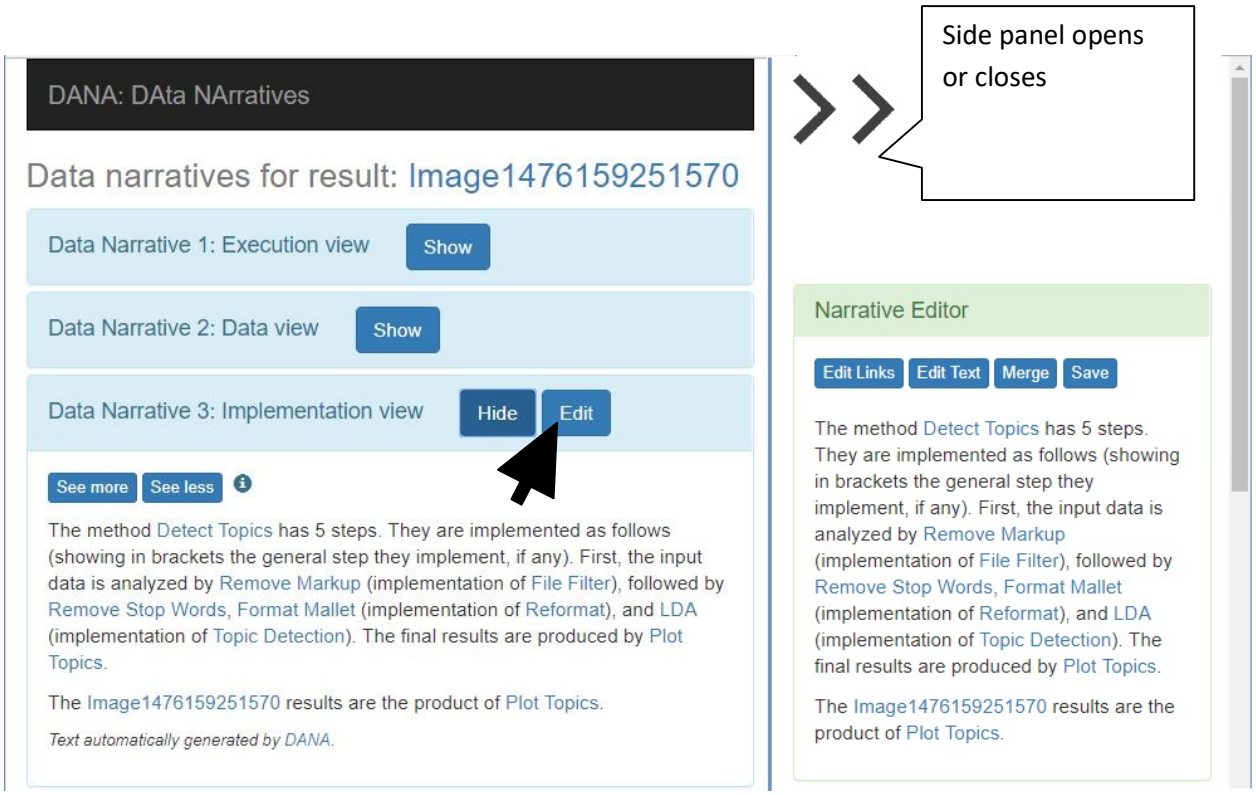
1. Editing the link label so that user can add some semantic information.
2. Editing the sentences in the text.
3. Clicking on a link to add/remove details by retrieving some information about the element clicked from the Knowledge Base and displaying it to the user. This functionality in the future can be integrated with the visualization system.
4. Merging two or more narratives.

Storyboard –

- Page loads with narratives. On expanding narrative to view it, an 'Edit' button appears in the heading.

