Produce the UXG IA deliverable that includes a list (and labeling) of the various types of UXG content   
- methods,

* - techniques,   
  - playbooks,
* Related to methods
* - case studies,   
  - key concepts,   
  - glossary,  
  - newsletter articles,   
  - resources,   
  + videos?  
  + training modules?  
    
  Leverage the UX Book 2 as a guideline   
    
  Create a set of user stories to describe the function from the perspective of key users.  
    
  Create wireframes to visually show the relationship of content types. Refine the wireframes by walking through key user stories.  
    
  Create a list of potential content (available or in development) - that allows us to specify the intended user roles, required experience levels, priority for including in the UXG, and the UXG content type.