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**JiTR**  
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*Envisioning JiTR*

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## *Envisioning JiTR*

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*Remember Geocities? Back in the early days of the Internet, design and content were inseparably linked. If you created a web page, like many users did on Geocities or Tripod, you would write the HTML code and insert your text or image at the same time. Think of that as the old Internet.*

*The 'new' Internet is a lot more dynamic. Now, the design is more of a shell, and the content is usually held in separate documents that are "plugged" in. Forget Geocities, and think of Blogger. With the separation of form and content, the pages are consistent and easy to change.*

*Aside effect of this separation is that the Internet is now full of independent, malleable content, which can easily be plugged in and combined wherever it is needed. It is this effect that has led to the rise of mash-ups.*

### *Project Proposal*

Mash-ups are no longer for cooks and DJs. While the word 'mash-up' may incite thoughts of mashed potatoes and mixed-up songs, the Internet has bred a its own digital-content mash-ups. A mash-up is meant to combine different information or tools to create a new product, *better than the sum of its parts*. **JiTR is part of Mashing Texts, a project examining how the mash-ups concept can improve digital texts.**

JiTR stands for Just-in-Time-Research. Most basically, **JiTR is as a repository model for collecting online texts in one place.** It is online, meaning the tool resides within a web browser. JiTR offers various processes for collecting these texts. Once texts are within the repository, JiTR helps users organize and process their content. The user can organize and sift through items they want, when they want them. JiTR will also offer an API—a doorway into advanced text processing abilities.

To understand JiTR better, imagine working in public relations for a large company. You need to know what people are saying about your company, and you need to prepare regular reports on it. With JiTR, you could have online mentions —whether in news articles, blogs, or business sites— automatically collected. Whenever there is a new item, you can add notes and tell JiTR if it is good or bad, what is being written about. When the time comes around to prepare a report, you can print an appendix to the report, with the articles that you write about.

The reason why my presence is an asset to this project is that it lets me work in two areas that interest me within my field — the study of usability and object-oriented pro-

*Interested in the Mashing  
Texts proposal, drafted by  
Geoffrey Rockwell? Find  
it at [http://tada.mcmas-  
ter.ca/wikita/pub/Main/  
MashTexts/Mashing-  
TextsProposal.pdf](http://tada.mcmaster.ca/wikita/pub/Main/MashTexts/Mashing-<br/>TextsProposal.pdf)*

gramming — as well as an area in which I am comfortable — web design. The former two will be influenced by my enthusiasm, while the latter will benefit from my experience.

The principal researcher on the Mashing Texts project is Geoffrey Rockwell, and therefore **Dr. Rockwell is the natural advisor for this project.**

Thank you,

Peter Organisciak



## JiTR PERSONAS

### What are Personas?

*Personas are imagined (but realistic) possible users for a site; essentially they “act as stand-ins for real users” (Tina Calabria). In the process, characters are created, with a back-story of abilities, uses, and expectations. Then, scenarios are written to consider how such a character would go about doing a specific task in the planned system. This is beneficial, because user personas “focus the design effort on supporting user goals, rather than being driven by the ideas of team members or senior executives” (Tina Calabria).*

*Personas are generally organized into primary—the main targeted user—, secondary—other common users for the product— and supplementary—additional users that can be accommodated without harm to the experience of the primary and secondary users.*

*For the extended personas and scenarios, visit <http://tada.mcmaster.ca/view/Main/JiTRStories>*



User: Mandy Molyneux  
Marketing Analyst

Mandy is using JiTR for commercial purposes. Her main familiarity with computers is for business.

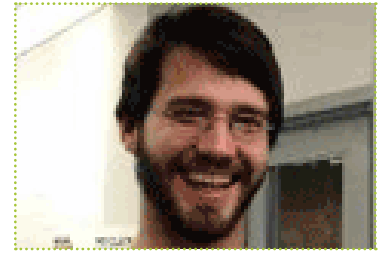
Most notable about Mandy’s experience is JiTR’s ease of use, from her very first visit. She likes the suggestions and templates that the system provides.



User: Godfrey Laroche  
Independent Researcher

Godfrey is using JiTR to track news. He’s not well-versed in computers, but competent in figuring them out.