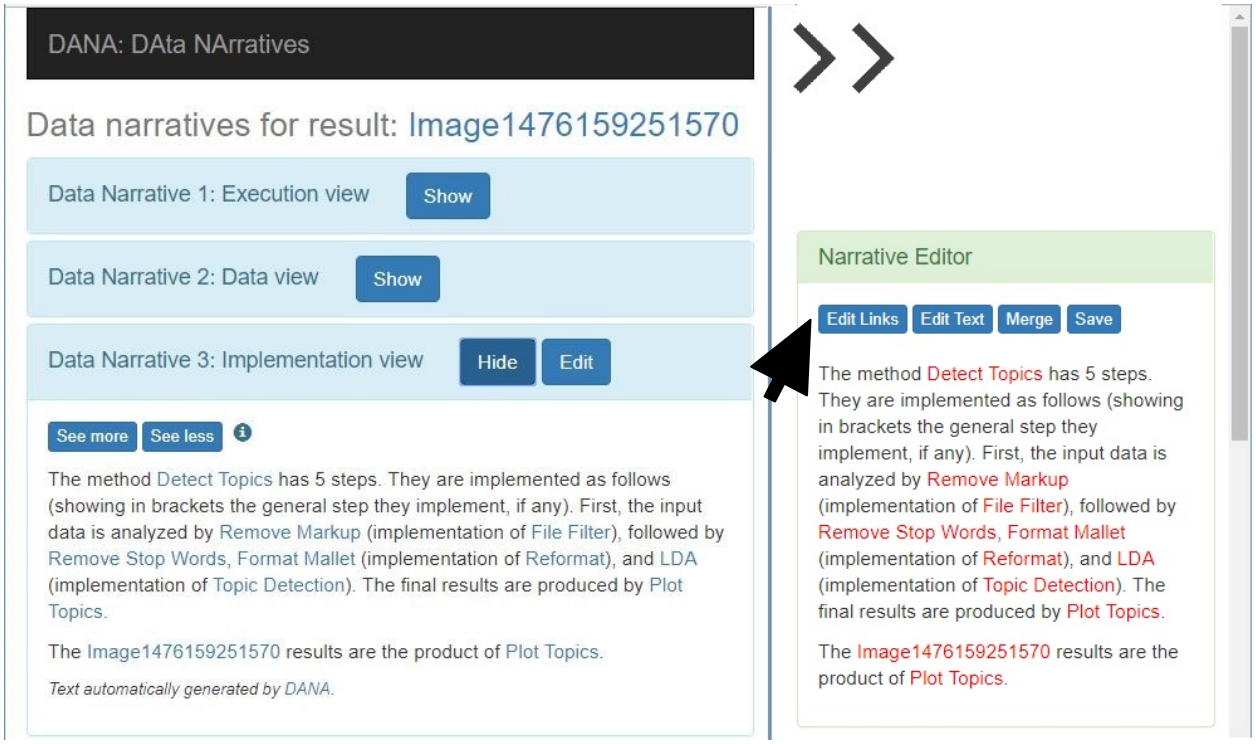


- Clicking on edit opens up a side panel with 'Narrative Editor' widget. The side panel is collapsible and can be resized so that the contents on the page adapt to the dimensions.



