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Thread: Techniques, Production Modes, and Static vs. Dynamic documentation	**Posted Date:** September 6, 2016 10:29 PM
Post: Techniques, Production Modes, and Static vs. Dynamic documentation	**Status:** Published
Author: **Anthony Albertina**	

I will talk about this from a website point of view. Static documentation means that the user can only read, but never manipulate the documentation to the point where it is different than when originally loaded. Dynamic documentation means the opposite; manipulatable and interactive. Not to the point where the user can change the content, but where they can reveal hidden parts, and/or where the data is dependent on some attribute of the user. Examples of this include lists of words prefixed with a '+' logo. If the user clicks on the '+' logo, it will change to a '-' logo, and reveal more specific details about the area. Conversely, when the '-' logo is clicked, it will re-hide it. An example that is completely unrelated, but shows what I'm communicating is here: www.bootsnipp.com/snippets/DVb0A. This concept doesn't just include '+', and '-', buttons/logos, but anything that hides and shows additional content, like at Mr. Schnieder's github page linked here: www.stevesunypoly.github.io/classes/com400fall2016/com400-spring2016-syllabus.html. Production modes which are the ways the documentation is accessed, i.e. text, audio, video, screen shots, are either static or dynamic. What determines that is the technique used to make the documentation. Assuming the documentation is on a web page, Is it made using JavaScript to be interactive and dynamic? Or is it just a .pdf file posted on a web page? Unless it is directed to the user based on some attribute of theirs, this would be considered static.

(Post is Unread)

Thread: Thinking about techniques, static & dynamic	**Posted Date:** September 6, 2016 10:28 PM
Post: Thinking about techniques, static & dynamic	**Status:** Published
Author: **Ezra Neal**	

   According to my research, documentation techniques are ideas that one uses to create proper documentation for a particular subject. There are two different methods that are used, dynamic and static. Static documentation is always visible in the same form and format, and does not change depending on context, user, or any other situations. An example would be, documentation

printed on paper at a point in time distinct from the need or request for such documentation. Dynamic documentation is presented to the user in a way that is, at least in part, customised or personalised to some aspect of the context. The context can be defined by attributes of the user or the specific situation. Dynamic documentation may be prepared as print, video or audio materials, and delivered in part based on the context.

(Post is Unread)

Thread:	T	**Posted Date:**	September 6, 2016 10:10 PM
Post:	RE: T	**Status:**	Published
Author:	Eric Kucskar		

Against my better judgment, I'm going to let this thread live and just add my interpretations of what is required below. I'll also be referencing other people's threads in this thread. The reason I did not reply to those threads is because I thought it would be better to have a consolidated reply thread to the people I reference rather than replying to each individually.

I'm going to start by adding onto Vieltiza Rodriguez's thread, specifically technique. I believe that technique is very much about the execution of the task. For example, there are multiple different ways or techniques that people could use to enjoy pizza. Some examples would be just picking it up and eating it, folding it, or using a fork and knife (but seriously why?). While Vieltiza kinda says this, I just felt it important to highlight the fact that it is very much about the execution. I also feel it important to add that Erin Vandresar pretty much states the same thing that I did, but before me, props to them!

I'm now moving onto the relation of a production mode's documentation has towards static and dynamic in this thread. I feel that Michael Leighton started a very good relationship comparison, so I'm going to building/responding to his comparison. I agree with the way that he presented the dynamic nature of video and audio, but feel it brought up an interesting question, is any production solely dynamic or static? Taking his example I applied it to text. While it's true that text isn't changing, it can be presented on paper either handwritten or typed, or found on the Internet. This also extends to the fact that when reading an article, you can choose to only read part of it, or in other words get rid of/skip over what you don't want to read. This would indeed be dynamic presentation.