Most notable about Godfrey’s experience is the ability to organize large data sets easily, and call them back up even easier. He loves labels and repository sharing.



User: Graydon Grey  
Communication Studies Professor

Graydon is tracking a blogger with JiTR. He knows computers fairly well and encourages his students to use JiTR.

Most notable about Graydon’s experience is the ability to keep notes and multiple versions of items. He loves seeing visualizations of item activity over time.



User: Sidney Sitwell  
Modern Languages Grad Student

Sidney uses JiTR to study regional dialects. He’s grown up around computers, and is very trusting of their abilities.

Most notable about Sidney’s experience is the power that the API provides, especially through its connection to TAPoR tools. He also loves being able to use the PDF-2-HTML process.

These personas will be used to inform wireframes of JiTR’s interface. They will determine what design choices are put in, which are taken out, and how they are emphasized. From the wireframes, a design mock-up will be created, and finally, the website will be formed in that model.

## PAGE STYLES OF JISTR

JiTR will have the following work areas that need to be designed for:

- ◇ **Front Page (not signed in)** : This page will require a well-written “hook”, to convince new users of the benefits of JiTR. Some ideas include testimonials or a tutorial video.
- ◇ **Home page (signed in)** : This page may include a list of new items from all repositories
- ◇ **List Page:** The list page design will be used for Repository lists, search results, or pages displaying a specific label / tag.
- ◇ **Basic Page:** This style will be used for the “Processes” page, the “export repository” page, and other basic, top down textual pages.
- ◇ **Information Page:** This style will be used for the documentation and “about” pages. It will differ from the “Basic Page” in that it will include subcategories.
- ◇ **Item Page:** When editing an item, the “item” page style will be used. This page may use AJAX, which is a type of JavaScript which allows communicating with a server without refreshing the page.
- ◇ **Site Map:** This page style will only be used once, for the site map, and will be deliberately basic.

## Milestones

My development tasks and milestones generally fall into three categories.

*HCI stands for Human-Computer Interface.*

**Tip: Creating a mock-up is a very useful method for creating the web pages that you want. Rather than immediately working within the constraints of XHTML and CSS, drawing a mockup separates the tasks of design and problem solving, so you can create the design you want, then take some time to consider how you can achieve it in code.**

### HCI

DESIGN

*The process of creating an interactive tool as effectively as possible, by imposing upon the project a set methodology to achieve optimal usability.*

- ◇ Character Personas  
**Nov. 25th - Jan. 13th**

*Character personas imagine the personalities of possible users, defined by their age, needs, timeframe, computer literacy, accessibility concerns, and backgrounds.*

- ◇ User Scenarios

*Scenarios extend from the character personas, considering specific ways that the characters could use an ideal JiTR.*

- Dec. 5th - Jan. 20th**

- ◇ Individual Wireframes  
*Sketch of a single page for each user that best embodies their needs*

- Dec. 16th - Jan. 20th**

- ◇ Evaluation of User Scenarios

*I will facilitate a discussion with the project team about priorities within the scenarios created earlier. After the discussion, I will process the results into primary scenarios. The primary scenarios will become a sort of benchmark against which later work will be compared.*

- Jan. 27th - Feb. 3rd**

- ◇ General Wireframes

*Wireframes of the site are sketched out, intended to give the most ef-*

### GRAPHIC

DESIGN

*The process of designing the visual components of JiTR. This includes the website design, illustrations, and a style guide for future use.*

- ◇ Style Design

*The style design will be the considerations of appropriate colors, fonts, and layout choices for the content. Part of the style design will be writing a short guide for future additions to JiTR.*

- Feb. 3rd - March 2nd**

- ◇ Supplementary Design

*The supplementary design is the design of all the bit components for the site. This includes the logo, icons, graphics, and favicon. Later in the process, this may include writing AJAX where beneficial or creating short video tutorials.*

- Feb. 3rd - Mar 2nd**

- ◇ Design Mock-up

*A mock-up of what the final site will look like, though it will be illustrated separate from the constraints of HTML. There will be a desired three designs mocked-up, and the final choice will come as a result of those.*

- Feb. 10th - Feb. 24th**

- ◇ HTML Coding / Final Design

*The majority of the site will be done in XHTML and CSS. Discussions will be held with the project's programmer on how additional needs in the coding.*