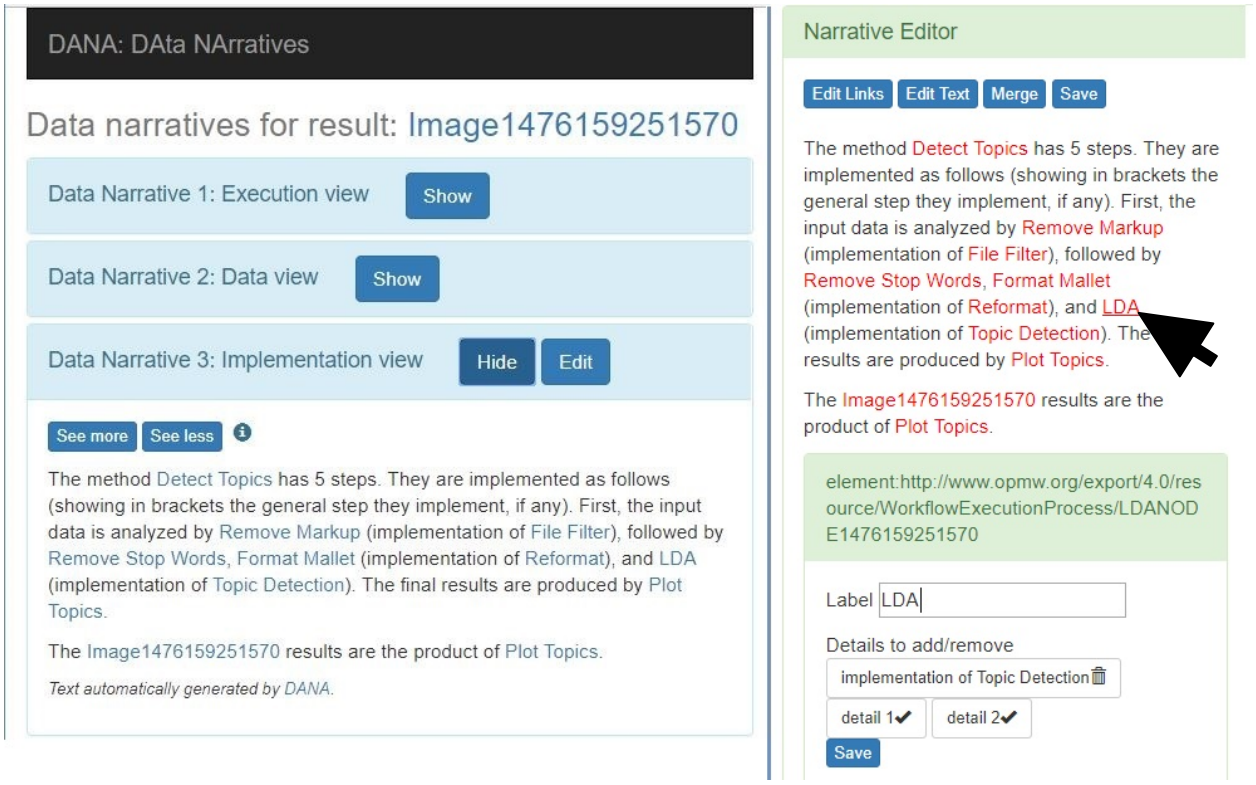
- The buttons available in the editor are to
  1. 'Edit Links' – This is to edit both the link label as well as to add or remove details associated with the element pointed to by the link.
  2. 'Edit Text' – To allow direct text editing.
  3. 'Merge' – To merge two or more narratives
  4. 'Save' – To save the changes so that they are reflected in the narrative account. Metadata about the changes is captured each time user saves their work.

- Clicking ‘Edit Links’ shows the links that can be edited. This can be done by changing the color of the links, say to red.

