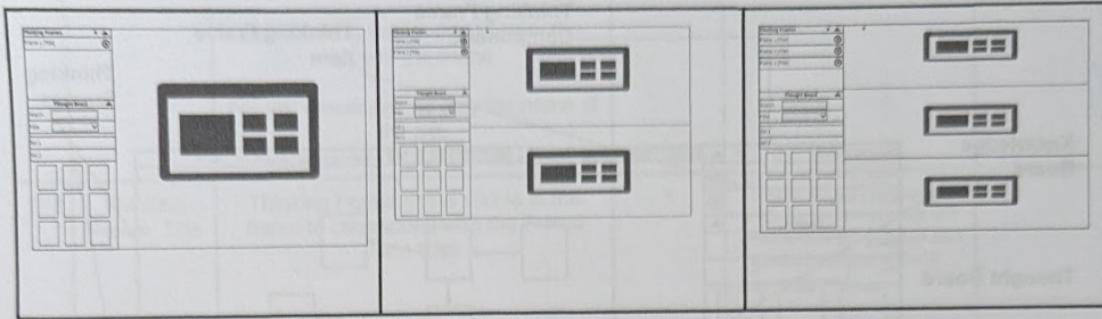


The Frame System



The Frame system allows different frames on the same screen to co-exist and interact. This means that users do not need to leave the context they are working in to visit other components, interactions and visualisations. The thought board, can be used with these different tools on the same screen. For example the same entity can be incorporated into different tools in the same workspace. The researcher adds a new frame and then decides its purpose. The space that the frame receives is determined by the researcher depending on what they are doing.

In frame 1 a knowledge map is being constructed by initiating a frame from the knowledge board.

Here a knowledge map, IIIF interface, semantic narrative and entity template reside on the same screen.

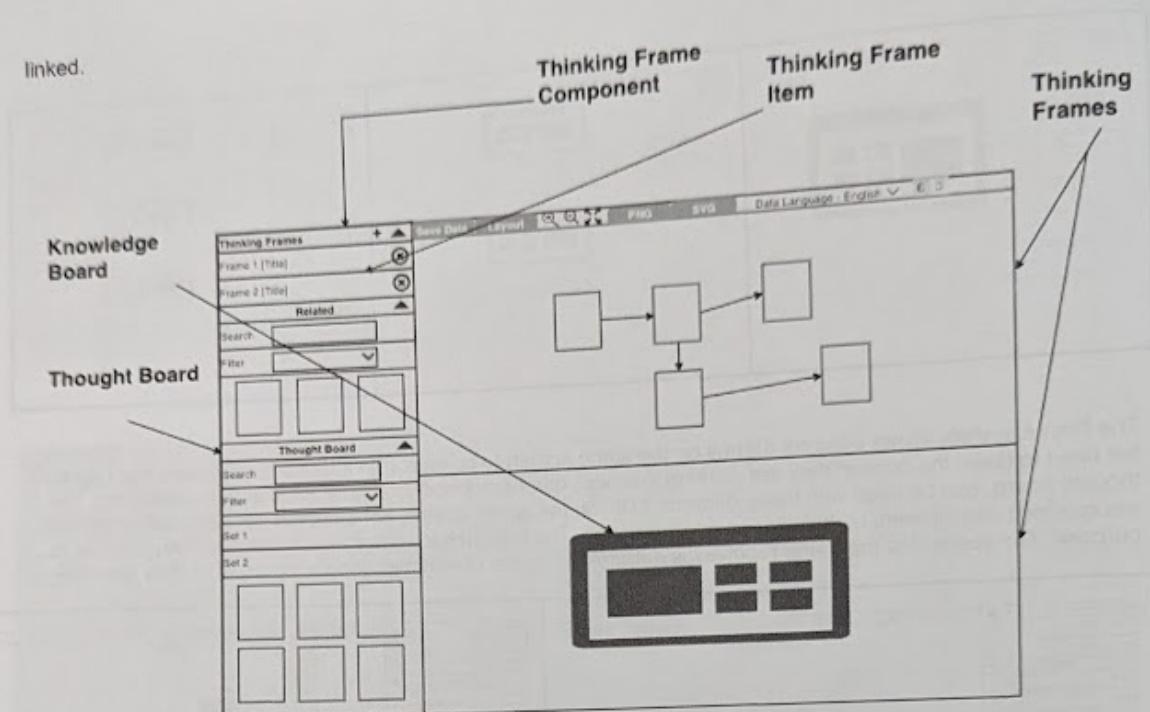
In some circumstances two frames can be configured to work in unison. Here a knowledge map works with IIIF to produce knowledge maps as well as annotations

While items can be dragged into each frame from the thought board, items may also be dragged from frame to frame.

Thinking Frame Component and the Frame System

The Thinking Frame component provides management for the Thinking Frames allowing them to be initiated, removed and

linked.