(Post is Unread)

Thread:	T	**Posted Date:**	September 6, 2016 8:09 PM
Post:	T	**Status:**	Published
Author:	Eric Kucskar		

(Post is Unread)

Thread: **Posted Date:**   September 6, 2016 6:42 PM
Techniques, production, static and dynamic   **Status:**   Published
Post:
Techniques, production, static and dynamic
Author: 👤 **Spencer Backus**

Technique is just the way that someone goes about doing something, in this case documentation. You can choose either a static method of documentation or a dynamic method. Every person wouldn't use the same user input options in dynamic documentation.

The different production modes that pertain to this discussion are in the forms of text, graphics, audio and video. The documentation that comes from this can be either static or dynamic.
Static documentation is something that will not change, it does not depend on who is using it or when. It can be updated, but the updates won't be automatic like dynamic would be.

Dynamic documentation is clearly the opposite whereas it will change depending on different variables such as when someone uses it. It is updated or changed based new information. It is also defined as dynamic if it presents input options to the user such as radio buttons, drop down buttons, sliders, etc.

http://c2.com/cgi/wiki?DocumentDefinitions

(Post is Unread)

Thread: **Posted Date:**   September 6, 2016 6:24 PM
Techniques, Production mode, Static and Dynamic   **Status:**   Published
Post:
Techniques, Production mode, Static and Dynamic
Author: 👤 **Vielitza Rodriguez**

After doing some research, I have concluded that Technique can be defined as describing how you will be doing what you are doing. If you are performing a written document then how will you produce it, if you are doing an audio documentation then how will you be recording it., etc.

A Production mode is just what form the documentation is presented as, whether it is written, audio, and video, etc.,

From my understanding, Static and Dynamic documentation has to do with the viewer and the time. A Static documentation does not change when viewed today or tomorrow, by Bob or Will. Whereas a Dynamic documentation can change when viewed at a different time and by a different person. Dynamic documentation is more

towards those who use user profiles, or member only pages where Static is for everyone and anyone.

(Post is Unread)

Thread:	**Posted Date:**	September 6, 2016 6:35 PM
Techniques, modes, static and dynamic	**Status:**	Published
Post:		
RE: Techniques, modes, static and dynamic		
Author:	Lucia Loperfido	

I really like how you broke down static and dynamic documentation. Because like you said, someone who is inexperienced with static and dynamic documentation will have a hard time comparing them, and I am a perfect example of that. From the definitions given for the discussion I started to understand the difference between the two but hearing about your experiences with them and putting them in real life situations helped me a lot.

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Thread:	**Posted Date:**	September 6, 2016 3:07 PM
Techniques, modes, static and dynamic	**Status:**	Published
Post:		
Techniques, modes, static and dynamic		
Author:	Kyle Saunders	

Documentation techniques are ways you go about creating documentation. The true definition of technique is "a way of carrying out a particular task, especially the execution or performance of an artistic work or a scientific procedure". Technique from a documentation perspective is the tools and strategies used to create the documentation. A production mode identifies how you produce the documentation, the key word in that is production. Production of anything takes more thought than one might think. When producing documentation you need to think ahead and plan from the beginning to the end of the documentation to find the most effective way to product the documentation.

Anyone comparing static and dynamic documentation that is inexperienced is going to have a hard time. I feel that to fully understand the difference between the two you have to use both, static and dynamic documentation. During my job over the summer I got the opportunity to be able to work with both types of documentation and i am grateful of it. Static documentation was the more popular form of documentation that was used. Static tends to be more popular because this form is less personal and more broad to the general topic, also static allows the documentation to more abiding. Dynamic documentation tends to be more of a short term and simpler way to document things. At my job dynamic tended to only be used when someone was going

to be out of the office while a job needed to be done. What the coworker would do is he/she would use their preferred production mode and create a customized form of documentation for a one time use, thus allowing me to work on the ticket while they were out of the office.

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Thread:		**Posted Date:**	September 6, 2016 1:52 PM
Static and Dynamic Documentation		**Status:**	Published
Post:			
Static and Dynamic Documentation			
Author:	Michael Leighton		

For this discussion, I am to talk about the different modes of production, examples given in the wiki were text, graphics, audio and video; Also, within the different modes, the documentation is either static or dynamic, static documentation being unchangeable and straight forward and dynamic being a custom form of documentation.

