

Delivering a Better Experience by Using the Open, Collaborative and Flexible Grav CMS

– Inside or Outside of your LMS

Paul D Hibbitts

hibbittsdesign.org

@hibbittsdesign

🚀 Topics to Explore Today 🚀

1. What is Grav?
2. Grav Open Course Hub Project
3. Other Open-related Grav Projects
4. Next Steps

What is Grav?



BUILD FASTER WEBSITES

GRAV IS A MODERN OPEN SOURCE FLAT-FILE CMS

[GET GRAV](#)

STABLE VERSION 1.4.3 NEW! UPDATED 3 WEEKS AGO · [CHANGELOG](#)

WHY CHOOSE GRAV?

Voted "Best Open Source CMS" in 2016



Voted "Best Flat File CMS" in 2017



Fast



Extensible



Open Source

Performance is not just an afterthought, we baked it in from the start

Grav has a powerful API and sophisticated Package Manager to make it super flexible

Grav is Open Source, and all the code is available on [GitHub.com](https://github.com)

Grav Highlights

- File-based
 - Fast performance (esp. smaller sites), simplicity, portability and generally more secure
 - File-based content also naturally supports version control
 - Grav can also be a front-end for any collaborative Git repository
- Markdown
 - A platform-independent format perfect for writing and the 5Rs

Key Aspects of Grav

- Modular
 - Modular content is possible, along with custom content types
- Workflow
 - Supports an efficient edit and publish workflow (esp. Git-based)
- Customization
 - Powerful Blueprints supports Admin Panel customizations

Grav's Layered Conceptual Design



Open Course Hub Project

Grav Open Course Hub

Built using Grav, Open Course Hub with Git Sync is designed to give tech-savvy educators an open, collaborative and flexible platform that they can partner with their current LMS

Grav Open Course Hub

- Streamlined setup and configuration (incl. Git Sync)
- Supports open and collaborative content (via Git repository)
- Theme files synced to Git repository for collaborative authoring/assistance
- Example course hubs (incl. basic, intermediate. and advanced)
- Includes custom content type pages and Shortcodes (i.e. Embed.ly Web page preview cards, H5P and Swipe)
- Fully customizable Sidebar using Markdown or HTML

CPT-363

RESOURCES SYLLABUS READ ME EDIT THIS PAGE

Important Reminders

Usability inspection peer reviews due Oct 17th



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Quizzes
Class Discussions
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Syllabus

Web Pick of the Week
NI NEILSEN NORMAN GROUP
When does ideation typically occur in your team's design process?

Read the article on nngroup.com >

Ideation in Practice: How Effective UX Teams Generate Ideas
Ideation processes can vary widely - from how many people are involved to what techniques are used. To better understand how effective ideation is commonly approached, what the challenges are, and what methods are perceived as effective, we surveyed 257 UX-related professionals in a range of roles, including UX designers, developers, content strategists, visual designers, and product managers.

Presented Slides
User Interface Inspections
View all of Week 4 (Sep 27 - Oct 3) >

Week 4 (Sep 27 - Oct 3)

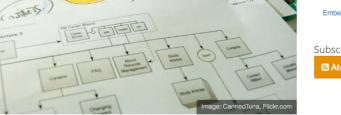
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The bushido sexist gatekeeping that seeks to keep women from participating in organized sports whether as players, coaches or otherwise is infuriating and toxic and regressive. Read this article by @auagold then hire and recruit the goddamn women...
Read the article on huffpost.com >

Week 3 (Sep 20 - 26)

Presented Slides
Strategic UX Design
View all of Week 3 (Sep 20 - 26) >

Week 2 (Sep 13 - 19)

Presented Slides
The Process of UX Design
View all of Week 2 (Sep 13 - 19) >

Week 1 (Sep 6 - 12)

Presented Slides
Course Overview
Introduction to UX Design
View all of Week 1 (Sep 6 - 12) >

Course Welcome
Welcome to the multi-device friendly course hub for CPT-363 Fall 2017. To help orientate yourself to the course, explore the [course syllabus](#).
Any required preparations before each class will be posted here by Friday of the previous week. Assigned weekly reading quizzes must be submitted before 10:00am the day of each class, and please bring a copy of your answers to class to help facilitate possible discussion.
Materials to be presented in class will usually be available in draft form beforehand.

Built with Grav CMS
Course Hub package by hibbittsdesign.org

Important Reminders

- ✓ Usability inspection peer reviews due Oct 17th



Oct 4th Class Preparations

Required Reading

[A Five-Step Process For Conducting User Research](#)

[Required Reading Quiz](#)

Slides to be Discussed

[User Research](#)

Did you attend this class? [Share your one-minute summary](#) before midnight, the day of class.

