UX FOR CONTENT MANAGEMENT SYSTEMS

Dani Nordin, Bentley UXC/the zen kitchen



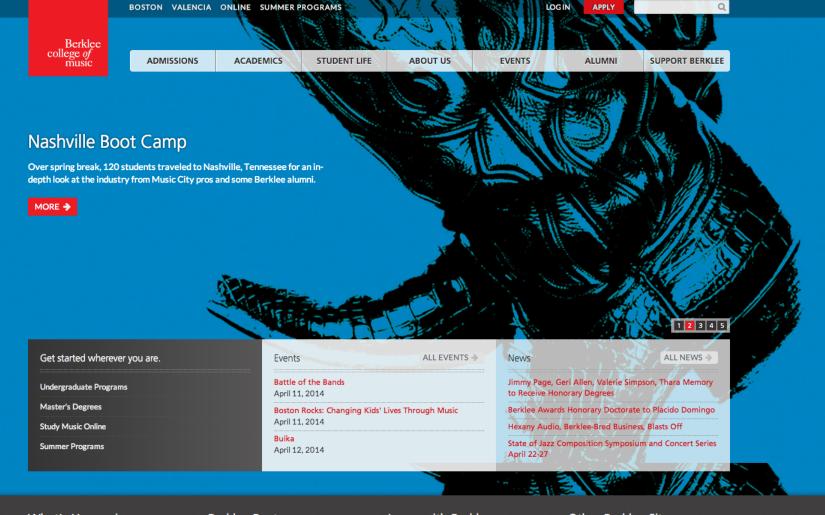
Hi. I'm Dani.

Senior UX Designer, Harvard Business Review UX and Drupal trainer (General Assembly, O'Reilly, Skillsoft) UX consultant for Drupal.org

Author, *Drupal for Designers* (O'Reilly, 2012)

Co-Organizer, Design 4 Drupal Camp Boston danigrrl on Twitter and D.o

What happens when you put all your UX efforts towards end users, and ignore content creators?



What's Happening Berklee Beat Learn with Berklee Other Berklee Sites

Reorganized navigation and content for 98 departments.

ADMISSIONS ACADEMICS STUDENT LIFE Student Services Student Support		EVENTS ALUMNI	SUPPORT BERKLEE
Student Services Student Support			70 C-67
	Career Support	Student Act	tivities
Registrar's Office Bursar's Office Financial Aid Office Scholarship Office Student Employment Office Housing Services Student Health Insurance Graduation Planning Berklee Bookstore Online Registration Manual Student Policy Handbook Office of Student Success Counseling and Advising Office Peer Advising Learning Center Library/Media Center Writing Center Office Office for Diversity and In	 Office of Experi Jobs and Gigs 	oment Center Student Go ential Learning Student-Ru LiveWell/F	overnment un Enterprises

Reorganize permissions so students, faculty and staff could log into the site

Completely reorganize how departments are presented, including both public and internal content

Set up an internal Announcements model that allowed users to subscribe to specific announcement categories

Rearchitect the archives of the alumni magazine, *Berklee Today*, from the ground up

Redesign the internal faculty/staff directory, using data from user profiles

Snapshot

8 months3 months of meetings98 departments around the collegeConstant feedback and iteration cycles

Deliverables

30+ pages of site maps Axure prototypes for 6 new features Content models for 3 new areas 6 Training videos 60+ pages of training documentation 4-6 training sessions for content managers

How does a content management system impact the UX process?

UX for content management systems

- Team dynamics are important, but messy
- Projects can represent a huge effort among a lot of people
- Involves increasingly complex content and interaction patterns
- End users are just the tip of the iceberg
 - Content creators
 - Department managers
 - Permissions need to be managed carefully

A PROCESS

...and some perspective

Identify the users and the stakeholders

- What is the *goal of the project*? How does it relate to the business priorities?
- Who will be using this site?
- Who will be *maintaining the content*? How are they feeling about the change?
- What safeguards/permissions need to be built into the system so that content managers can't break things?