Explained in TechTarget's site about the differences between dynamic and static modes, it states an example about web links / HTML code output; It states that on a static website, the user may click on available and FIXED links on the site that are given, but, on a dynamic website, the user can make requests for data contained in a database on the server that will be created and shown visually at that moment according to what was requested. [1]

Video and audio wise is more or less static, it is going to be given to you as presented. The most control that you will have over video is being able to pause and start it from a certain point and audio is the same, but you can control the volume in certain applications. The only way for this to be dynamic I feel is if you are the one who is actually editing the clips and images (and sound / music / etc.) that is going into it using an application.

1. TechTarget, Paragraph 2 --
http://searchnetworking.techtarget.com/definition/dynamic-and-static

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Thread:		**Posted Date:**	September 6, 2016 1:49 PM

Production Modes and Techniques   **Status:**   Published
Post:
Production Modes and Techniques
Author: Erin Vandresar

A technique to many is a means of finishing something. In the case of creating documentation, it is more than just a "way" to complete or finish something. It is and can be described by the tools and strategies that are used as different strategies and tools used could come across as a new or different technique. When I think of production mode, I automatically think of how it is made, how it is "produced". Even though documentation is technically a product (it can be a piece of paper or a file which is something that can be produced), I still imagine the mediums that can be used (text, graphics, audio, video).

Dynamic is a process that is constantly characterized by constant change therefore dynamic documentation is in some ways, changed or altered. On the other hand, Static documentation makes me think that you do not want to touch it- the same as something that is electronically charged, something that can produce static electricity. In many ways, you stay clear of something that can shock you and I would assume the same applies with documentation- you do not change or alter it.

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Thread: **Posted Date:**   September 6, 2016 8:09 PM
Static vs Dynamic where does techniques fit   **Status:**   Published
Post:
RE: Static vs Dynamic where does techniques fit
Author: Donald Will

While I agree that most documentation is static currently, I would argue that there are tools for creating dynamic documentation today. However these forms of documentation are usually regarded as less reliable due to the fact that they change often. For example, an open Google Document or Wikipedia page might have plenty of information on a certain subject but the intellectual side of society and educational institutions would have us not trust these pages for our actual research or work as they cannot be accredited and could be changed within the day. So I don't necessarily think that dynamic documentation is a concept, but i do think that what dynamic documentation does exist is usually regarded as less trustworthy and therefore less accurate than what could be printed as static documentation.

(Post is Unread)

Thread:
Static vs Dynamic where does techniques fit

Posted Date:　September 6, 2016 2:12 PM
Status:　Published

Post:
RE: Static vs Dynamic where does techniques fit

Author:　　　👤 **Steven Savold**

Another counter to this would be an example of the steam store. For anyone familiar with it the Steam store is a collection of games that can be bought downloaded and played. Further, anyone with a Steam account gets their homepage tailored to the games they enjoy. So instead of the default homepage for any anonymous user. A steam account homepage when presented must construct the homepage in real time on request with games the users might enjoy. The server which is doing this is also looking a database and calculating prices for the games based off sales that might bee going on. All of this in real time per request of a logged in users homepage, making it very much a dynamically documented page.

(Post is Unread)

Thread:
Static vs Dynamic where does techniques fit

Posted Date:　September 6, 2016 1:56 PM
Status:　Published

Post:
RE: Static vs Dynamic where does techniques fit

Author:　　　👤 **Eric Dunn**

As somewhat of a counter, how about certain game tutorials, where they tell you how to do something in the game, then you do it until you can nail it five times in a row (for example). That could be considered dynamic because the game makes you practice more in the area of the game you are already weakest, somewhat changing the experience from user to user on the fly.

