

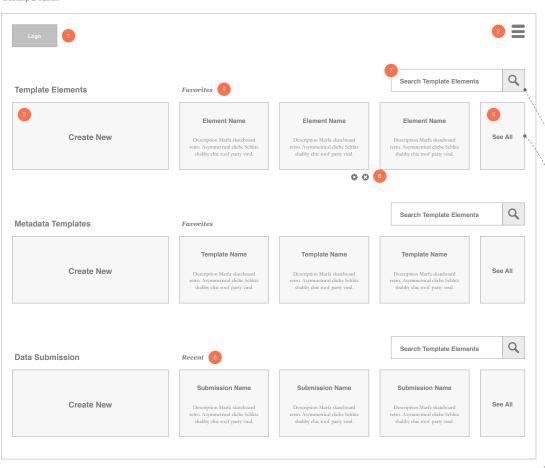
Stanford CEDAR Wireframes v.3

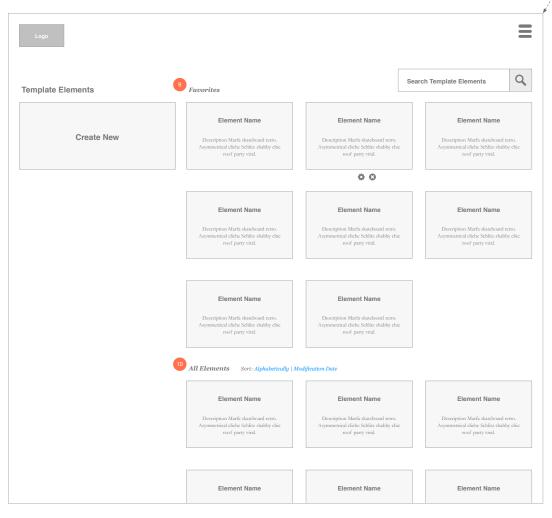


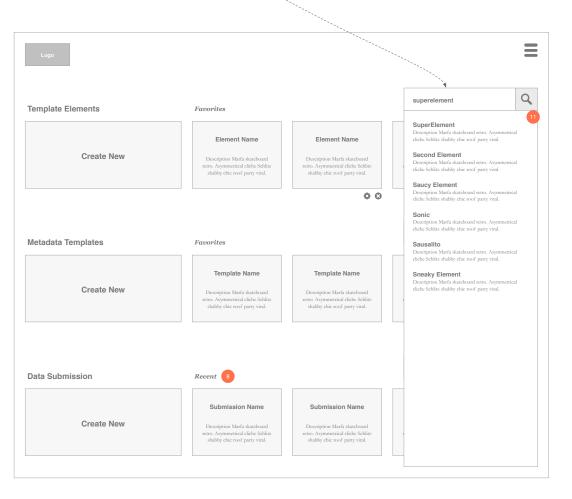
This is meant to inform design and guide development, but it does not guarantee the final layout or placement of design elements.

Stanford CEDAR Wireframe

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Interaction Specifications

Branding
Logo and header branding for the system.

Navigation
If necessary, we will include mobile ready navigation.

Create New
Create a new Element, Metadata Template or Runtime

Favorites
Shows user favorited Elements and Metadata Templates

5 See All
This will bring up a grid showing all Elements; Metadata
Templates; or Runtimes. This will be mocked up upon approval by CEDAR.

6 Edit/Delete
Edit or delete an Element, Metadata Template or

7 Search
Keyword search for Elements, Metadata Templates or
Data Submissions.

Recents
It probably makes more sense to show the three most recent data submissions rather than favoriting them here.

3 Show All - Favorites
This is the same layout for all three See Alls. Favorites
(Recents for Data Submissions) are shown first in the
grid.

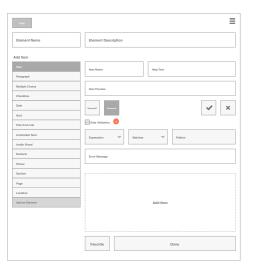
All Elements
This shows all other Elements, Metadata Templates and

**Galanti it shows them alphabetically, but a user can toggle to viewing by modification date.

Search will be kenword based and will autofill results as the user types (like Google).