 [Week 4 \(Sep 27 - Oct 3\)](#)



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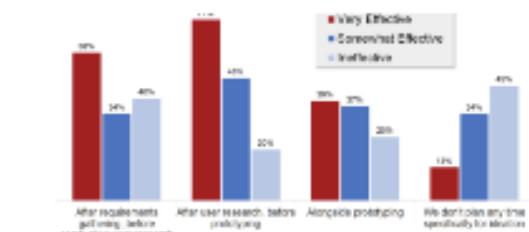
[Grades](#)

[Syllabus](#)

Web Pick of the Week

NN NIELSEN NORMAN GROUP

When does ideation typically occur in your team's design process?



nngroup.com

NN/g

Ideation in Practice:
How Effective UX Teams Generate Ideas

Ideation in Practice: How Effective UX Teams Generate Ideas

Ideation processes can vary widely - from how many people are involved to what techniques are used. To get an understanding of how ideation is commonly approached, what the challenges are, and what methods are

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Week 4 (Sep 27 - Oct 3)



Presented Slides

[User Interface Inspections](#)

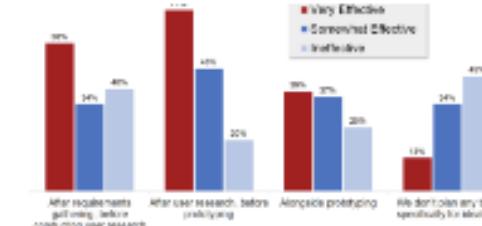
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Syllabus

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[Read the article on nngroup.com >](#)

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Laura Klein Retweeted

Adrian Howard
[@adrianh](#)

Week 3 (Sep 20 - 26)

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📅 Week 4 (Sep 27 - Oct 3)

Summaries and Questions

Sep 27th Class One-minute Summaries

Presented Slides

User Interface Inspections (Download slides as PDF)

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Web Pick of the Week

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Metric	UX DESIGNERS	DEVELOPERS	CONTENT STRATEGISTS	VISUAL DESIGNERS	PRODUCT MANAGERS
Very Effective	~80%	~70%	~60%	~50%	~40%
Effective	~15%	~20%	~25%	~30%	~35%
Somewhat Effective	~10%	~10%	~10%	~10%	~10%
Not Effective	~10%	~10%	~10%	~10%	~10%

[How Effective UX Teams Generate Ideas](#)

Ideation processes can vary widely - from how many people are involved to what techniques are used. To get an understanding of how ideation is commonly approached, what the challenges are, and what methods are perceived as effective, we surveyed 257 UX-related professionals in a range of roles, including UX designers, developers, content strategists, visual designers, and product managers.

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Anita Sarkeesian @anitasarkeesian

The bullshit sexist gatekeeping that works to block women from traditionally male dominated sports whether as players, coaches or otherwise is infuriating and tired and regressive. Read this article by @augustao then hire and recruit all the goddamn women!

[theplayerstribune.com/en-us/articles...](#)

Embed

[View on Twitter](#)

Slides Placeholder

CPT 363

"A work in progress. And the possibilities are endless."

- Elizabeth Eulberg

swipe

Supplemental Materials

Lecture 4.2 Design Heuristics (Part 1/3)
DESIGN PRINCIPLES

Heuristics part 1

Scott Klemmer
UC San Diego
The Design Lab

Assignments

[Usability Inspection \(Peer Reviews Required for Grade\)](#)

[Usability Inspection Report Template](#)

Required Reading

UXMATTERS

An Overview of Expert Heuristic Evaluations

When experts conduct heuristic evaluations ... they do not usually attempt to map user interface problems directly to specific heuristics because the mapping of problems to heuristics is typically many-to-many, convoluted, and multidimensional. When experts conduct heuristic evaluations—particularly outside academic contexts—they do not usually attempt to map user interface problems directly to specific heuristics because the mapping of problems to heuristics is typically many-to-many, convoluted, and multidimensional.

[Read the article on uxmaters.com >](#)

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Quick Quiz

A heuristic evaluation is a task-based walkthrough of a user interface.

True

False

[Download](#) [Embed](#)

Hop

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Next ▶



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Administrator

git

Dashboard

Configuration

Pages 26

Plugins 20

Themes 3

Tools

Logout

Content

Options

Advanced

Blog Item

Normal

Expert

Title

Week 4 (Sep 27 - Oct 3)



Presented Slides

[\[User Interface Inspections\]](https://swipe.to/9967fp)(https://swipe.to/9967fp)

====

Summaries and Questions

[\[Sep 27th Class One-minute Summaries\]](https://canvas.sfu.ca/courses/36662/assignments/267535)(https://canvas.sfu.ca/courses/36662/assignments/267535)

Presented Slides

User Interface Inspections ([\[Download slides as PDF\]](#)(#))

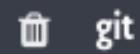
```
<div class="embed-responsive embed-responsive-16by9"><figure><iframe src="https://www.swipe.to/embed/9967fp" allowfullscreen></iframe></figure></div>
```

Page Media





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Configuration

Pages 26

Plugins 20

Themes 3

Tools

Logout

Add Filters

+ Expand All

- Collapse All

Search Pages



+ Home

/home → blog



○ Schedule

/schedule → sidebarpage



○ Resources

/resources → sidebarpage



○ Syllabus

/syllabus → fullwidthpage



○ Read Me

/readme → fullwidthpage



○ Footer

/footer → default



○ Header Image

/headerimage → default



○ Mini Homepage for Embedding

/mini-home → fullwidthpage



○ Sidebar

/sidebar → default



○ Web Pick of the Week

/webpage-card → embedlycard



Add Blog Item

Blog Item Title *

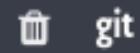
Parent Page

→ Home

Continue



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git



Dashboard



Pages

26



Plugins

20



Themes

3



Tools



Logout

Content

Options

Advanced

Blog Item

Normal

Expert

Title

My New Blog Item



Your page summary goes here.