A lot of program help menus could be considered dynamic as well, since (usually) the user enters search terms, and one or more pages pop up. They don't end up seeing all of the documentation and choosing which part to look at, so it is therefore dynamic. The issue is that (of course) the user can just read through the whole thing if they want, making it static. Taking both sides into account, something like a program's help menu can be either dynamic or static, depending on how it is used.

(Post is Unread)

Thread:
Static vs Dynamic where does techniques fit

Posted Date:　September 6, 2016 12:29 PM
Status:　Published

Post:
Static vs Dynamic where does techniques fit

Author:　　　👤 **Carl Bennett**

Techniques really describe the processes used in making documentation. For example if your documentation is text based using some sort of text editor to create it would be a technique used in creating the documentation. If your documentation had video you would use some sort of video editor. The techniques you use may vary depending on whether you want your documentation to be static of dynamic because the techniques you choose to use will determine what your production modes are.

With regards to static and dynamic documentation it would seem that most documentation is static. Obviously changes can be made to any documentation to account for updates or changes to software or whatever the documentation is for but none of this is done in real time. So it would seem that the closest we get to dynamic documentation is going from one static document to a new updated static document, but the end result is always static. Unless someone is constantly updating and changing a document, until it is updated that document would be static. Dynamic documentation really seems like more of a concept than anything that actually currently exists since there is no system that can make documentation tailored to each individual user and scenario to best fit what they might need. Now you could create multiple forms of documentation to account for various users and scenarios but each group of documents would be static themselves. For example say you create documentation for group A and documentation for group B. Overall it could be considered dynamic since the documentation changes from group A to group B changes. However within just group A or just group B there would be no change and thus the documentation within the separate groups would be static.

(Post is Unread)

Thread:	Posted Date:	September 6, 2016 11:39 AM
Techniques and Production Modes vs Static and Dynamic Documents	Status:	Published
Post:		
RE: Techniques and Production Modes vs Static and Dynamic Documents		
Author:	Steven Schneider	

Christian, thanks for the contribution.

I like your notion of techniques: the tools and processes used while documentation is created and produced.

And for production mode: it seems you are suggesting that production mode is defined by the documentation created -- in a sense, it is defined by the tools used to view or consume the documentation, or perhaps the medium in which the documentation is delivered -- video, print, etc.? It is not quite clear here yet.

And thoughts on satic v. dynamic -- increasingly, it seems, this is defined by the nature of the content delivered If all audience members see exactly the same thing, then it is

static. If content is delivered to audience members on the basis of some descriptors of the audience known to the producer, or based on choices made by the audience member, then the content is dynamic. Otherwise, it is static? Perhaps...

(Post is Read)

Thread:	**Posted Date:**	September 6, 2016 9:17 AM
Techniques and Production Modes vs Static and Dynamic Documents	**Status:**	Published
Post:		
Techniques and Production Modes vs Static and Dynamic Documents		
Author: Christian Rothrock		

The division between techniques and production modes have a much more richly defined boundary between them. The technique defines how you create a document. It lays out which tools you will need for creating the document and gives a structure to how the content will be introduced. Conversely, production modes are more of the technical side of the document. Basically, the production mode defines WHAT you create, not necessarily HOW you create it.

Static and dynamic documentation differences are less clear, more ambiguous in their separation. To expand on this observation, a dynamic document can look and feel exactly like a static document if the dynamic document is written using a standard template and the content is customized to the specific details of what is needed. In today's world of multimedia, static documents can also be in the form of audio or video presentation as an instructional video much the same way a printed static document is.

In my opinion, it is easier to understand and conceptualize the contrasts between techniques and production modes that it is between static and dynamic documentation.

(Post is Read)

Thread:	**Posted Date:**	September 6, 2016 1:14 PM
Production Modes, Am I On The Right Track?	**Status:**	Published
Post:		
RE: Production Modes, Am I On The Right Track?		
Author: Richard Arcuri		

I agree with the points made here.

Putting them in your terms helps explain the modes of production better. Today there is so much documentation over media and so much advancing with things that almost everything is dynamic. Everything is changing all the time.