FUNCTION Priority Priority O Not applicable O Requires account setup

Task	Anon/ NTF	Potential Traveler	Single Traveler	Group Leader	Booked/ BND	Past Traveler	Site Editor
Access information about Vantage							
Learn about becoming a group leader	0			0	0		
Learn about single traveler matching program	0		0		0		
Learn about traveling with Vantage	0	0	0	0			
Search for trips	0	0	0	0	0	0	
View specific trips	0	0	0	0	0	0	
View trip accommodations	0	0			0		
View trip itinerary	0	0			0		
View trip pricing	0	0	0	0			
View trip departures	0	0	0	0	0		
Access Vantage contact information	0	0	0	0	0		
Create an account on the site	0						
Bookmark trips/Add to "wish list"	0	0	0	0	0	0	

Characteristics - Works in urgent care Personas - has to check in 10-60 ppl - Most clients are sick or angry - doesn't get breaks Possible Features? - Autocomplete/suggest? Pain Points/Needs - System is clunky ? - Tablet - based checkin? pairful - How to triage effectively? + QUICKLY? -Scar cards?

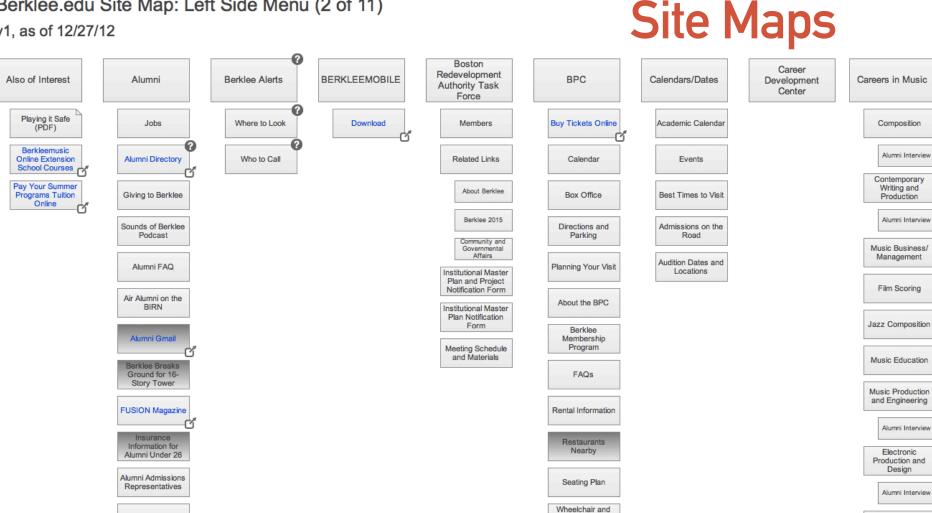
Evaluate the content

- Where is it coming from?
- What needs to be updated or deleted?
- What formatting needs exist?
 - File uploads?
 - Image uploads?
 - Music or video files?
- Who is responsible for getting it into the system?
- Who will be maintaining it?

Berklee.edu Site Map: Left Side Menu (2 of 11)

