

louvre-wireframes.graffle

WIREFRAMES

Version: 1.0

© 2011 Suite101 Media
Confidential and Proprietary
This document is not indicative of scale, design, copy or naming conventions.

Prepared By:
Yosem Sweet
Last Updated
Fri Oct 21 2011

This document has been prepared for limited distribution within Suite101 Media Inc. This document contains materials and information that Suite101 Media Inc. considers confidential, proprietary and significant for the protection of the business.

What is a wireframe?

Wireframes are part of the information architecture, defining page structures for individual web pages. The wireframe's main focus is on the application's structure, information design and interaction design.

A wireframe is an abstract diagram illustrating the structural aspects of a page or page template. The purpose and use of each section within a page or the overall rationale for the page structure may complement the wireframe. A wireframe defines the types of information (content elements) and services (including navigation) generally required for each page-type. It does not contain the actual copy or visual design elements, keeping the focus on information, interaction, and navigation.

The actual copy, including links and image file names, will be stored in the master content document. Colours, stylesheets, shapes, aesthetics, and other visual design elements are addressed in a design style guide. For more detail on how the user navigates through site, refer to the user flow document. Also refer to the site map to see a hierarchical illustration of all pages on the site.

How should this document be used?

When updating web sites, this document will help the Channel, Design, and UXa teams determine:the structure (required elements, navigation, etc.) of a new page that is added to the sites, and / or how new pages, functionality, and/or page elements affect the overall information structure of existing page types (and the extent, if any, of changes that should be made to related page-types).

Key to annotation icons within this document

Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

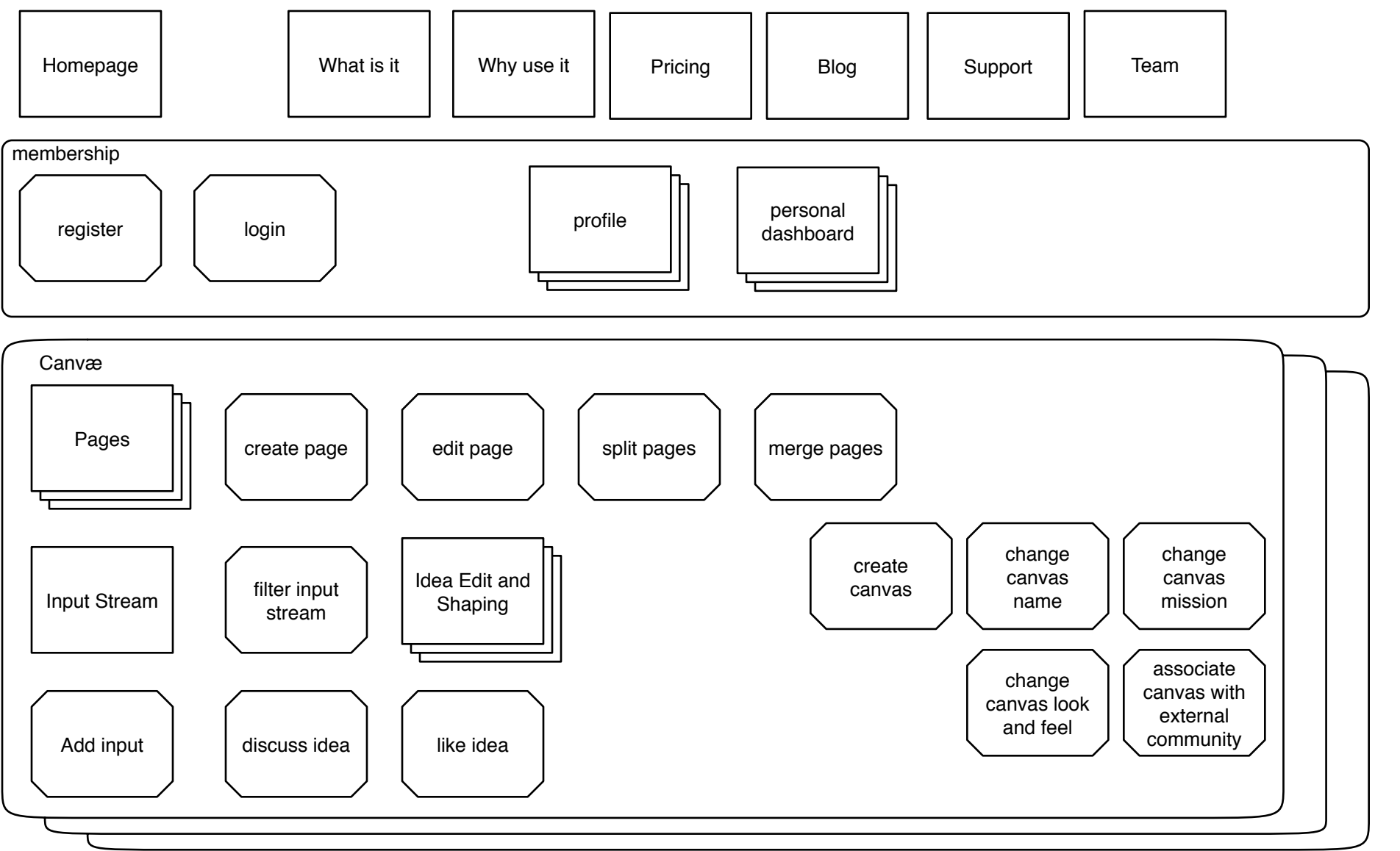
Value	<div><div><input type="checkbox"/> 1. Does the page provide evidence that user goals can be completed?</div><div><input type="checkbox"/> 2. Is essential content available where needed?</div><div><input type="checkbox"/> 3. Is essential function available where needed?</div><div><input type="checkbox"/> 4. Are essential content and function given priority on the page?</div></div>
Navigation	<div><div><input type="checkbox"/> 5. Are category and subcategory names clear and mutually exclusive?</div><div><input type="checkbox"/> 6. Do menu categories immediately expose or describe their categories?</div><div><input type="checkbox"/> 7. Are items classified logically?</div><div><input type="checkbox"/> 8. Is the task flow efficient?</div><div><input type="checkbox"/> 9. Are hyperlinks clear and informative?</div></div>
Presentation	<div><div><input type="checkbox"/> 10. Are keyword-based searches comprehensive and precise?</div><div><input type="checkbox"/> 11. Do page layouts use space effectively?</div><div><input type="checkbox"/> 12. Are formatting and layout support easy scanning?</div><div><input type="checkbox"/> 13. Are interactive elements placed logically on the page?</div><div><input type="checkbox"/> 14. Are interactive elements consistent?</div><div><input type="checkbox"/> 15. Does the site accommodate the user’s range of hand-eye coordination?</div></div>
Trust	<div><div><input type="checkbox"/> 16. Does the site present privacy and security policies in context?</div><div><input type="checkbox"/> 17. Does pages provide location cues?</div><div><input type="checkbox"/> 18. Does site functionality provide clear feedback in response to user actions?</div><div><input type="checkbox"/> 19. Is contextual help available at key points?</div><div><input type="checkbox"/> 20. Does the site help users recover from errors?</div></div>

Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

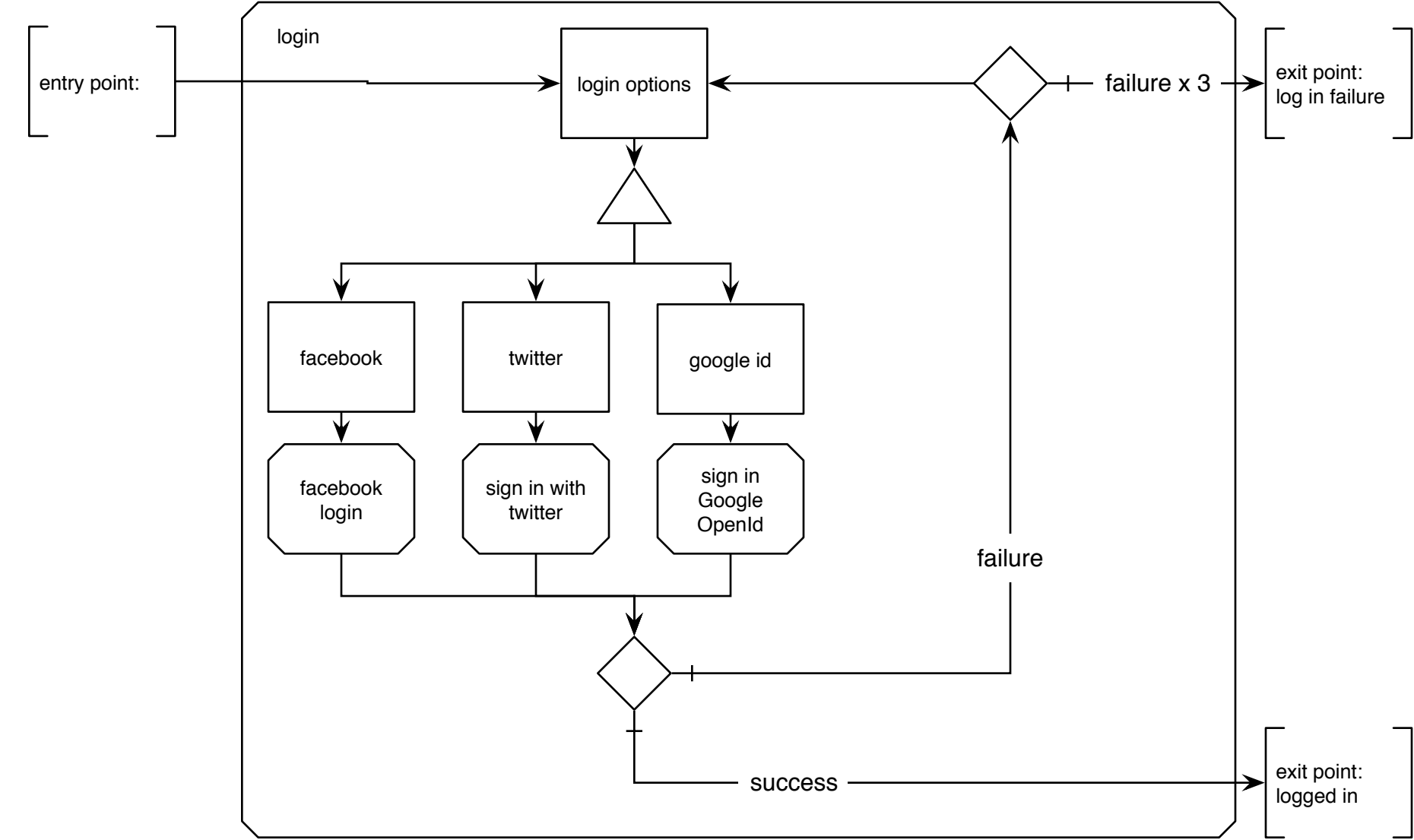
Change Tracking

Version	Date	Page Name	Change
1.0		All Pages	None

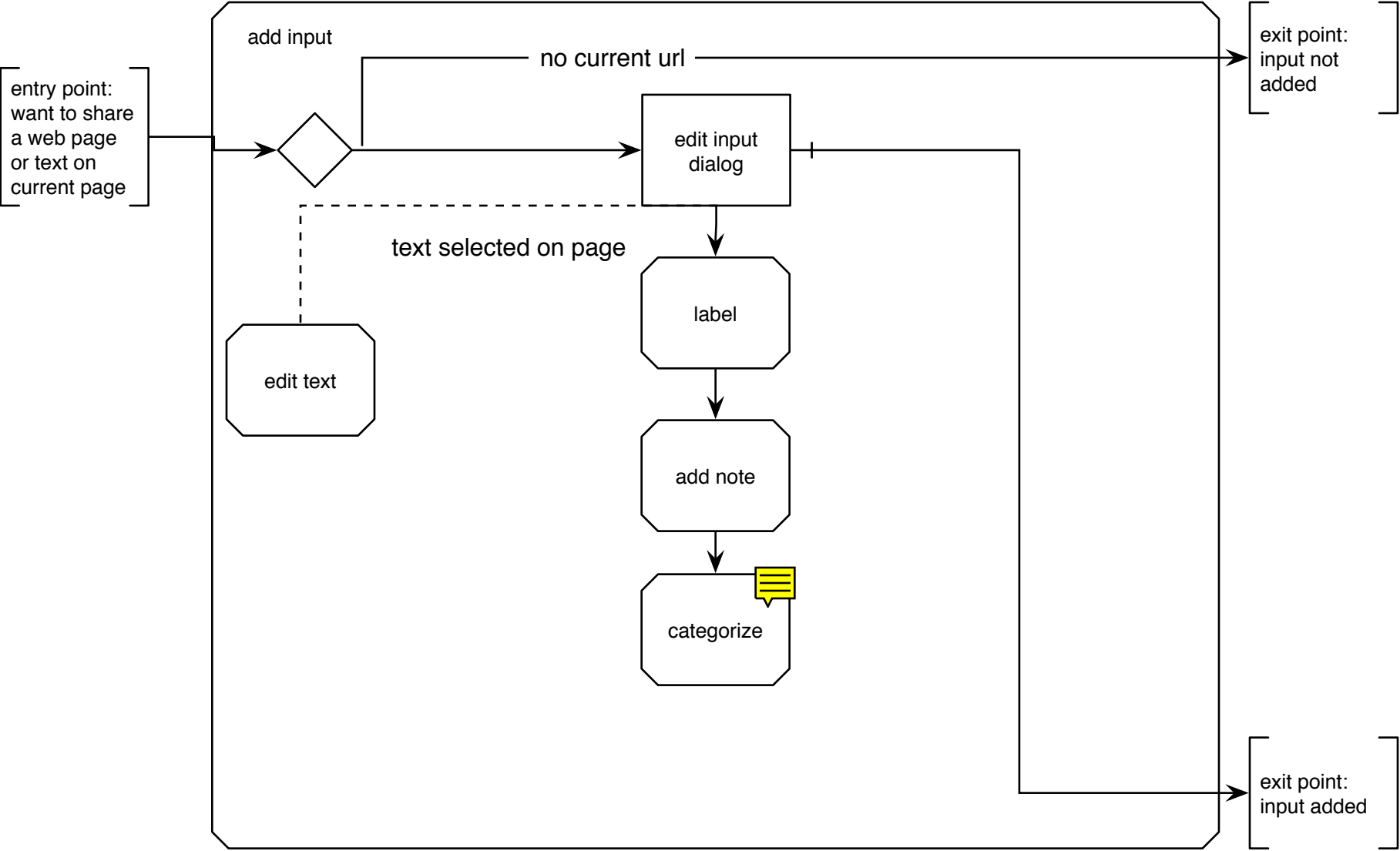
Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11



Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

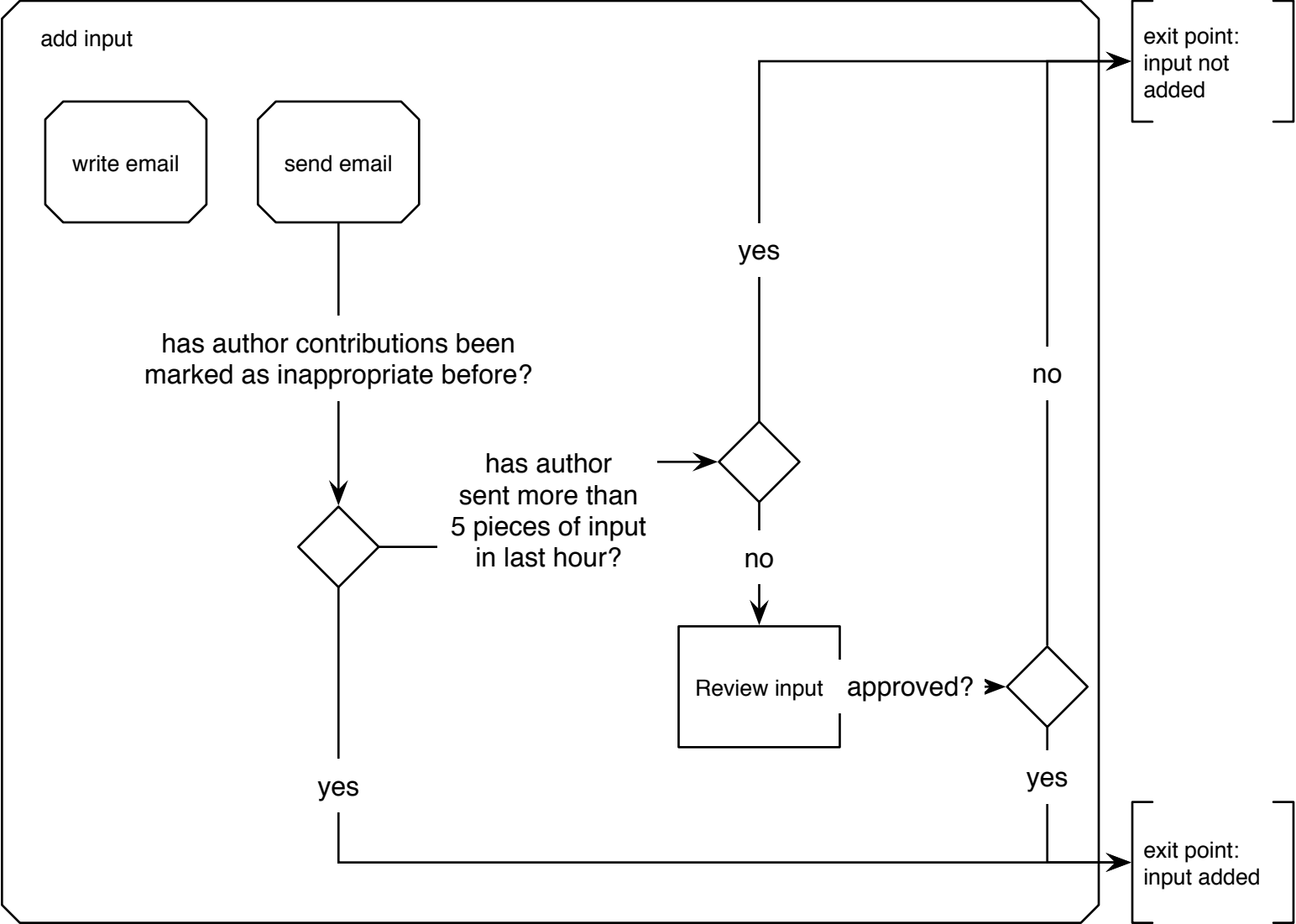


Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

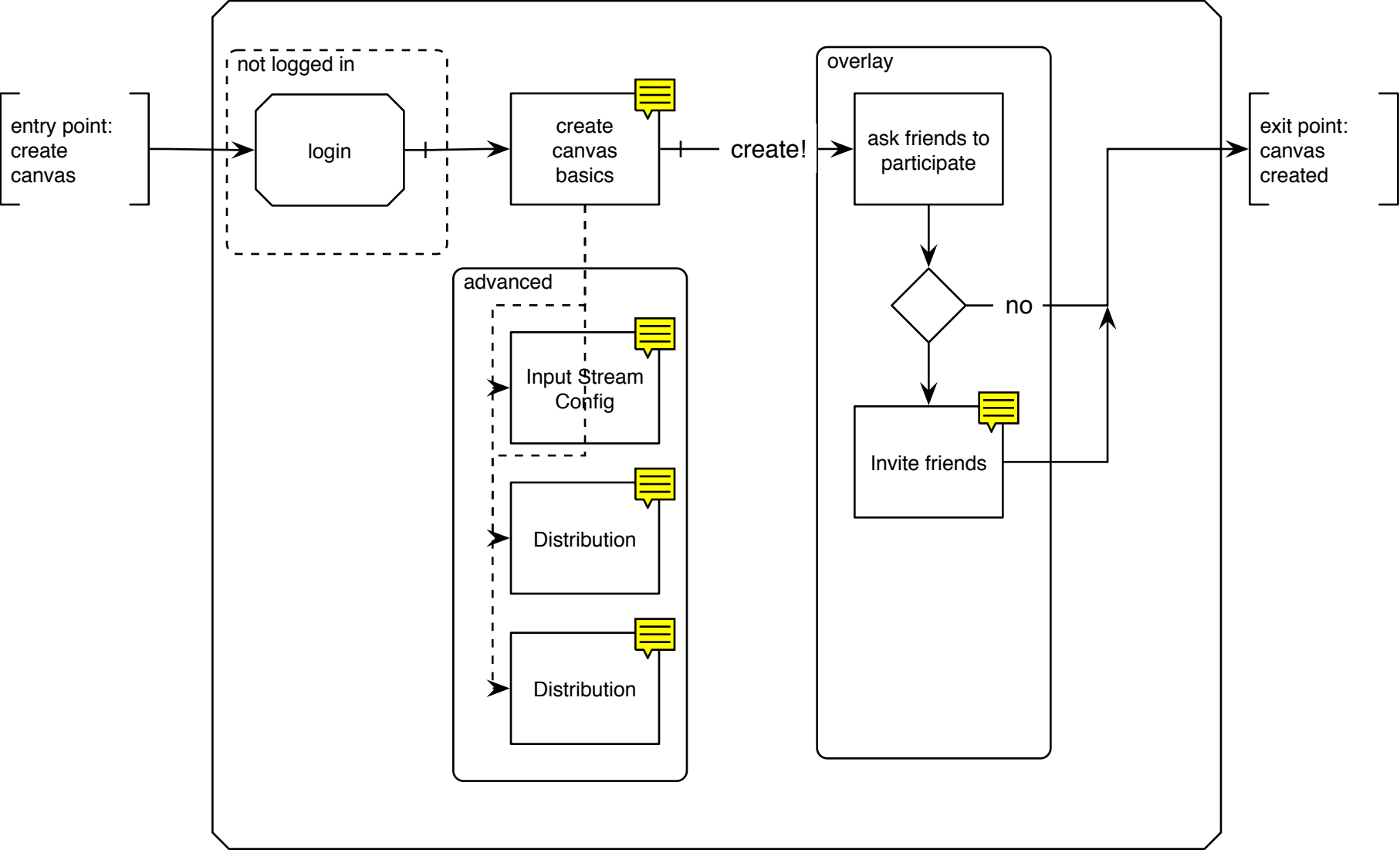


Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

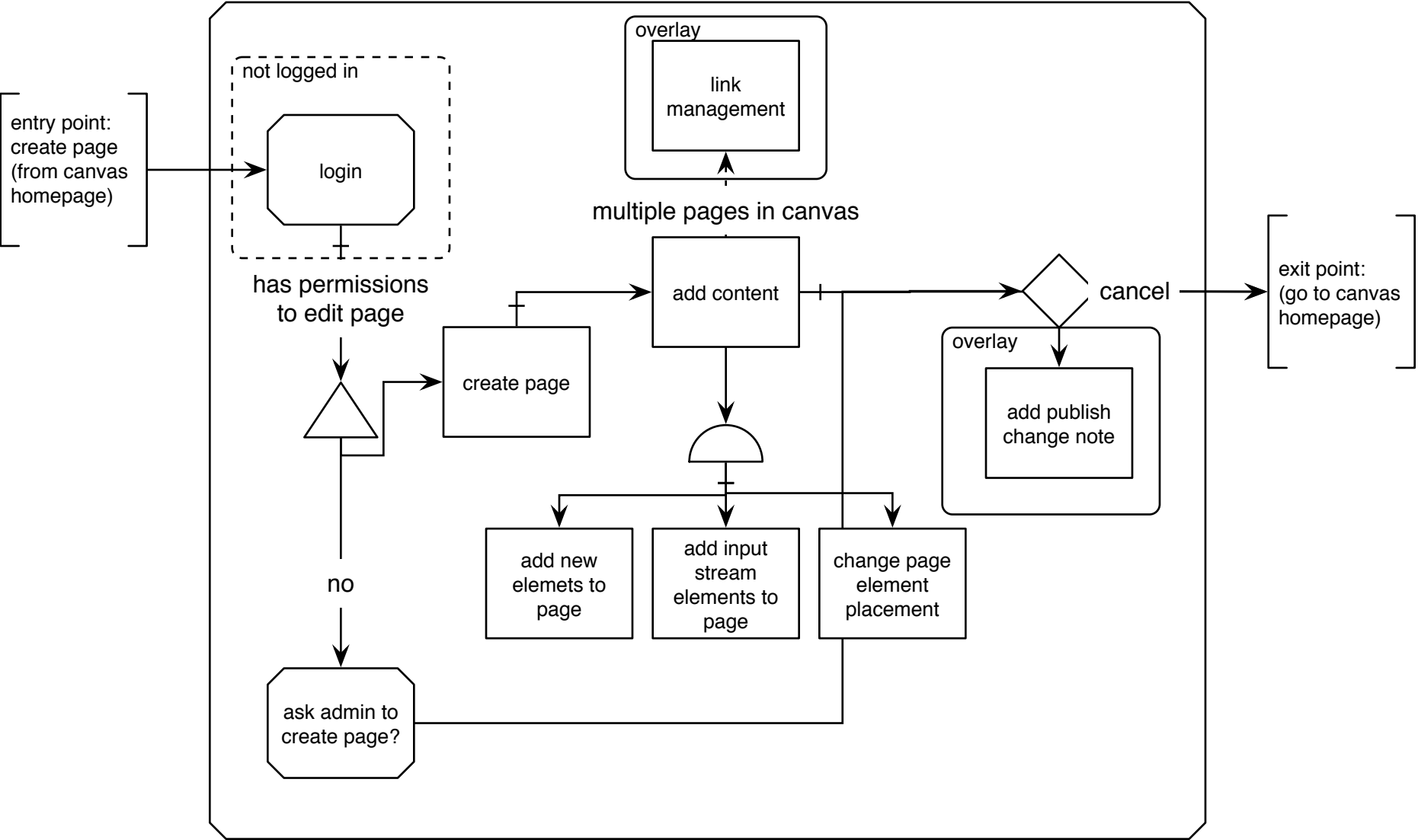
entry point:
want to share
something via
email



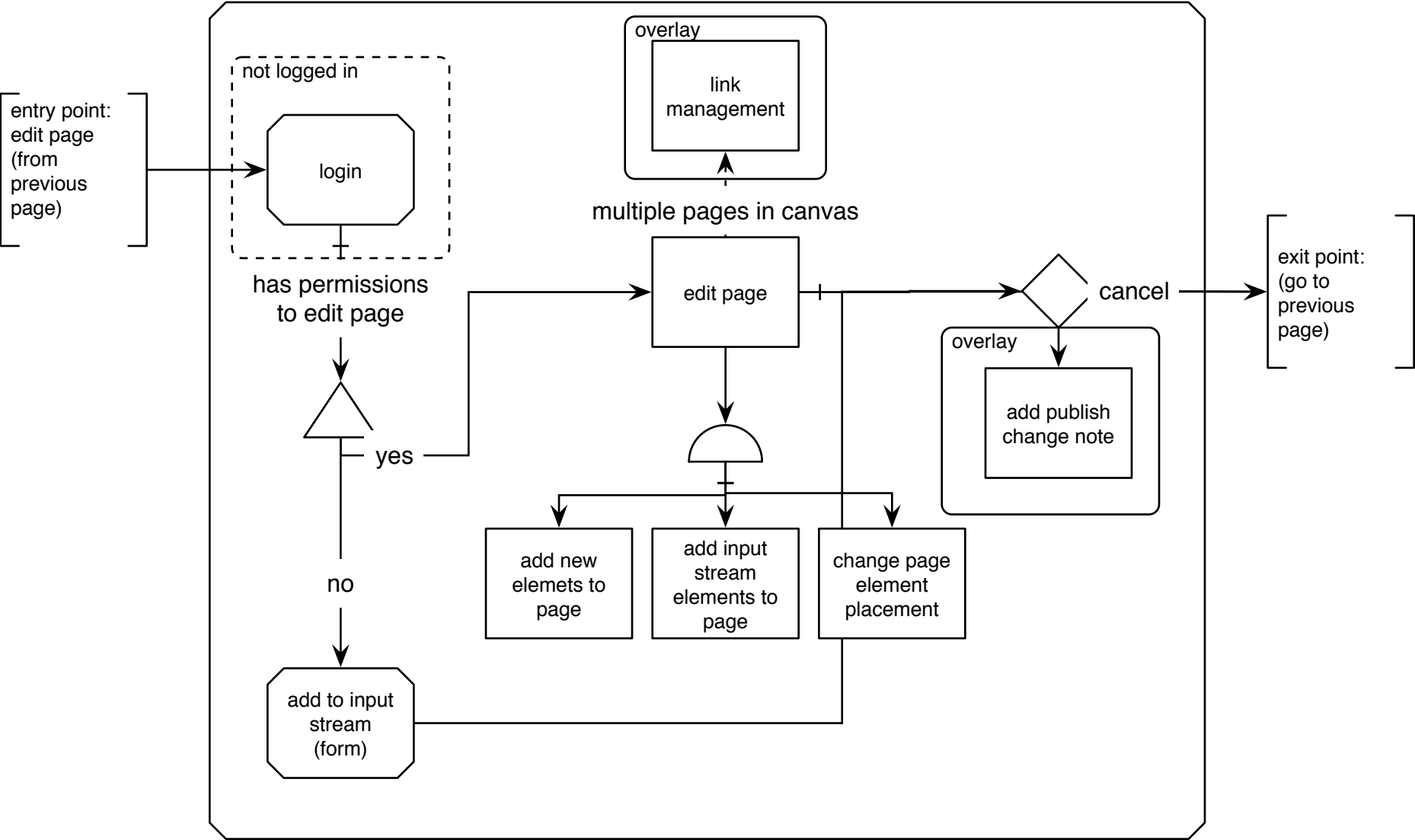
Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11



Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

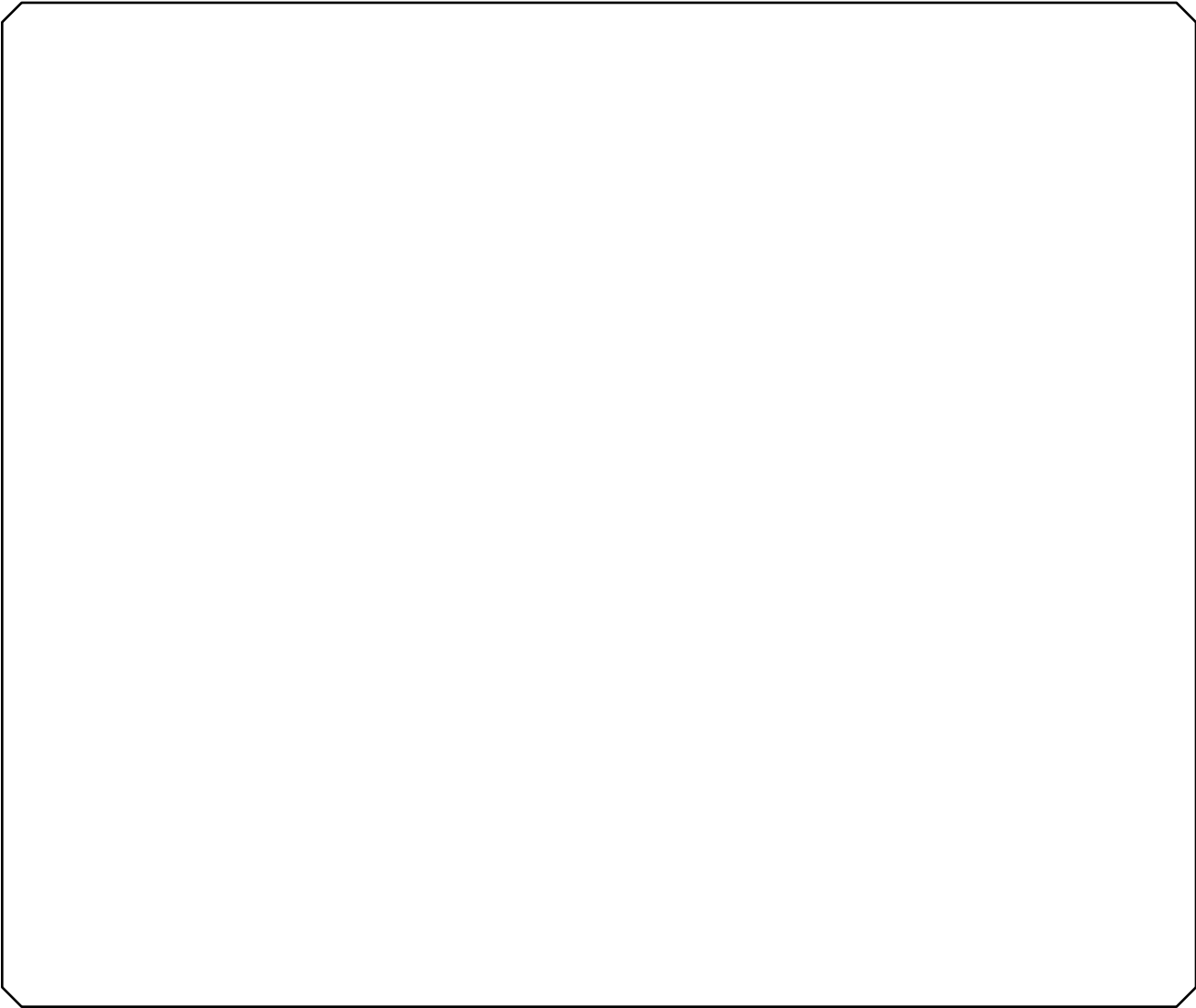


Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

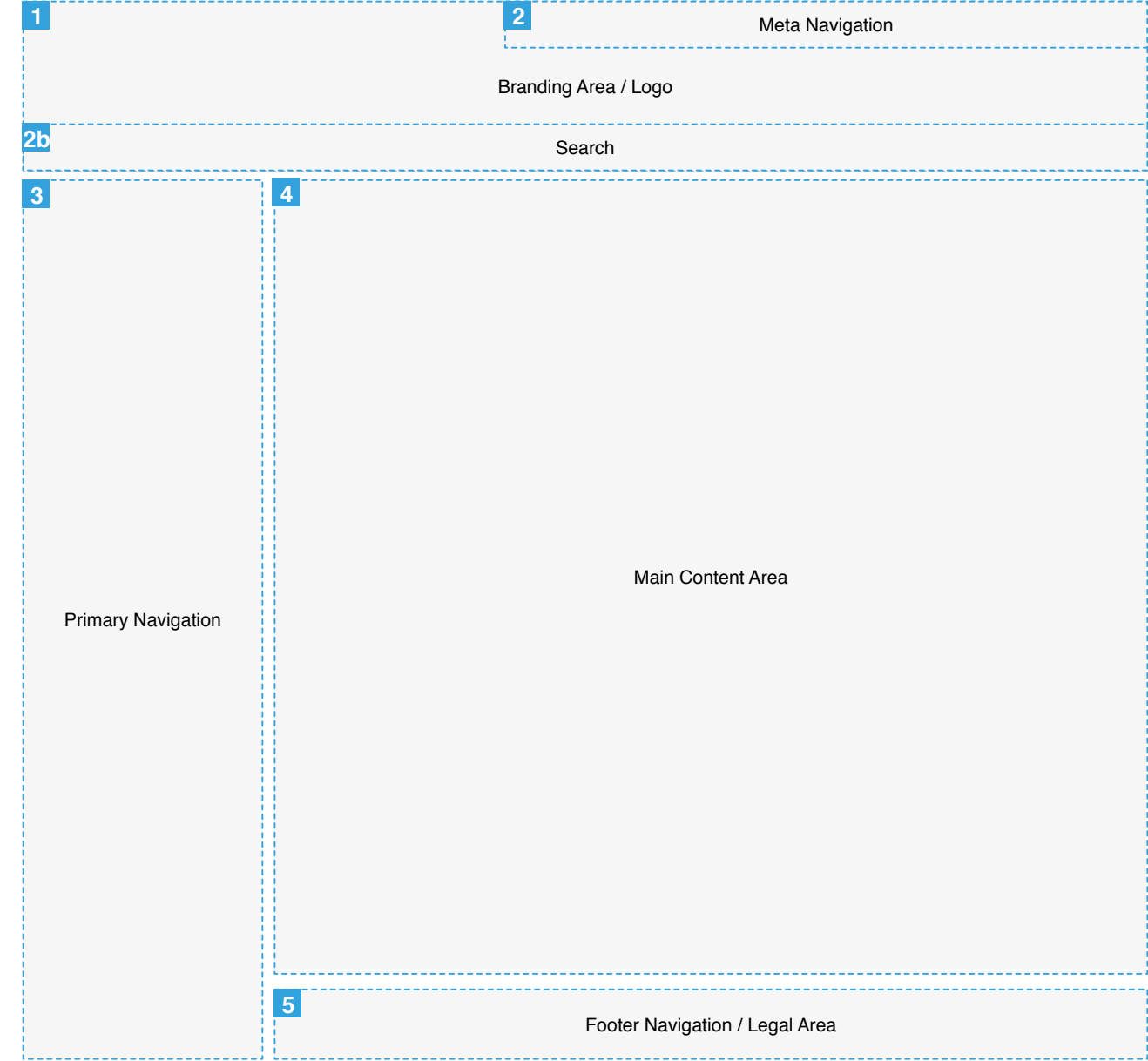


Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11

entry point:



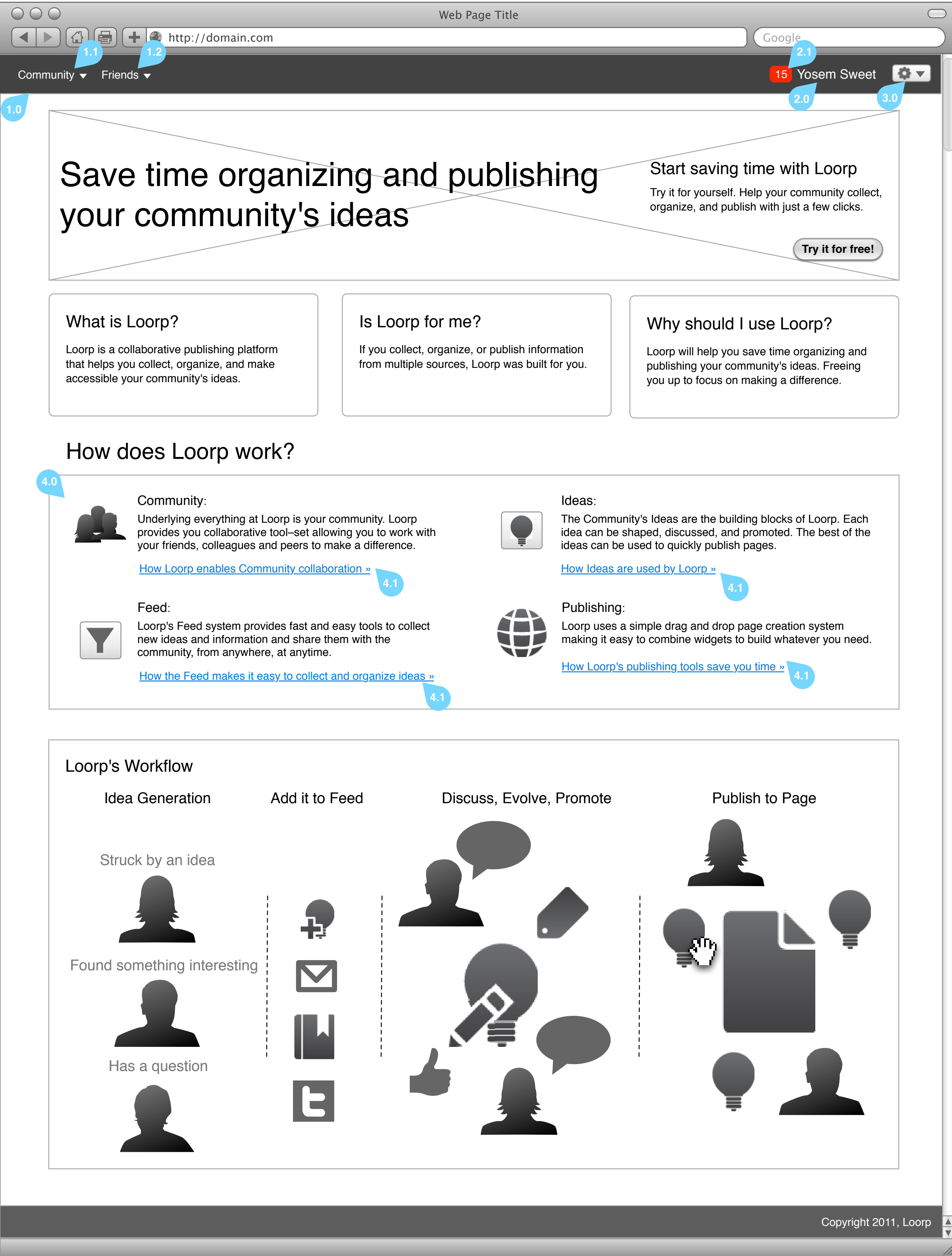
Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11



- 1. Branding Area:**
This is where the logo and specific branding elements are positioned.
- 2. Meta Navigation Area:**
Consists of meta links (i.e profile name, mysuite, today's articles, sign out).
- 3. Primary Navigation Area:**
Lists the content topics of the site. Plus Writer's Tools + member's tools
- 4. Main Content Area:**
These are page specific elements. Always refer to the Content Documentation for actual page structure.
- 5. Footer Navigation / Legal Area:**
Mirrors the 'utility navigation' but as simple text links.

Project:	Article Creation	Version:	1.0
IA:	Yosem Sweet	Date:	10/21/11





1.0 Provide a consistent menu across the top of every screen. Commands will always be available. First guess at useful menus are: communities and friends.

1.1 Communities will list all communities you are following (in alphabetical order). It will also provide a search link to find other communities. Selecting a community will take you to the community homepage.