(Post is Read)

Thread:		**Posted Date:**	September 6, 2016 11:42 AM
Production Modes, Am I On The Right Track?		**Status:**	Published
Post:	pointilism		
Author:	Steven Schneider		

(aside: pointilism is not a word i anticipated coming up in com 400. thanks for broadening our perspective!)

Merits:

Excellent discussion, thanks for reviewing the tensions you feel and that I share.

I'll comment more extensively in a day or two on these points, after a few others have weighed in.

(Post is Read)

Thread:		**Posted Date:**	September 6, 2016 7:27 AM
Production Modes, Am I On The Right Track?		**Status:**	Published
Post:			
RE: Production Modes, Am I On The Right Track?			
Author:	Derek Baker		

I would agree with almost everything stated here.

Production modes are easy to identify, and relatively limited. If we are forced to make a binary categorization in regards to whether we consider a piece of documentation to be static or dynamic, this is also accomplished with ease if one does not think too much about what it actually means to be static or dynamic.

In my own case, I have a hard time separating techniques from mediums.

"* A technique is a way of carrying out the task of creating documentation – described by the tools and strategies used in making the documentation

* A production mode identifies the medium in which documentation is produced – text, graphics, audio, video (?)"

In my mind there is much overlap between tools and medium. If I am making a website, the purpose of which is to provide documentation for a process, I am going to be producing, directly or indirectly, HTML and quite probably some CSS.

I personally am going to write some HTML or JADE(which is compiled into HTML). The website, at its core, is HTML. Is HTML a tool or a medium? Is HTML a production mode or a technique?

I suppose that since the HTML will be rendered as text (unless I'm using <audio> or <video> tags) the production mode is text. So maybe this is how I should be thinking about techniques.

The techniques are the inputs and the production modes are the outputs.

I suppose that my difficulty arises from the word 'medium.'

If I paint in acrylic and on a canvas, my medium is acrylic and canvas. That seems obvious. If I'm just painting letters to document some process, I suppose I could quantify the 'production mode' as text. If I painted an image or several to document that process, my production mode would then be graphic. As far as techniques I could be using cross-hatching or glazing or pointilism or splatter or others. I mentioned those particular techniques because they can achieve desired effects within the limitations of the medium that is acrylic painting. So, in this example the techniques are a function of the limitations of the medium.

In a similar vein, text-based documentation should be verbose, highly illustrative and unambiguous because of the limitations of text: with text we are using abstract symbols (letters) to represent a process that requires actions of some type to be manifested in the real world.

What techniques in can be used in the medium of writing that facilitate effective documentation production in the mode of text?

Adherence to contemporary and widely accepted definitions of words, grammar, and spelling are obvious. For instance, using Irish-English slang with British-English spellings in a document that will be consumed by American-English speakers will probably result in unnecessary cognitive demands being placed on the users.

(Post is Read)

Thread:		**Posted Date:**	September 6, 2016 12:13 AM
Production Modes, Am I On The Right Track?		**Status:**	Published
Post:			
Production Modes, Am I On The Right Track?			
Author:	👤 **Lester Mazyck-Carroll**		

The production modes introduced so far come in various forms such as text, graphics, audio and video. Within these production modes, documentation can be presented in two types static and dynamic. As previously stated, documentation that is printed, such as a user's manual, would be considered static. What you see, is what you get. No changes can be made. As we move into digital mediums the options of creating both static and dynamic documentation becomes available.

Using software such as Word, can allow you to create static documents such as PDF files or dynamic documents, well at least somewhat, by the addition of dynamic fields where you can input the information you like or variable data printing where data can be change using information from a database.