Alumni Passes

v1, as of 12/27/12



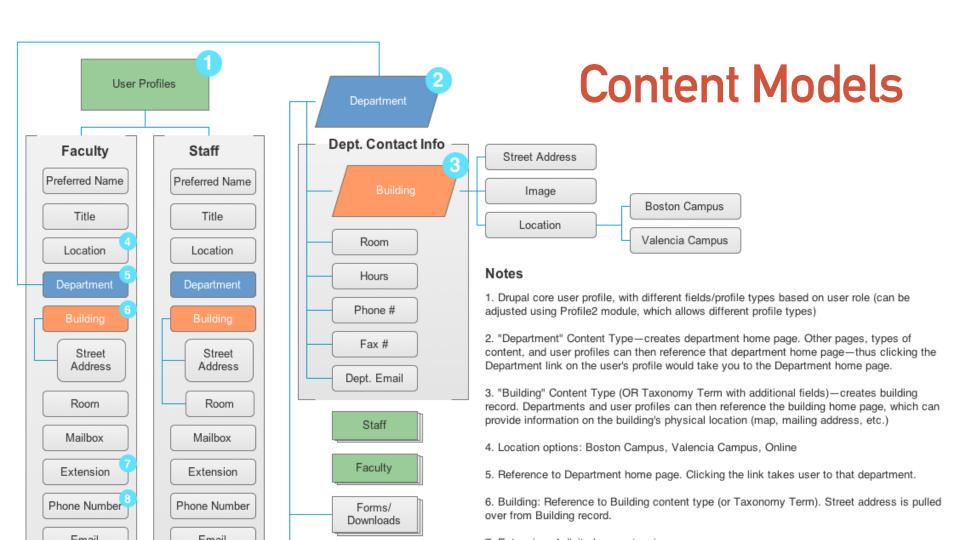
Accessibility

Design



Establish your content types

- Identify commonalities in the content
 - Blog posts
 - Announcements or News Items
 - Events
 - Staff Pages
 - Policies or Handbooks?
 - Forms?
- Each will have its own needs for formatting and display



Architecture Workshops

Rechea Materi

Catalog

Necro

Periodicals

Palos

Books

Bulding my gatura

House









Repro Fees

Permission Policies



Necro

Search























6

Aniver sary

resources

Start a

Church

Worany

Church

Donatine

Records

Church

Closing

Records magnit

Historians

News

Blog

Highlights

Transcription

Project

E-News





Contact

Sonate

Become

a Member





















ACA

Bylans











Committees

Start prototyping

- Working in Axure helps establish patterns and priorities before code gets written
- Annotating as you go gives developers something to work from, and avoids miscommunication
- Breaking down work into functional "chunks" allows you to focus on one piece while the developers are working on another piece.

music

Header Image Student Dashboard

STUDENT LIFE ACADEMICS CAMPUS SERVICES

ABOUT US

EVENTS

Prototypes

ACADEMICS / DEPARTMENTS / DIVISION OF PROFESSIONAL PERFORMANCE / BASS DEPARTMENT /

Bass Department

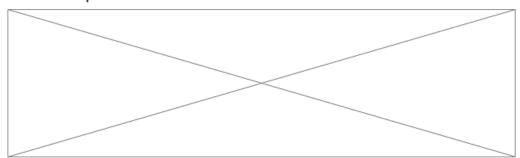
Studying Bass at Berklee Learning and Performance Facilities Unique Learning Opportunities 7 Performance Majors P Courses Svllabi 🥒 Proficiency Materials P Faculty Proficiency Requirements

P = Logged In Only

Summer Programs

Important Dates P

Bass Department



You are logged in as [STUDENT]. Please look to the menu on the left for additional private information related to this department.

Many of today's most successful bass players began their careers at Berklee-such as Esperanza Spalding, Jeff Andrews, Victor Bailey, Jeff Berlin, Dwayne Burno, Ira Coleman, Lincoln Goines, Abraham Laboriel, Sr., Michael Manring, Wayne Pedziwater, and Neil Stubenhaus.

They came to Berklee because of who we are: the world's largest independent music school and the premier institution for the study of today's music.