====

Your page content goes here.

NOTE: You cannot add media files until you save the page. Just click 'Save' on top

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Resources

Reflective Writing Guides

- [A short guide to reflective writing](#)
- [Online Guide to Reflective Writing](#)
- [Reflective Toolbox](#)

UX Platform Guideline Collections

- [Android User Interface Design Guidelines](#)
- [Google Material Design Guidelines](#)
- [iOS Human Interface Design Guidelines \(iPhone and iPad\)](#)
- [KDE Human Interface Design Guidelines](#)
- [OS X Human Interface Design Guidelines](#)
- [Windows App Design Guidelines \(Touch\)](#)

UX Templates

- [Contextual Interview Form](#)
- [One Page User Research Plan](#)
- [Templates & Downloadable Documents | Usability.gov](#)
- [cxpartners | Resources](#)
- [The PM Toolkit](#)
- [UX Project Checklist](#)

UX Design Checklists

- [A Checklist for Designing Mobile Input Fields](#)
- [Mobile UX Checklist \(PDF, by Mobify\)](#)
- [One-Page Touch Interaction Design Checklist \(PDF\)](#)
- [Usability checklist \(Userium\)](#)
- [UX Project Checklist](#)

UX Technique Collections

- [Methods | Usability.gov](#)
- [Methods | Usability Body of Knowledge](#)
- [Usability Planner](#)
- [UX Techniques \(by UX Mastery\)](#)

UX Article Collections

- [The UX Bookmark](#)
- [User Experience Magazine \(UXPA\)](#)
- [UI/UX Articles \(Medium\)](#)

UX eBooks

- [50 UX Best Practices by Above the Fold \(email address required\)](#)
- [Bright Ideas for User Experience Designers](#)
- [The Fable of the User-Centered Designer](#)

UX Design MOOCs & Courses

- [Human-Computer Interaction | Coursera](#)
- [The Design of Everyday Things | Udacity](#)
- [Rapid Wireframing: Finding the Right Product Design](#)

UX Podcast Collections

- [Design Critique: Products for People](#)
- [Podcasts - UIE Brain Sparks](#)
- [Boagworld Podcast](#)
- [User Experience Podcast](#)

UX Video Collections

- [Google Developers Channel](#)
- [Interaction Design Association Vimeo Channels](#)
- [Paul's YouTube Playlists](#)
- [Paul's Vimeo Channel](#)

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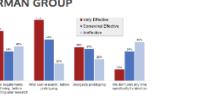
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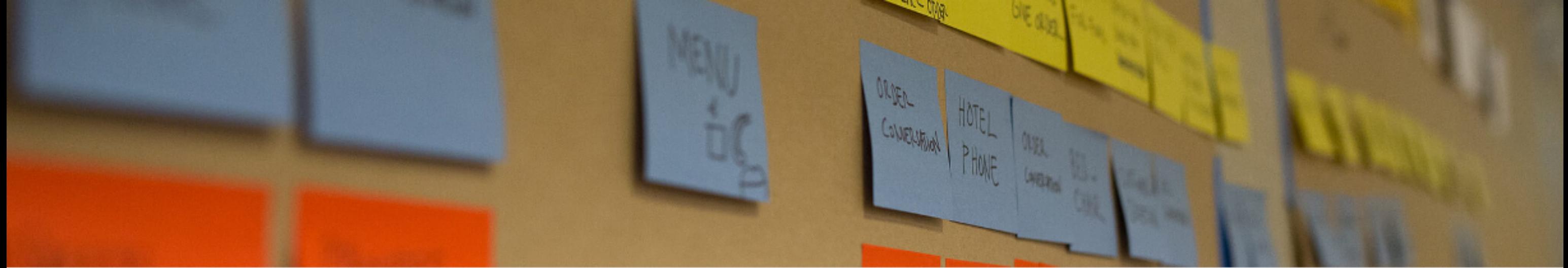
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Course Hub package by hibbittsdesign.org



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[paulhibbitts / grav-skeleton-course-hub-site](#)[Unwatch](#) 1[Star](#) 0[Fork](#) 0[Code](#)[Issues 0](#)[Pull requests 0](#)[Projects 0](#)[Wiki](#)[Insights](#)[Settings](#)[grav-skeleton-course-hub-site](#) / [pages](#) / [03.resources](#) / sidebarpage.md

or cancel

[Edit file](#)[Preview changes](#)