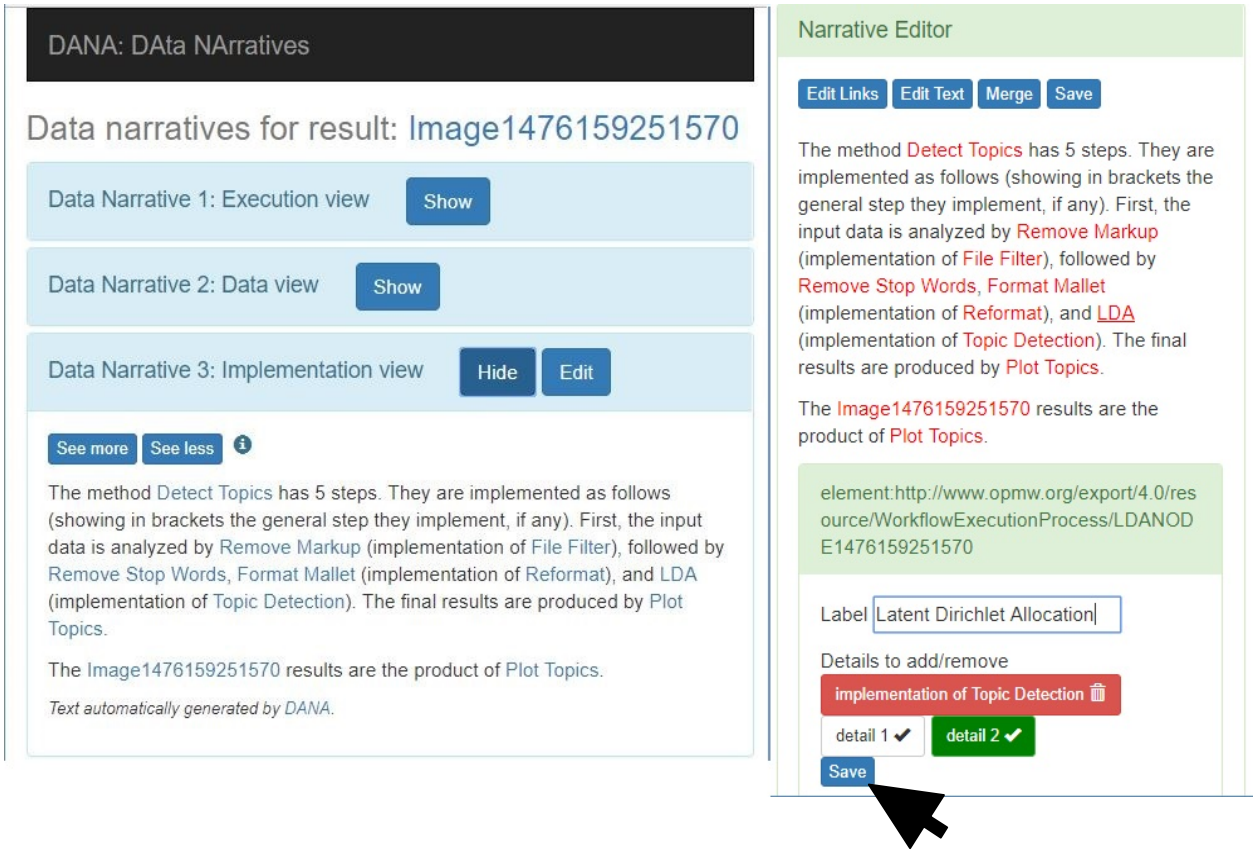


- Clicking on any link will bring up a small box beneath the narrative where the editing can be done. Two such operations can be done –
  1. Editing the link label – By overwriting the default label, in the text input field.
  2. Selecting details about the element to add/remove in the text narrative – This information has to be retrieved from the Knowledge Base. What details are retrieved can be informed by the view of the narrative being edited.

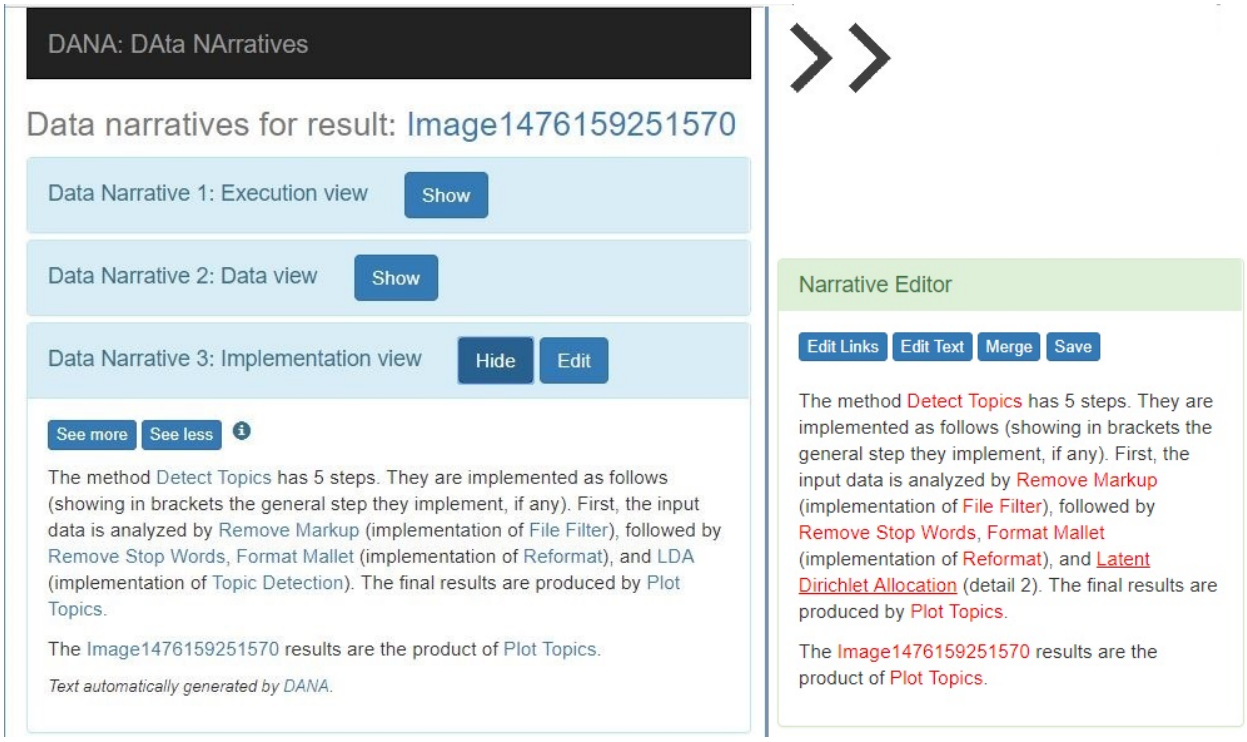
  Once, the changed are made, they can be saved, which are reflected in the ‘Narrative Editor’ widget. Clicking the ‘Save’ button in the editor widget will save the changes made to the narrative, reflect them on the web page, and on the server.