Steve Bailey Bass Department Chair Bio Contact Form

Contact Us Bass Department Street Address Room

Architecture Workshops

Rechea Materi

Catalog

Necro

Periodicals

Palos

Books

Bulding my gatura

House









Repro Fees

Permission Policies



Necro

Search























6

Aniver sary

resources

Start a

Church

Worany

Church

Donatine

Records

Church

Closing

Records magnit

Historians

News

Blog

Highlights

Transcription

Project

E-News





Contact

Sonate

Become

a Member





















ACA

Bylans









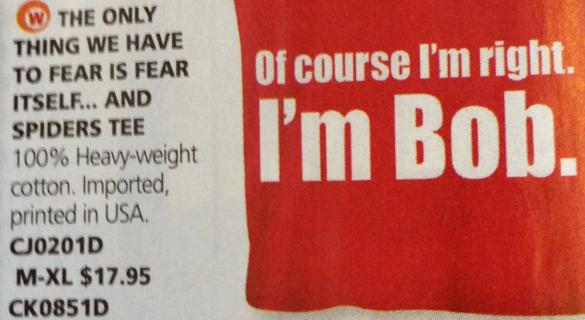


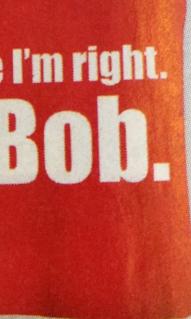
Committees



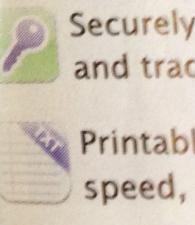
MILIS! Maille 100.

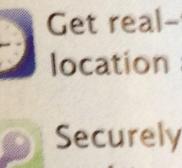
XXL \$19.95





W OF COURSE I'M RIGHT,

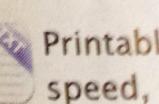


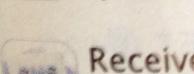


see SkyMall.com for a

*OBD-II standard o

& light trucks built





Understand the political implications

- Your team is building the system, but *other people have to maintain this content*.
- Redesigns signal a large change in the organization
- You're often asking departments to put in a lot of extra work to migrate content and learn new software.



Content Manager Training

CMS TRANSITION TRAINING

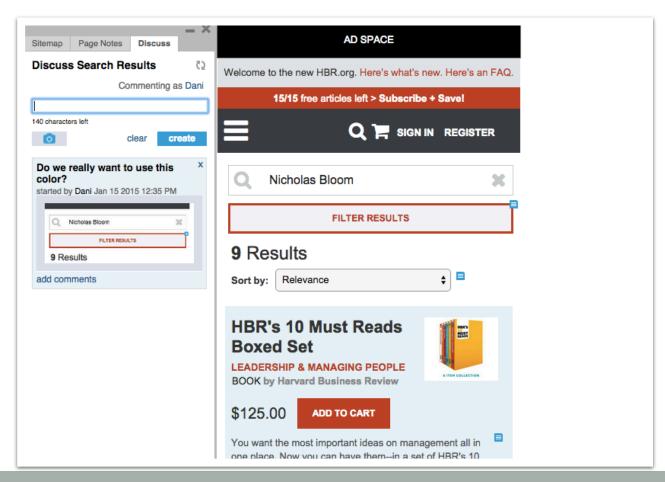
Digital Strategy and Development



UX TOOLS FOR CONTENT MANAGEMENT SYSTEMS

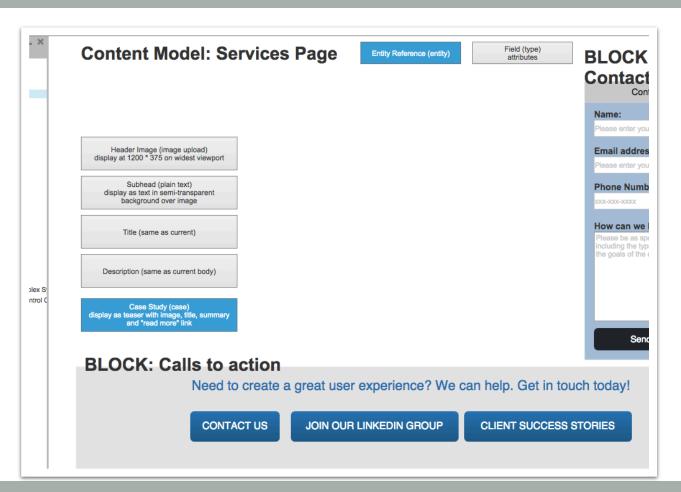
Axure Prototypes

- Interaction, not just visual design
- Annotations help you communicate with developers
- Discuss prototype with remote stakeholders
- MOBILE FIRST!!!!