Spaces

2

Soft wrap

```
1  ---
2  title: Resources
3  published: true
4  ---
5
6  ##### Reflective Writing Guides
7  * [A short guide to reflective writing](https://intranet.birmingham.ac.uk/as/libraryservices/library/skills/asc/documents/public/Short-Guide-Reflective-Writing.pdf)
8  * [Online Guide to Reflective Writing](https://nile.northampton.ac.uk/bbcswebdav/pid-1244383-dt-content-rid-3278540_1/courses/Centre-for-Achievement-and-Performance/Skills/Reflective%20Writing/Reflective%20Writing%20-%20Feb%202017.pdf)
9  * [Reflective Toolbox](http://writeonline.ca/media/documents/ReflectiveToolbox.pdf)
10
11 ##### UX Platform Guideline Collections
12 * [Android User Interface Design Guidelines](https://developer.android.com/guide/practices/ui_guidelines/index.html)
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14 * [iOS Human Interface Design Guidelines (iPhone and iPad)](https://developer.apple.com/ios/human-interface-guidelines/)
15 * [KDE Human Interface Design Guidelines](https://community.kde.org/KDE_Visual_Design_Group/HIG)
16 * [OS X Human Interface Design Guidelines](https://developer.apple.com/library/mac/documentation/UserExperience/Conceptual/OSXHIGuidelines/index.html#/apple_ref/doc/uid/TP40002720-TPXREF101)
17 * [Windows App Design Guidelines (Touch)](https://msdn.microsoft.com/en-us/library/dn742468.aspx)
18
19 ##### UX Templates
20 * [Contextual Interview Form](http://userfocus.co.uk/pdf/cisheet.pdf)
21 * [One Page User Research Plan](https://www.smashingmagazine.com/2012/01/ux-research-plan-stakeholders-love/)
22 * [Templates & Downloadable Documents | Usability.gov](http://www.usability.gov/how-to-and-tools/resources/templates.html)
23 * [cxpartners | Resources](http://www.cxpartners.co.uk/ux-resources/)
24 * [The PM Toolkit](http://thepmtoolkit.com/)
```



What Skills are Required?



- Intended for “Tech-savvy” educators:
 - Code editor usage (e.g. Atom or Brackets)
 - Markdown or HTML basics
 - Understanding folder hierarchies (i.e. relative links)
 - Web server access
 - GitHub working knowledge (recommended)

Grav Open Course Hub is Intended for Tech-savvy Educators who Value:

- Controllability
- Flexibility
- Portability
- Efficiency
- Openness
- Participation



Course Participants

Grav Open Course Hub, Web install.