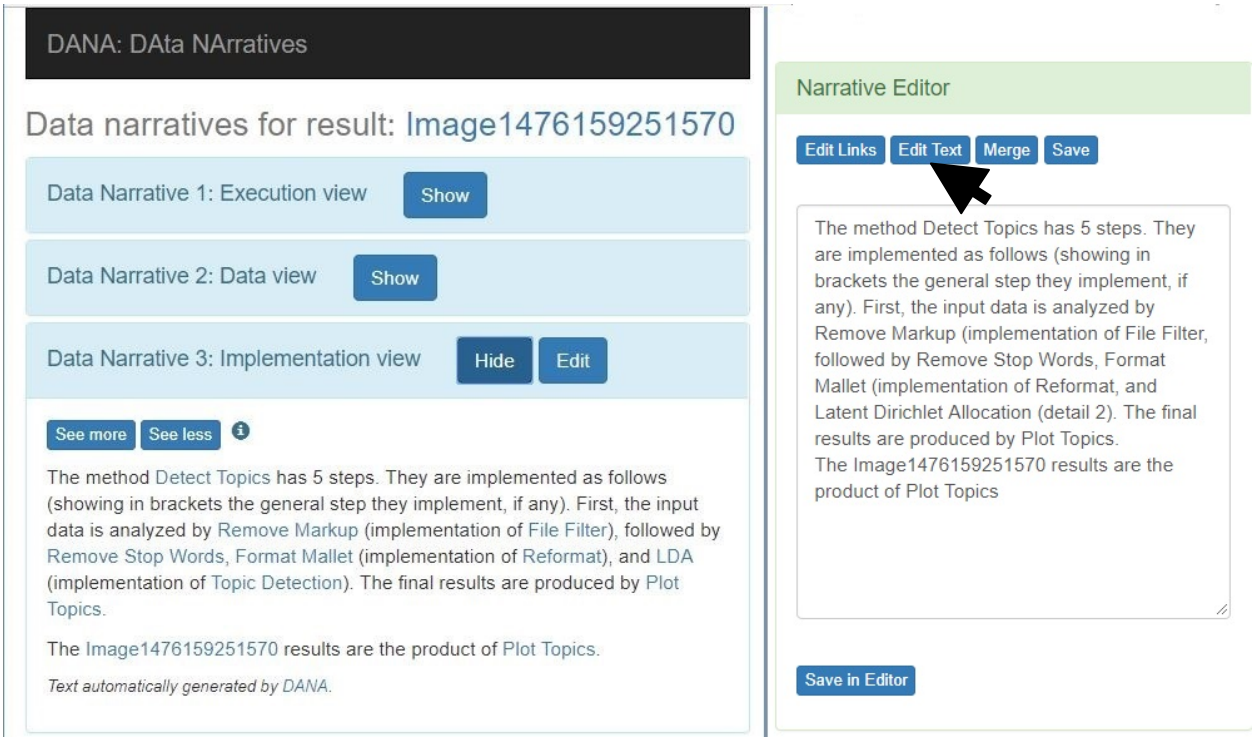
For example, clicking on LDA brings up the box regarding that element/node in the workflow.