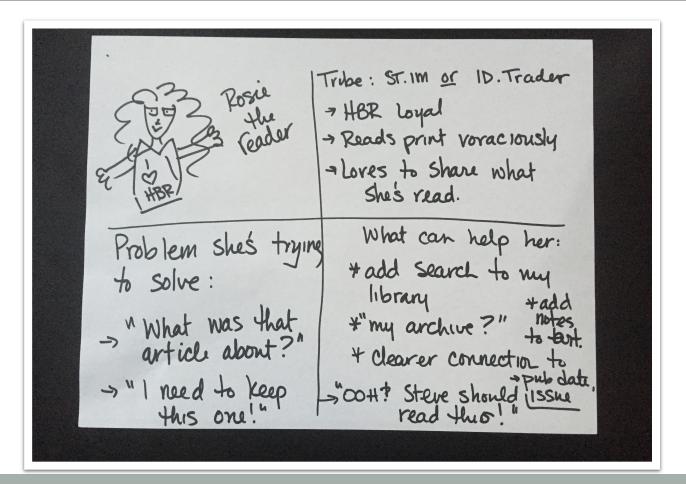
Content Models

- Helps communicate structure of content to developers
- Serves as a discussion point
- Can be done alongside prototype in same file



Proto-Persona

- Adds a "face" and set of needs to user stories
- Can be done quickly
- Great for prioritizing feature requests and getting agreement in meetings



Cores and Paths Model

- Helps bring clarity to content conversations
- Gets stakeholders to think past "pages" and towards "Pieces and Types of Content"

INWARD PATHS

Ensure findability for the user



everything becomes available to everyone?

amazon.com

CORE

Creates value for users and for the business

Hello. Sign in to get personalized recommendations. New customer? Start here.

Your Amazon.com | W Today's Deals | Gifts & Wish Lists | Gift Cards

What happens when the bottlenecks that stand between supply and demand in our culture go away and

"The Long Tail" is a powerful new force in our economy: the rise of the niche. As the cost of reaching consumers drops dramatically, our markets are shifting from a one-size-fits-all model of mass appeal to one of unlimited variety



FREE Two-Day Shipping: See details

Your Digital Items | Your Account | Help

OUTWARD PATHS

Bring ROI to the business

External search

Internal search

Navigation

Internal teaser

Link from wish list

Newsletter

Email

Link from website

Add to Cart (new)

Add to wish list

Buy used

"Like" this book

Read Kindle edition

Rate this book

Related products

Sell this item



http://boxesandarrows.com/designing-screens-using-cores-and-paths/

Read it now on this PC

(You can always move it to a different device later with

Also on Kindle, iPhone, iPag

Front-End Style Guides

- Create design systems, not "screens"
- Makes front-end and prototyping more efficient
- Communicates design and UX vision to stakeholders

All littleddection to occ

GEL Authentic, Current, Pioneering, Modern British, Local/Global, Compelling, Distinctive, Joined-up, Universal, Best.

Building a Global Experience Language for the BBC

We are evolving a global experience language for the BBC's digital services.

The GEL guidelines are a reference point for all designers creating BBC websites (future iterations will also incorporate mobile and IPTV recommendations). "

This is probably the best job in the world!

Neville Brody Research Studios



BUILDING BLOCK

Typography

Large bold type should be used to establish a clear information hierarchy.

FOUNDATIONS

Universal Grid

Your starting point is a universal grid, divided into 61 x 16px vertical units.

FOUNDATIONS

The Masthead

The global masthead retains the current global navigation links with additional links.

PATTERNS

Overlay Panels

The overlay panel is an interaction pattern that is used to shift the user's focus from the main page to a single element or group of elements.

PHILOSOPH

Cultural Map



GEL is the glue that ties all BBC services together

Featured Pattern

Carousel



Brownies and/or cheese plates

Builds camaraderie Makes meetings suck less



http://www.bonappetit.com/recipe/cocoa-brownies

User Experience is not the work of one person ... it's the work of everyone in the business.