1.2 Friends would provide easy ways of messaging every other loop member you have friended. It will also provide a search mechanism to find and friends (facebook friends connections first stab). Friends currently on loop should be indicated It will also provide an invite link as a menu item

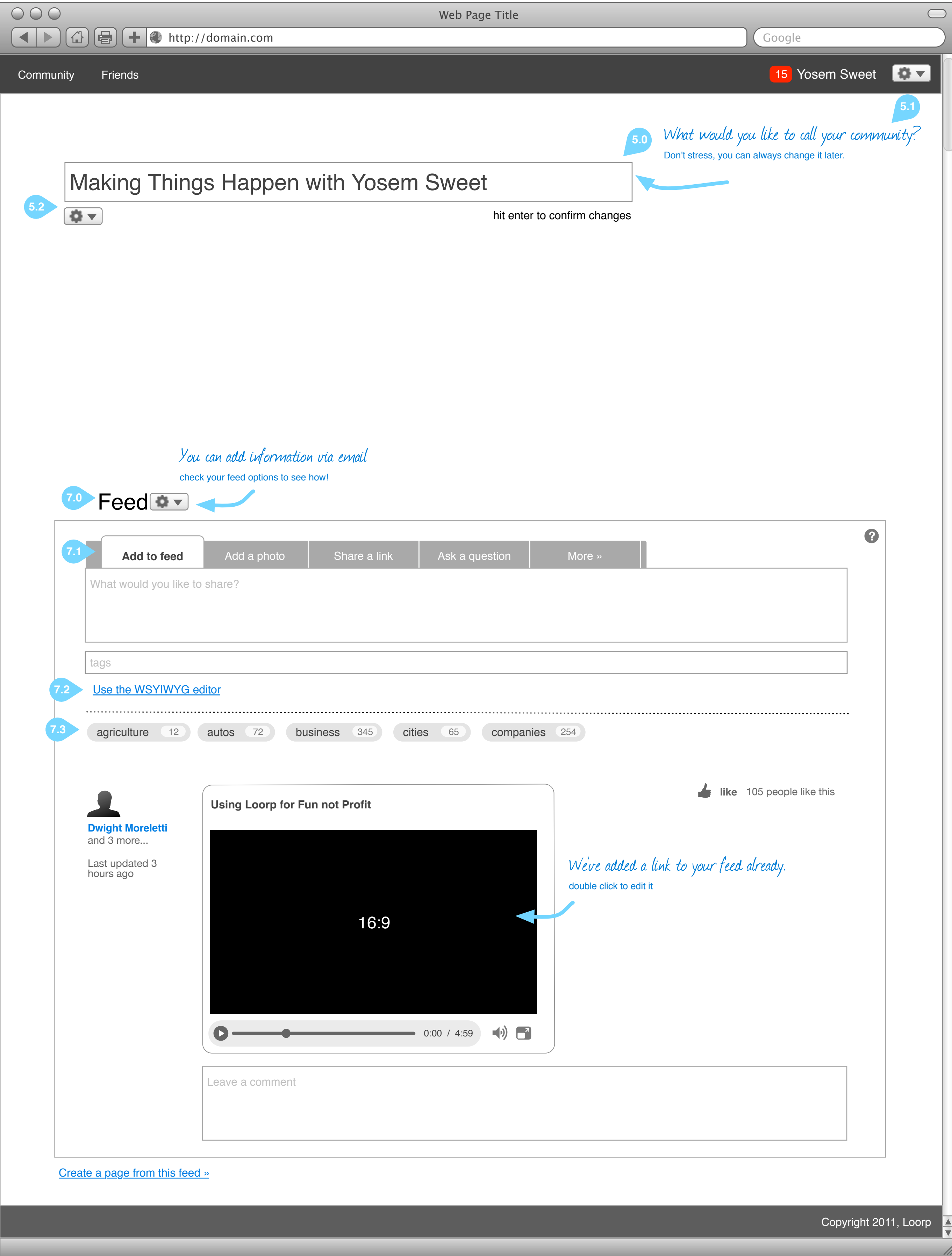
2.0 Member name always shown for logged in members - link to member profile page?

2.1 Indicator identifying new/unread notifications. Clicking drops down notifications menu

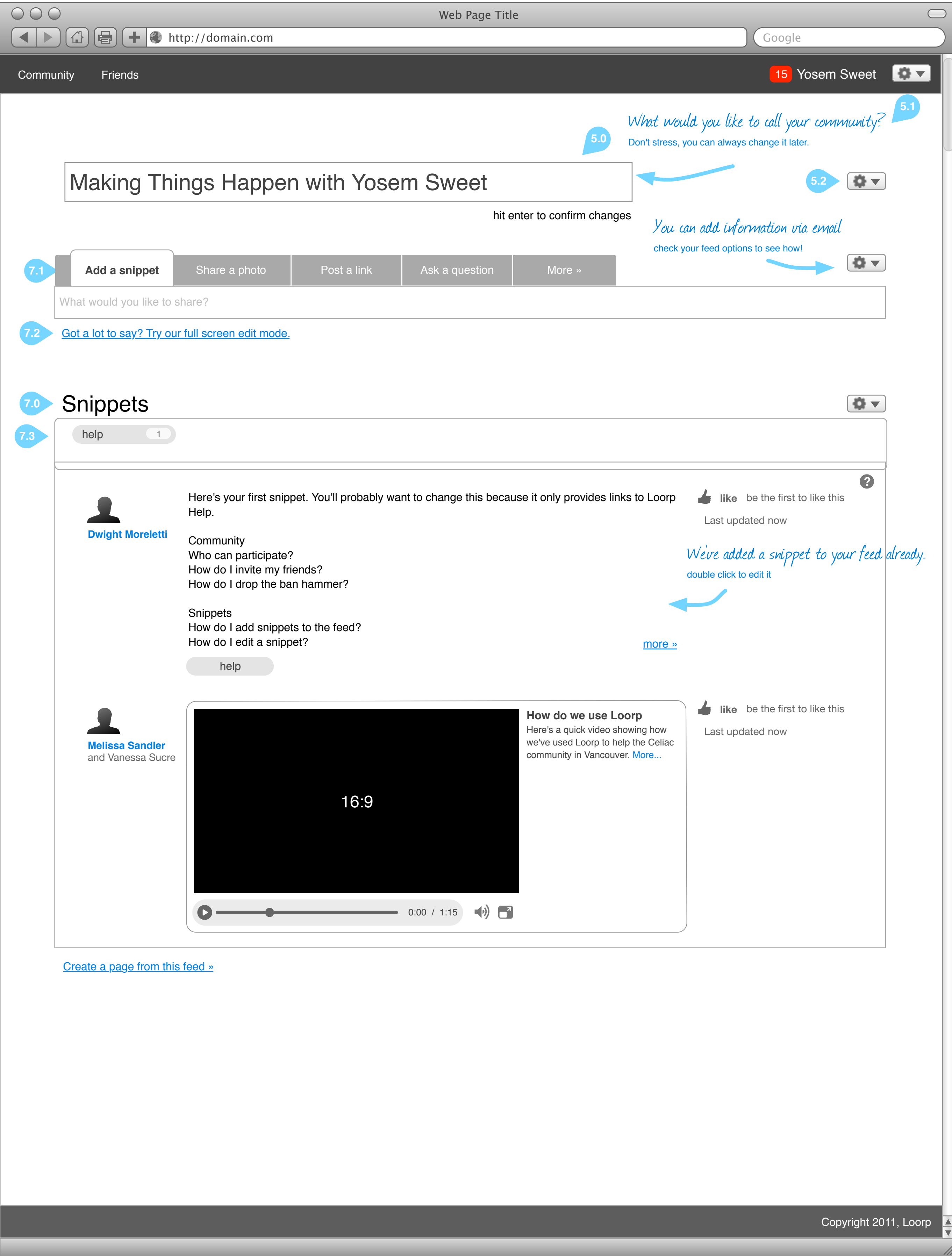
3.0 Preferences menu - provides access to notification preferences. Member display name. Owned community management.