Once the changes are done, click on 'Save' in the box, to save edits to the Editor.

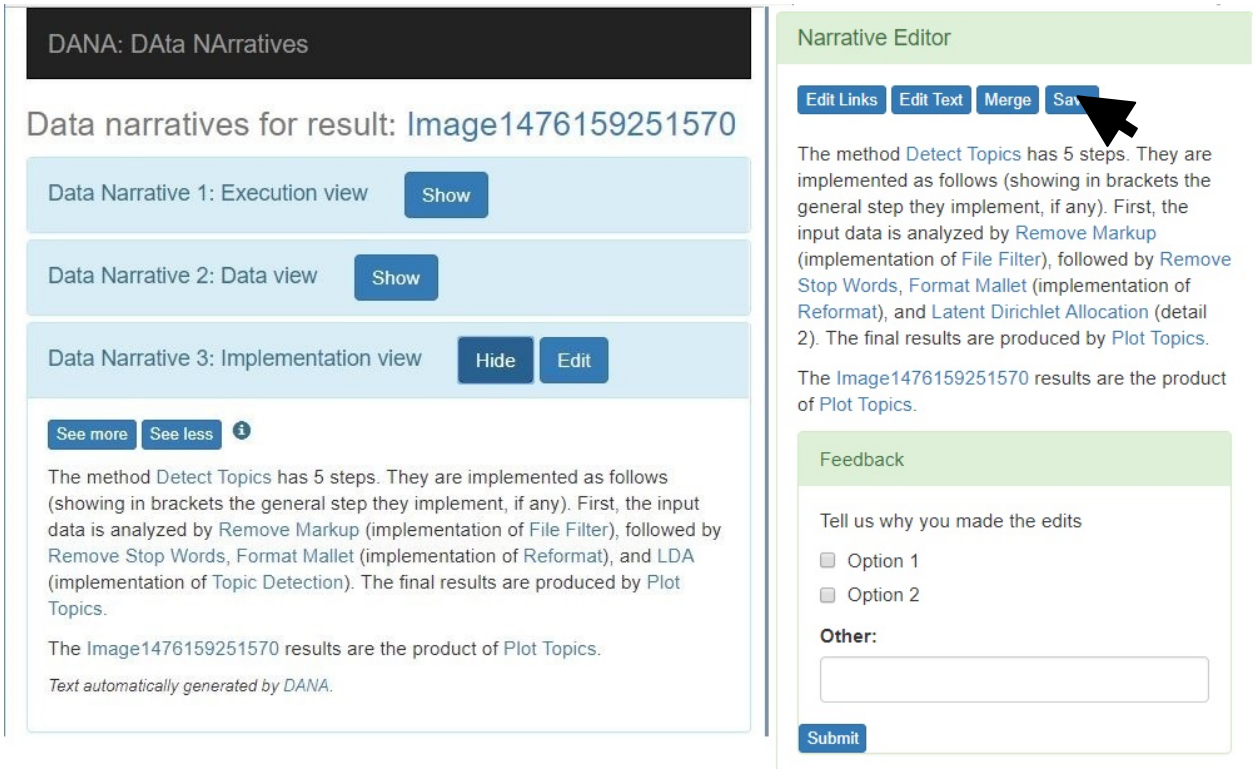


- Clicking on ‘Edit Text’ will allow directly editing the text as in a text area field. Assuming that the user will not misuse their power to alter the narrative, they can edit any part of the text. Changes can be saved locally with the ‘Save in Editor’ button.



One problem that needs to be addressed is how the user should be able to edit (insert/remove) links. The links should be marked out as different from the explanation pattern text. And to make the adding of these links easier, the editor could be integrated with the workflow visualization so that clicking on a node in the visualization could highlight/add that link to the text.

- Clicking ‘Save’ will reflect the changes to the main narrative on the webpage. But before saving, feedback is elicited from the user on why the changes were made. Once saved, some metadata about the changes will be captured.