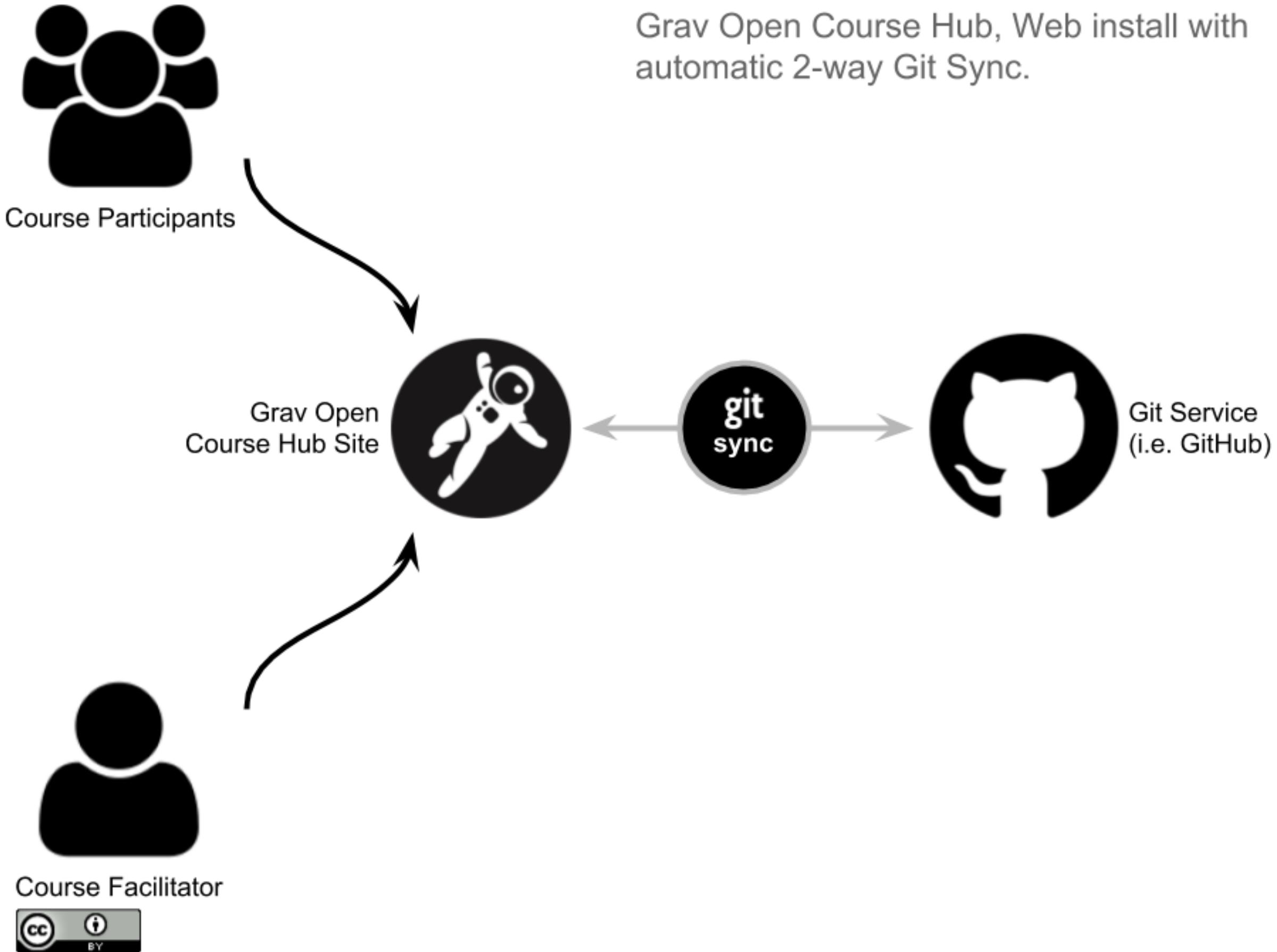


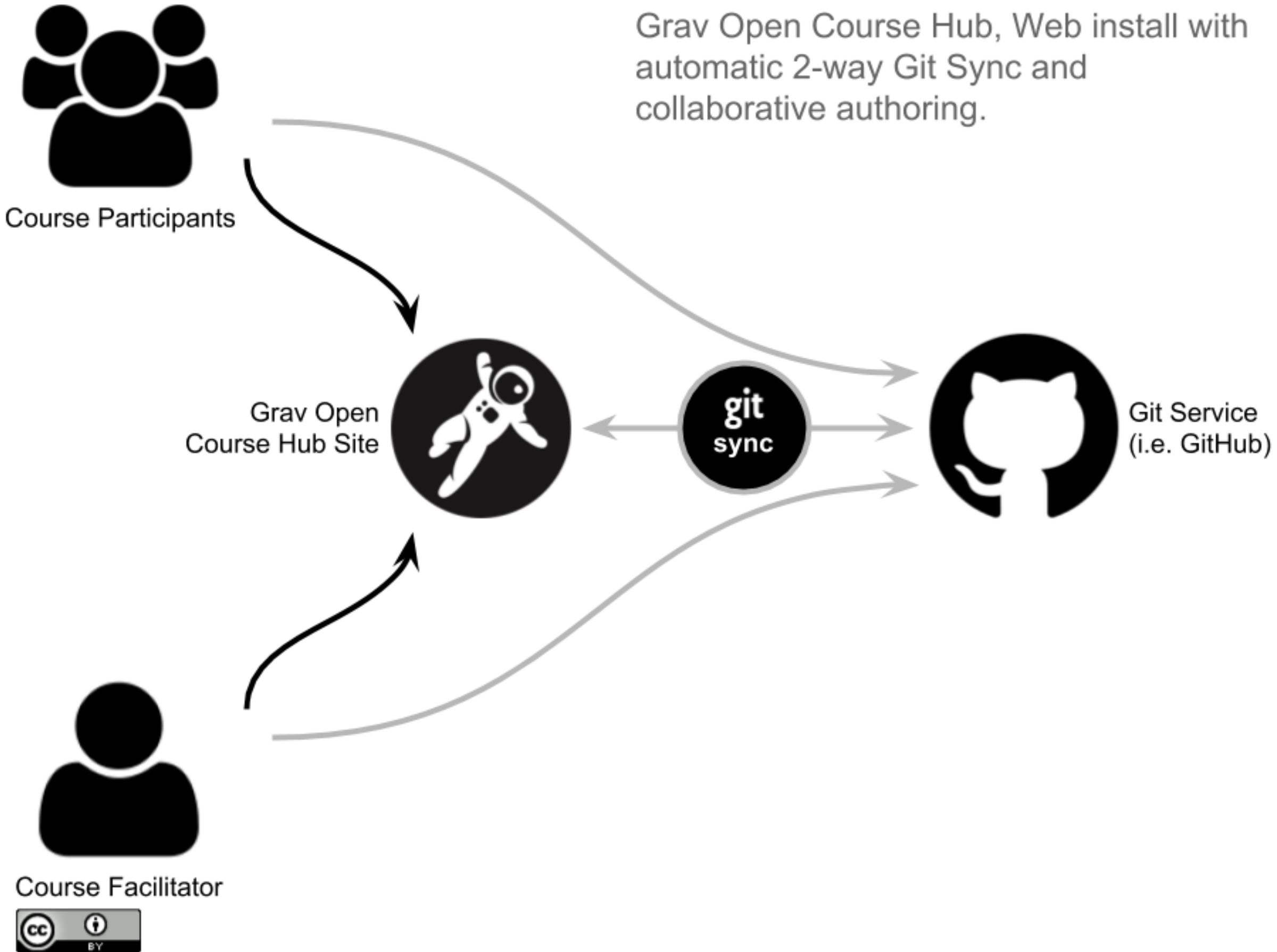
Grav Open
Course Hub Site

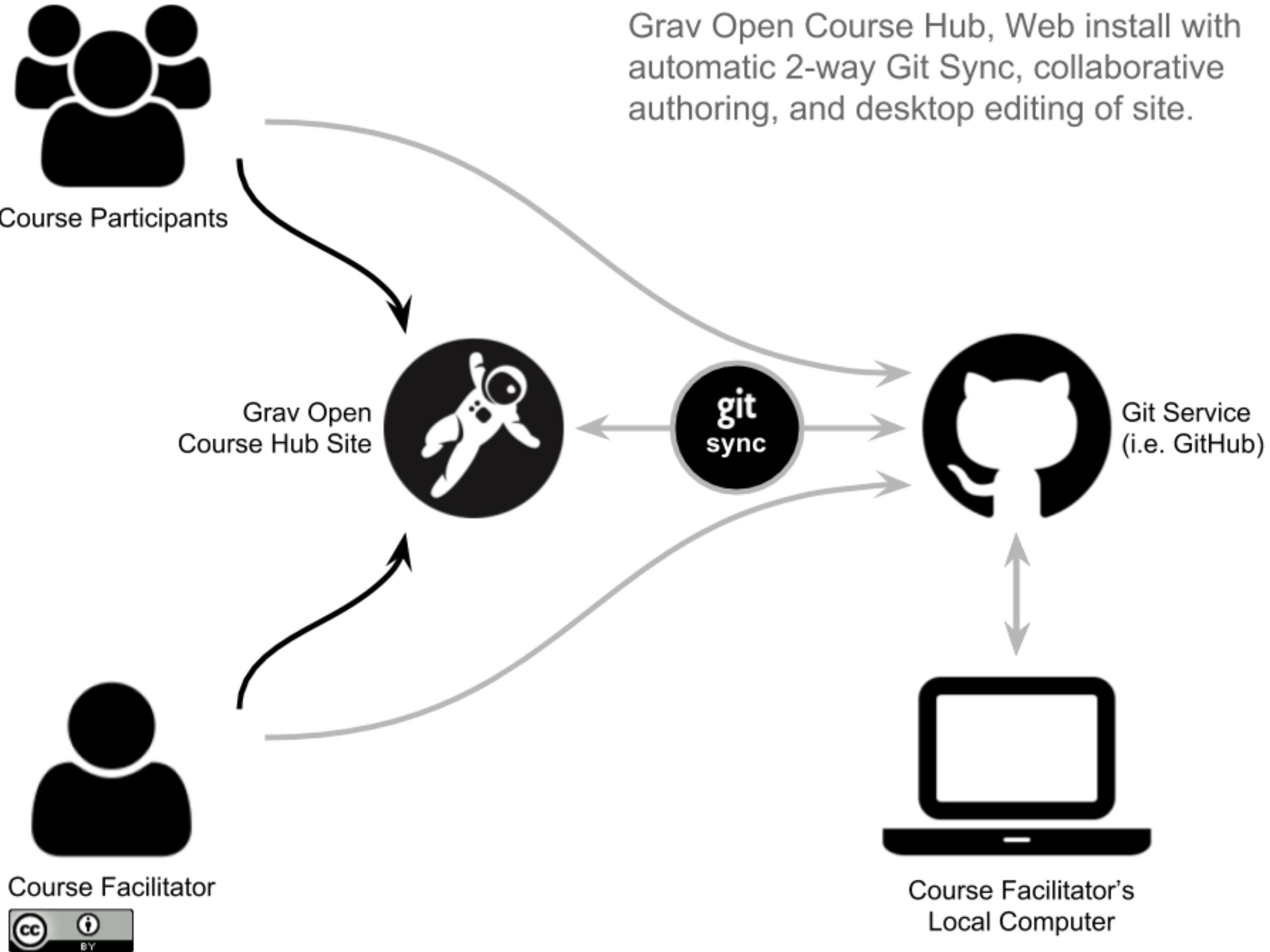


Course Facilitator









Problems the Course Hub Tackles

- Pedagogical goals that are unmet by the current LMS
- Student and facilitator experiences, especially multi-device, are below expectations
- Ability to access, share and collaboratively edit course materials is lacking
- The creation and (often frequently needed) updating of online course materials is too time consuming
- Once created, online course materials are difficult to repurpose on different platforms for different contexts
- Unable to leverage existing Web authoring skills or standards on the current Learning Platform



What are Users Saying?



“The Open Course Hub was easy to set up and get running and my students loved having a one-stop place to go to for their course content. I really love that it syncs with GitHub so easily and seamlessly. I was able to have an open, collaborative, easily updatable, fully version-controlled site up and running in little time, with fairly modest technical skills. On the student side, it is all beautiful and easy to use on any device!”

— Mark Coster (Associate Professor at Griffith University, Australia)

“The Open Course Hub project provides a series of excellent resources for integrating Grav with Canvas, as well as documentation and examples which make them a joy to work with. It is quick to set up, easy to use, and especially with the Git Sync plugin shows the power of a modern approach to integrated CMS-LMS solutions. The large and complex architecture of Canvas is complemented by the relative simplicity of Grav, and the Open Course Hub demonstrates this well.”

— Ole Vik (Research Assistant at the University of Bergen, Norway and Grav Plugin Developer)

Enough Talk, Demo Time!

demo.hibbittsdesign.org/cmpt-363-173/

Wait, What about *Inside* of an LMS?