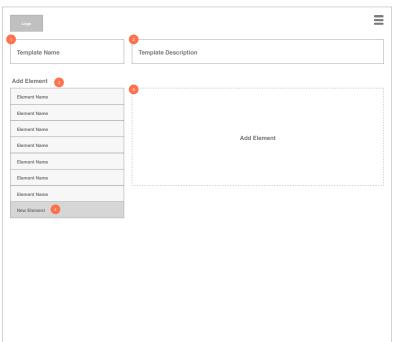


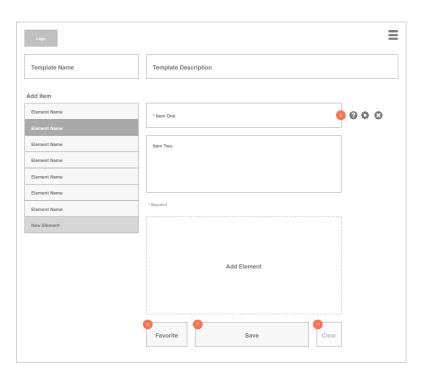


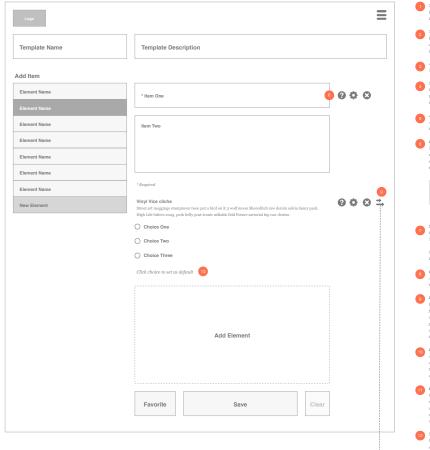


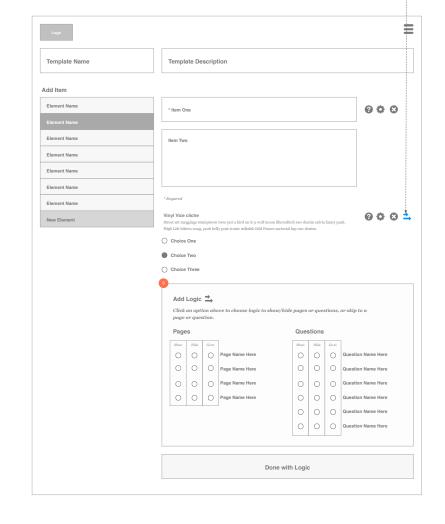
Stanford CEDAR Wireframe Metadata Template Creator

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Template Name
Enter the Template Name here. This will show up on the
Dashboard and in the Metadata Template Runtime.

Preview
This shows the Element in the template layout. Users can view Help Text, edit or delete the Element. Clicking on the element will allow the user to change the definult text for the form field.

Enter Your Default Text

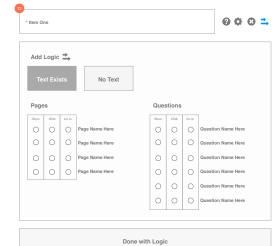
Save
Clicking Save will bring the user back to the Dashboard.
The user can come back and edit the form at any time.

Default (Key) Elements

A user can choose which multiple choice or dropdown option is the default, or key. This will place that option at the top of the list, initially selected. Changing to a different key item will change the order.

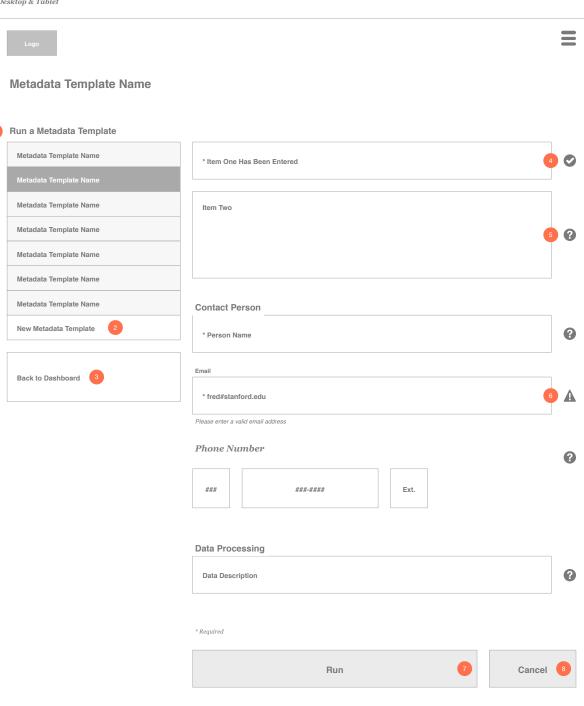
12 Text Input or Empty Logic

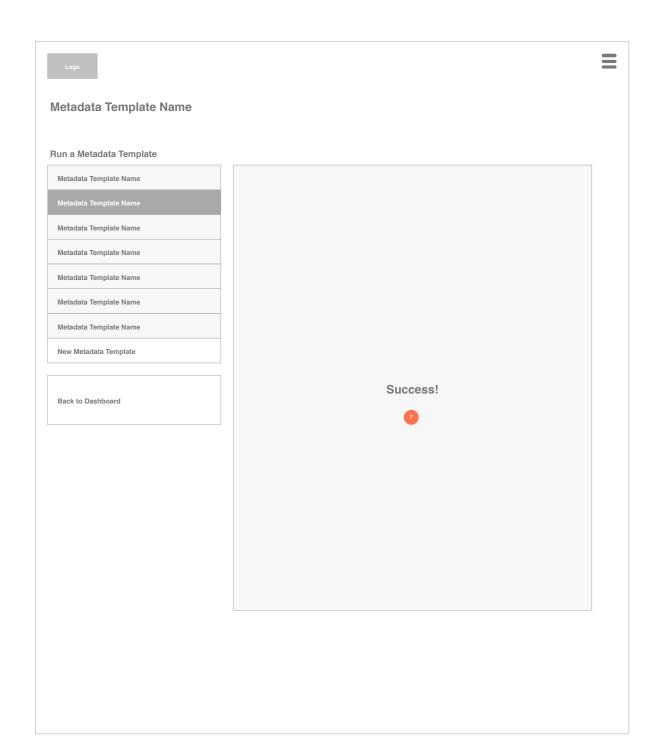
We also need skip logic for a text field that either has do entered in it, or has been left empty. The controls here show a topogle for those two states, and where the user should go in either case.



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Interaction Specifications

1 Run a Metadata Template A list of templates to choose from to run. Clicking one of these loads the template in the right column.

2 New Metadata Template

In the case that the user needs a new template not listed, this button brings them directly to the Metadata Template Creator to easily build a new one.

Back to Dashboard
Brings the user back to the Dashboard. This is necessary because a user can run as many templates as they would like from this screen, so they need a way to get back to the

Template Fields
This shows the Elements created in Metadata Template Creator, along with icon cues that data has been correctly

Help Text Icon
This can be clicked on for help text and once data has been correctly entered can change to the success icon.

6 Error
Shows the data error icon and gives a reason for the error as well as steps to correct it.

Run
Runs the template. After a successful run, the page will show a success screen, and the user can choose another Metadata Template to run.

Cancel
Cancels this Metadata Template, removes it from the