Metadata expressed as JSON object –

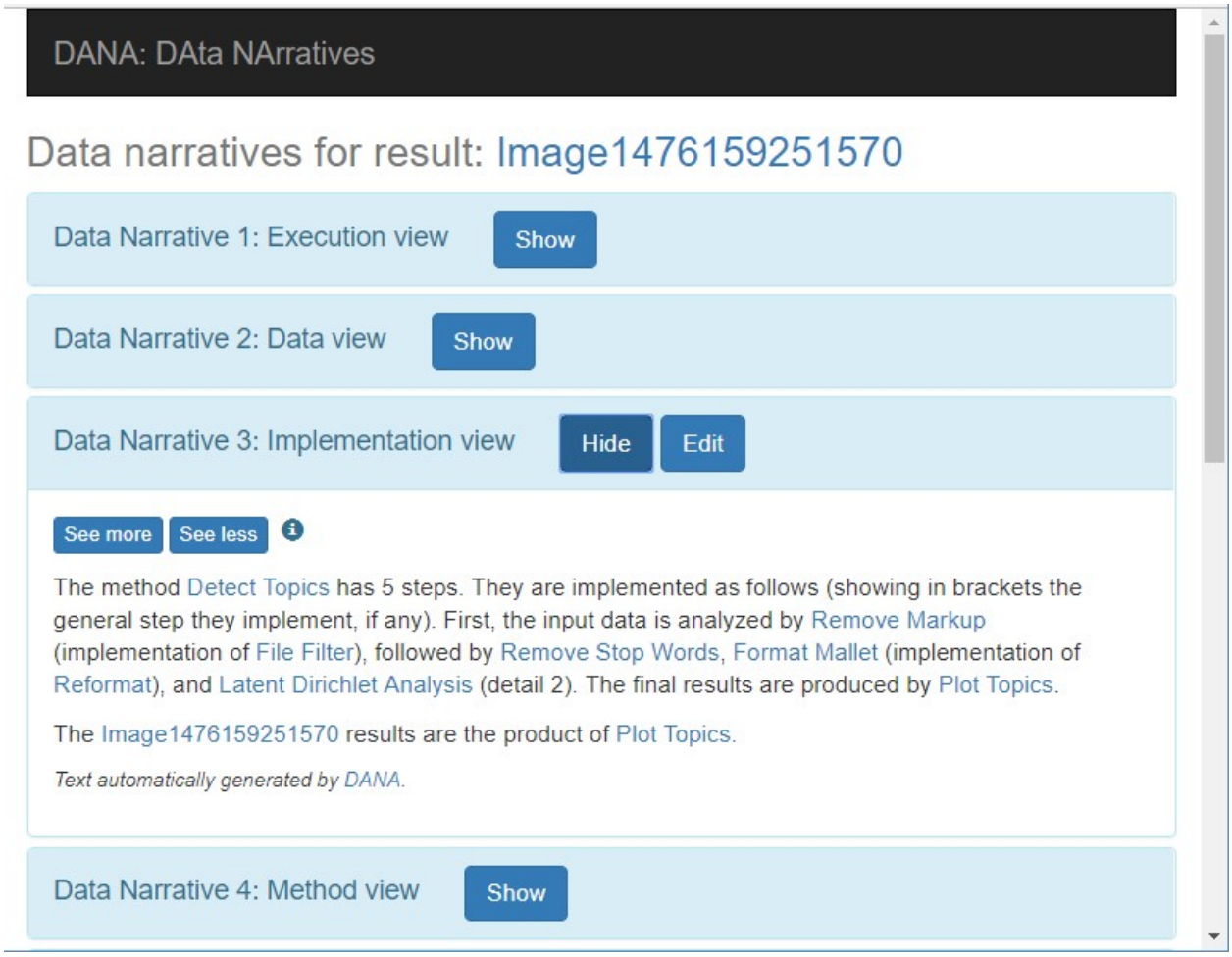
```
{
        user: “abc123”,
        date_saved: “2018-01-01”,
        time_saved: “12:00:05”,
        edits: [
                {
                        narrative_view: “implementation_view”,
                        element: “https://www.opmw.org/.../LDA”
                        date: “2018-01-01”,
                        time: “11:59:13”,
                        feedback: [“Included detail”, “option”, “option”],
```

...

},

...

]

}

- Clicking 'Submit' in the feedback must collapse the side panel and show the corresponding narrative in the web page updated with the edits.