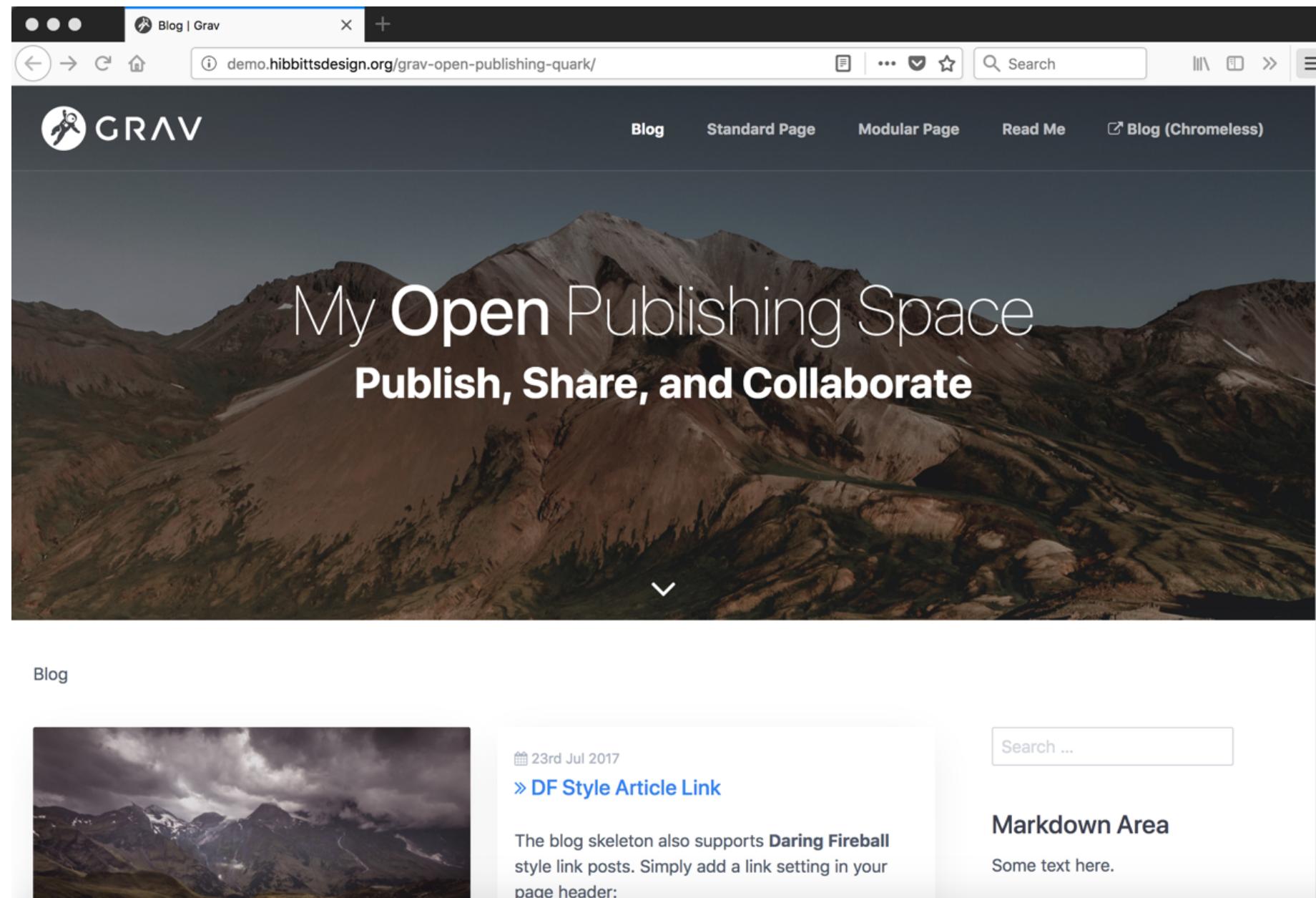
canvas.sfu.ca/courses/35900

What About Other Open-related Grav Projects?

More Open-related Grav Projects

- Open Publishing Space
 - Share and collaboratively edit Markdown-based OER
- Learn2 with Git Sync
 - Share and collaboratively edit Markdown-based documentation
- H5P Shortcode
 - Display H5P.org and locally store H5P content
- Hypothesis Plugin
 - Display the Hypothesis sidebar on your Grav site

Open Publishing Space



Learn2 with Git Sync

The screenshot shows a web browser window with the title bar "Overview | Learn2 with Git Sync". The address bar contains the URL "demo.hibbittsdesign.org/grav-learn2-git-sync/basics/overview". The main content area displays the "Overview" page for the "Basics" section. The page features a large heading "Overview" and a paragraph about the challenges of writing content for the Web. It then highlights the benefits of Markdown, listing six key points. A quote from John Gruber is included, emphasizing the readability of Markdown. The left sidebar contains a navigation menu with sections like "1. Basics", "2. Intermediate", and "3. Advanced", with "1. Basics" currently selected. At the bottom of the sidebar, there are links for "Atom 1.0" and "RSS". The footer of the page states "Built with Grav - The Modern Flat File CMS".

Overview

Let's face it: Writing content for the Web is tiresome. WYSIWYG editors help alleviate this task, but they generally result in horrible code, or worse yet, ugly web pages.

Markdown is a better way to write HTML, without all the complexities and ugliness that usually accompanies it.

Some of the key benefits are:

1. Markdown is simple to learn, with minimal extra characters so it's also quicker to write content.
2. Less chance of errors when writing in markdown.
3. Produces valid XHTML output.
4. Keeps the content and the visual display separate, so you cannot mess up the look of your site.
5. Write in any text editor or Markdown application you like.
6. Markdown is a joy to use!