In audio and video files, being static, I'm assuming, would just be playing the file. A dynamic audio and video file would allow the user to interact with the file through various means. Using software such as Adobe Flash allows for the capture of mouse and keyboard input as well as other forms of input to aid in the interactivity.

https://en.wikipedia.org/wiki/Variable_data_printing

https://en.wikipedia.org/wiki/Adobe_Flash

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 6, 2016 11:50 AM
Post:	thanks!	**Edited Date:**	September 6, 2016 11:51 AM
Author:	Steven Schneider	**Status:**	Published

this is a great place to go. more thinking / discussion on the nature of "dyanmic" would be great. But let's ease up a bit -- what if dyanmic meant anything that is rendered to readers with some understanding or adjustments made of their context? (so that, any context-specific help becomes "dynamic" documentation, to differentiate it from the static manual on a shelf, as pictured below.

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 5, 2016 7:15 AM
Post:	RE: Where Does 'Static' Stop and	**Status:**	Published
Author:	👤 **Derek Baker**		

The third block of text should say probably. As in: "even if we are dealing with rudimentary forms of AI or ML, *and given the current state of consumer-grade AI/ML, we probably* will still be interacting with systems that are not meaningfully dynamic."

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 6, 2016 11:47 AM
Post:		**Status:**	Published
	RE: Blackboard needs an 'edit' option.		
Author:	👤 **Steven Schneider**		

My fault.

I ticked the box now:

Create and Edit
- ☐ Allow Anonymous Posts
- ☐ Allow Author to Delete Own Posts
- ☑ Allow Author to Edit Own Published Posts
- ☑ Allow Members to Create New Threads
- ☑ Allow File Attachments
- ☑ Allow Users to Reply with Quote
- ☐ Force Moderation of Posts

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 5, 2016 8:21 PM
Post:		**Status:**	Published
	RE: Blackboard needs an 'edit' option.		
Author:	👤 **Michael Leighton**		

Great to know! Will definitely not be afraid of messing up as much because I proof read everything like 3 times before submitting it over this thing.

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 5, 2016 2:58 PM
Post:	RE: Blackboard needs an 'edit' option.	**Status:**	Published
Author:	👤 **Vielitza Rodriguez**		

I believe the edit option was enabled for this course. If you hover over your original post you get more options besides Reply and it allows you to edit.

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 3, 2016 8:59 PM
Post:	Blackboard needs an 'edit' option.	**Status:**	Published
Author:	👤 **Derek Baker**		

The title of the post was intended to be: "Where does 'Static' End, And Where Does 'Dynamic' Begin.

(Post is Read)

Thread:	Where Does 'Static' Stop and	**Posted Date:**	September 3, 2016 10:42 AM
Post:	Where Does 'Static' Stop and	**Status:**	Published
Author:	👤 **Derek Baker**		

I have been tasked with illustrating how existing examples of documentation can fit within the confines of a static of dynamic family based on the definitions provided. However, I would argue that documentation that can be considered truly dynamic is almost non-existent.

In order for documentation to be truly dynamic, outputs would have to be generated on-the-fly in response to user interactions, meaning it would almost certainly require real-time evaluation of data derived from available percepts in addition to respond to novel situations.

Something like this would fall into a category of Artificial Intelligence or Machine Learning. However, even if we are dealing with rudimentary forms of AI or ML, we will still be interacting with systems that are not meaningfully dynamic.

Let's assume that we use the Slack application at work. Let's also assume that we have configured Slackbot to serve as an FAQ-responder (this really happens). While I can ask Slackbot any number of different questions, it will have a predefined set of responses, and the documented information it provides is static.

The presentation is "customized or personalized to some aspect of the context,"but all we really accomplished was putting a different interface on a static web page.

In the similar vein, we could refer to a book's table of contents or index to find "pointers" that guide us to relevant "answers" to our "queries."In my mind the two scenarios are somewhat analgous. If the book were capable of capturing my inputs and turning its own pages, the equivalence would be basically complete.

As I consider this further, based on the definition provided, I'm interpreting that the User Interface will be the defining factor in regards to whether I should classify a piece of documentation as static or dynamic.

If a non-trivial portion of the presentation of documentative data is automated, or the data presented is tailored to the user, it may be safe to assume that, according to the definition provided, the document is itself dynamic. Else the document is static.

(Post is Read)

← **OK**