ID	Title	Description	Supplier Est. (days)	Comments	Iteration
TF1	Thinking Frame Component	The Thinking Frame component manages (create, delete) the Thinking Frames from the side bar (that also contains the Thought Board)	8	We understand that the shell needs to be created - but the functionality is below. We wonder whether there is some overlap here? What additional functionality will be required to support the items below?	Discuss component
TF2	Add Frame Item	The Thinking Frame component initiates a new Thinking Frame with a fresh Knowledge Board	1		
TF3	Delete Thinking Frame	The Thinking Frame component removes a Thinking Frame	1		
TF5	Thinking Frame Item Title	The frame item label will provide the label from the title of the template or the saved file (if it's relevant for the specific frame), or if not available, the type of frame content. For the frame which content has not been saved, there should be a dummy frame item label	1	Until the content of the frame is saved it should carry a generic title. By default the frame title / label should always tell about the type of the frame (IIIF Viewer,	

		foreseen, e.g. "Frame label 1" Label for the frame should carry the type of the frame For IIIF viewer carries only the name of the set.		Knowledge Maps, etc)	
TF6	Thinking Frame Title	Thinking Frame title is visible in the frame to correspond with the Frame Item titles	1	It does not yet correspond with the mock-ups. We will specify design (simple and just about placement)	
TF7	Active Thinking Frame Expand	When you click a certain small item right next to Frame Item (icon) in the Frame Component, then the corresponding Thinking Frame always takes up a position that is half of the frame space of the current largest frame and the remaining frames are reduced to allow for expansion of the desired frame	3	For example a Thinking Frame is hidden but available and can be brought into focus and made visible using the Frame Component	
TF8	Thinking Frame Focus	The Frame Component indicates what panel is currently in focus by highlighting the appropriate Frame Item. The corresponding frame should also be highlighted (color border). It would be good to force the frame to carry the title as well.	1		

1.1 Total for this section: 16 days

Frame Interaction Improvements

Introduction

This section covers the behaviour of frames in terms of their own state, the overall state, and interactions between the thought board and other frames

ID	Title	Description	Supplier Est.	Comments	Questions
FI1	Thinking Frame persistence	The context of a Thinking Frame persists after a frame action. E.g. if the content of the frame changes because of a user action this occurs within the frame (such as saving or linking). The frame of the frame item should have a way to indicate to the user that the frame content either was saved or not. When it was saved, the green LED should appear, when not - the red one should.	Should already be the case 2		

FI2	Knowledge Map and corresponding set	<p>To TB we introduce a notion of KM contents (Dominic will think about the proper name for it). KM contents encompasses all elements are saved to that Map..</p> <p>KM contents (like a type of set) behaves as a separate section in the left frame and could be stacked together with TB.</p> <p>When the node is removed from KM, it automatically disappears from KM contents component. The item can be drag-n-dropped from KM contents component to a set of TB.</p> <p>A node can be drag-n-dropped from KM to set of TB.</p> <p>The current state of KM contents component with all its elements can be saved at any time by the user as a new TB set.</p>	5		
FI3	Unsaved States	In Frames that contain research components that require the user to save new work, clicking the delete Frame Item button will generate a dialog box that asks the user to save or discard before the Thinking Frame is actually removed.	2	Does this functionality overlap heavily with FI1	
FI4	Linked to Knowledge Board Component	<p>The Knowledge Board component is a menu of templates or components that can be loaded into the Thinking frames. New templates and/or components can be added to it. It appears on all blank frames.</p> <p>Choosing an item on the Knowledge Board assigns the purpose of that frame, e.g. Ontodia Knowledge Map</p>	5	If component requires a subject to work on, e.g. template requires the subject to display its properties, then a prompt to select a subject should be implemented	
FI5	Thought Board item interactions	<p>A Thought Board item that is dragged to a:</p> <p>Knowledge Map Frame creates a new Node.</p> <p>IIIF Frame adds an image to the current canvas</p> <p>A Template populates any knowledge pattern visualisations</p>	5	If an item is dragged from TB to KM and it is already present on canvas that KM should focus on it, if it's not present on canvas, then the new node is created in KM	
FI6	Moving Items between Frames	A node can be moved from a Knowledge Map Frame to a IIIF frame if there is an image	5	If there is no image representation a special icon on drag event is shown to illustrate that this action is not	discuss

		<p>representation.</p> <p>A node can be moved from a Knowledge Map Frame to a template and populate its knowledge pattern visualisations</p> <p>A node can be moved from a Knowledge Map Frame to a IIIF frame if there is an image representation. Error handling when that is not possible.</p> <p>An entity template (where \$subject is an entity) can be dragged to a Knowledge Map Frame</p> <p>An entity template (where \$subject is an entity) can be dragged to an IIIF Frame if there are image representations.</p>		allowed. Explanation should also be provided to the user	
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1.2 Total for this section: 24 days

Image Graph Authoring

Introduction

A component for showing images, including IIIF images should be available as a component that can be used with graph authoring such that they produce two Thinking Frames whose height is adjustable to show more of one than the other depending on the view required by the user. The main role of the linked Image Annotation / Knowledge Map frames is to allow image regions to be created that become representations of entities in the Knowledge Map.

	Title	Description	Supplier Est.	Comments	Questions
IG1	Frame Initiation	<p>When I initiate an image graph authoring configuration two frames are created. One is a knowledge Map frame and the other a IIIF frame.</p> <p>When I drag an image onto the IIIF frame, it initiates a node on the Knowledge Map frame which is the entity that the image represents.</p> <p>The user can drag any entity from TB onto the IIIF frame as long as it has an image as its representation. It can also be an image node as long as it represents an entity.</p>	2	Property between image and entity is P138(i)	