John Gruber, the author of Markdown, puts it like this:

The overriding design goal for Markdown's formatting syntax is to make it as readable as possible. The idea is that a Markdown-formatted document should be publishable as-is, as

H5P Shortcode

```
[h5p id="712"]  
[h5p url="https://h5p.org/h5p/embed/712"]
```

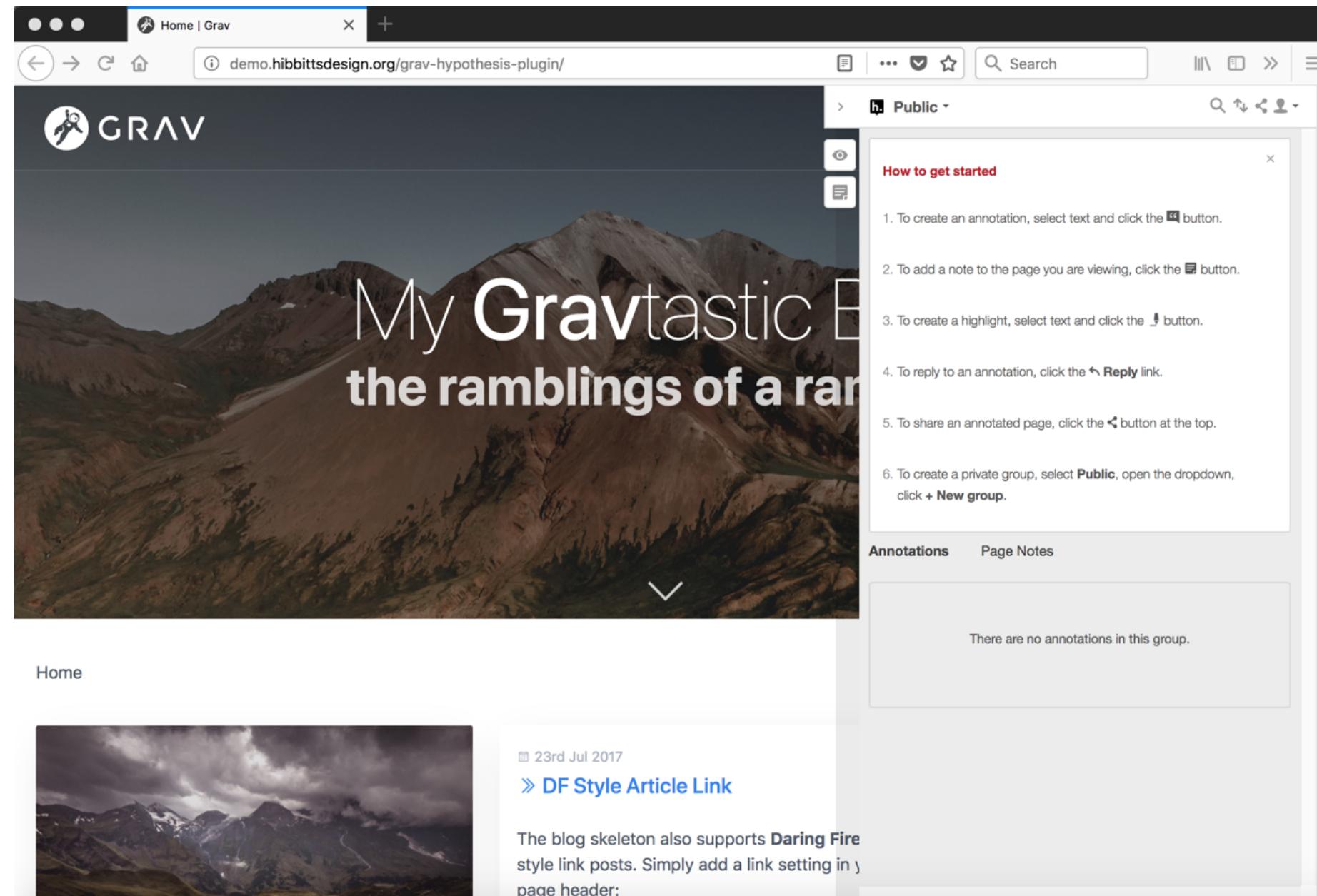


What color does the blackcurrant berry actually have?

- Black
- Blue
- Very dark purple

 Check

Hypothesis Plugin



Next Steps

🔭 Things to Explore Next 🔭

Grav CMS Official Site

getgrav.org

Markdown

[Learn the basics of Markdown in ten minutes](#)

GitHub Workflow

[Introduction - Git and GitHub for Poets](#)

[GitHub Desktop App](#)



Pop Quiz

Which of these “tech-savvy” skills concern you the most?

- Text editor usage (e.g. Atom or Brackets)
- Markdown or HTML basics
- Understanding folder hierarchies (i.e. relative links)
- Web server access
- GitHub or GitLab working knowledge
- GitHub Desktop App (not needed if using Atom)

★ Thank you. More Q&A Time! ★

Contact Info

Blog: hibbittsdesign.org

Twitter: [@hibbittsdesign](https://twitter.com/@hibbittsdesign)

Email: paul@hibbittsdesign.org

Grav Open Course Hub

Docs: learn.hibbittsdesign.org/coursehub

Canvas Demo: demo.hibbittsdesign.org/canvascoursehub

Moodle Demo: demo.hibbittsdesign.org/moodlecoursehub