4.0 Loop's key concepts - Test different orders and layouts here. We may well be able to drop some of these concepts entirely.

4.1 Interest links - we need to measure these to see which of them



- 5.0 Community Name - default to something fun-ish
When first creating a community this should have focus, be prepopulated with the default, and be in edit mode
- 5.1 When first creating a community this CTA indicator should be shown until the user hits enter
- 5.2 this instructional text should be shown whenever the user is editing the community name
- 5.3 this call to action shown when user isn't editing
- 6.0 Pages area provides access to all pages in the community. The pages area should be large enough to imply space and room for multiple pages.
- 6.1 Pages can be organized into groups. Each group indicated the number of pages in the group. Pages can belong to multiple groups. Clicking on a group filters the pages shown in the pages area. We always show a union of all selected groups. Pages can be added to groups via drag and drop.
- 6.2 A new group can be added by clicking the + button, typing a name, and then hitting enter. Hitting esc will cancel group creation.
- 6.3 Pages are shown visually with a title. Hover provides access to tools for editing or viewing a page
- 6.4 When first creating a community, this CTA indicator will be shown until user views page.
- 6.5 Clicking new page takes user to new page form.
- 6.6 Within pages option the owners can manage page groups.
- 6.7 As new pages are created they will show up here via ajax. The area will grow according to page count.
- 6.8 Dropping a widget onto a page will add it to the page at the bottom.



- 5.0 Community Name - default to something fun-ish
When first creating a community this should have focus, be prepopulated with the default, and be in edit mode
- 5.1 When first creating a community this CTA indicator should be shown until the user hits enter
- 5.2 this instructional text should be shown whenever the user is editing the community name
- 5.3 this call to action shown when user isn't editing
- 6.0 Pages area provides access to all pages in the community. The pages area should be large enough to imply space and room for multiple pages.
- 6.1 Pages can be organized into groups. Each group indicated the number of pages in the group. Pages can belong to multiple groups. Clicking on a group filters the pages shown in the pages area. We always show a union of all selected groups. Pages can be added to groups via drag and drop.
- 6.2 A new group can be added by clicking the + button, typing a name, and then hitting enter. Hitting esc will cancel group creation.
- 6.3 Pages are shown visually with a title. Hover provides access to tools for editing or viewing a page
- 6.4 When first creating a community, this CTA indicator will be shown until user views page.
- 6.5 Clicking new page takes user to new page form.
- 6.6 Within pages option the owners can manage page groups.
- 6.7 As new pages are created they will show up here via ajax. The area will grow according to page count.
- 6.8 Dropping a widget onto a page will add it to the page at the bottom.



Dwight Moreletti edited a snippet.

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

just now

edit icon

1.0

▶ rake cucumber:wip task



Dwight Moreletti edited a snippet.

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

just now

1.0

▼ rake cucumber:wip task



rake cucumber:wip

Runs cucumber against all scenarios tagged with @wip

This task effectively runs bundle exec cucumber with the -wip profile.

A couple notes:

We limit the number of scenarios that can be tagged as @wip to 3. Any more ...

Tags: Cucumber, Rake Tasks

Created by Bob Goodheart 5 days ago

Modified by 3 others, most recently just now

How would this work with picture or video snippets?

1.0

A snippet title would be used to for widget shorthand.
On a page widget title display could be optional.

How can we incorporate page changes?



Dwight
Moreletti
just now

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

▶ rake cucumber:wip task



How would this
work with picture
or video
snippets?



Dwight
Moreletti
just now

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

▼ rake cucumber:wip task



rake cucumber:wip

Runs cucumber against all scenarios tagged with @wip
This task effectively runs bundle exec cucumber with the -wip profile.

A couple notes:
We limit the number of scenarios that can be tagged as @wip to 3. Any more ...

Tags: Cucumber, Rake Tasks
Created by Bob Goodheart 5 days ago
Modified by 3 others, most recently just now

▶ rake cucumber:debug task

↶✕

▼ rake cucumber:wip task

↶✕

rake cucumber:wip

Runs cucumber against all scenarios tagged with @wip

This task effectively runs bundle exec cucumber with the -wip profile.


A couple notes:

We limit the number of scenarios that can be tagged as @wip to 3. Any more ...

Tags: Cucumber, Rake Tasks


Created by Bob Goodheart 5 days ago

Modified by 3 others, most recently just now

- 


Dwight Moreletti

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

just now
- 

Hank Sedin

I was using the wip task but got an error when I had 4 scenarios marked as @wip

2 days ago
- 

Dwight Moreletti

Sharing the cucumber wip task I wrote

2 days ago



Dwight Moreletti 2 days ago

I've written a little rake task to run cucumber in debug mode.

```
Cucumber::Rake::Task.new({:debug => 'db:test:prepare'}, 'Run features that are being
worked on') do |t|
  t.binary = vendored_cucumber_bin
  t.fork = true # You may get faster startup if you set this to false
  t.profile = 'debug'
end
```

You also need to set up a cucumber profile:
debug: -d --tags @wip:3 --wip features



Hank Sedin 7 hours ago

I just tried this after adding -drb to use spork cucumber but it crashed. Any idea why?



Dwight Moreletti 7 hours ago

Yeah, don't know why but the debug profile isn't compatible with drb.



Jefferson Starsky yesterday

Hey guys, brand new here. How's it going?



Alex Burrows yesterday

[Modifying rake tasks](#)

Twitter style

Dwight Moreletti

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

just now

Dwight Moreletti

Anyone know how to get multiline text to overflow with an ellipsis via css?

1 hour ago

Hank Sedin

Going more in depth on the saucer pass

1 hour ago

Hank Sedin

[Added a link]

yesterday

rake cucumber:wip

Runs cucumber against all scenarios tagged with @wip
This task effectively runs bundle exec cucumber with the -wip profile.

A couple notes:
We limit the number of scenarios that can be tagged as @wip to 3.
Any more than that and you will get a cucumber error.
If a scenario that is marked as @wip passes, that is considered a ...

Tags: Cucumber, Rake Tasks
Created by Bob Goodheart 5 days ago
Modified by 3 others, most recently just now

Dwight Moreletti

Just changed the number of scenarios from 4 to 3 to reflect our discussion yesterday.

just now

Hank Sedin

I was using the wip task but got an error when I had 4 scenarios marked as @wip

2 days ago

Dwight Moreletti

Sharing the cucumber wip task I wrote

2 days ago



Get more and better ideas from your community

Consolidating all the different sources of information used to create a blog or website takes a lot of time, but Loorp's input feed system enables your community to quickly and easily add interesting and relevant information from anywhere at any time.