### VISUALIZATION

DESIGN

*The process of creating tools to visually demonstrate processes of the tools within JiTR. Emphasis is placed on smooth, animated visualizations.*

- ◇ Actionscript Milestones 1

*There are a series of Actionscripting milestones that I must be able to achieve before coding practical visualizations. These include ways of working with strings and animating dynamically created objects.*

- Jan. 13th - Jan. 27th**

- ◇ Visualization #1 Concept

*This will be this first visualization that will be created. For a suggestion as to the direction, look at the images on page 3.*

- Jan. 13th - Jan. 20th**

- ◇ Visualization #1 Creation

- Jan. 20th - Feb. 10th**

- ◇ Visualization #2 Concept

*Visualization #2 will most likely involve the chronological unraveling of a text repository over time.*

- Feb. 17th - March 2nd**

- ◇ Visualization #2 Creation

- March 2nd - March 23rd**

efficient experience to a user, using the primary scenarios as a guide. Wireframes do not use design elements yet; rather, they are the “skeleton” on which design will be built on. This process will be heavily informed by usability study.

**Jan. 27th - Feb. 10th**

◇ Usability Testing

Late in the process, the HCI aspect of the project will be returned to for some one on one usability testing.

The site will be shown to new users, and their reactions will be observed. Discussion will be held afterwards. After the initial usability testing, I will prepare a report of possible improvements.

**March 9th - March 24th**

**Feb. 24th - March 9th**

◇ Adaptation of Usability Results

After having qualitative usability studies, a report will be prepared, and the design of the site will be returned to and modified, if necessary. This task can be short, or tedious and time consuming, depending on necessity.

**March 24th - March 30th**

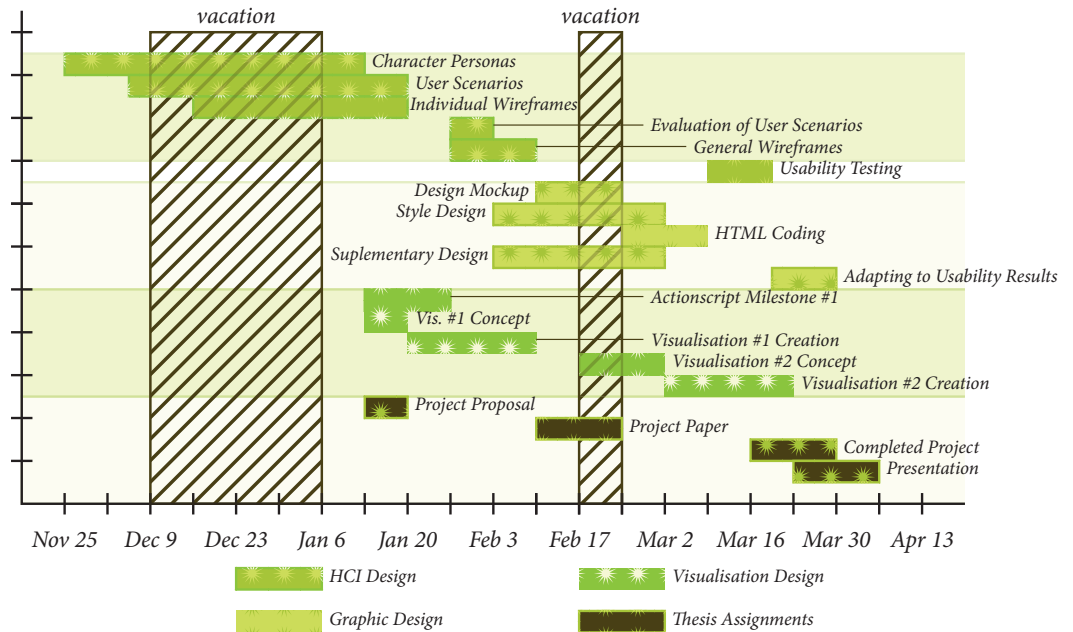
In addition to these three roles, there are also a number of responsibilities required by the course. These include:

- ◇ Project Plan - *due January 21st*
- ◇ Paper on Project - *due February 25th*
- ◇ Completed Project - *due April 4th*
- ◇ Project Presentation - *April 14th-16th*

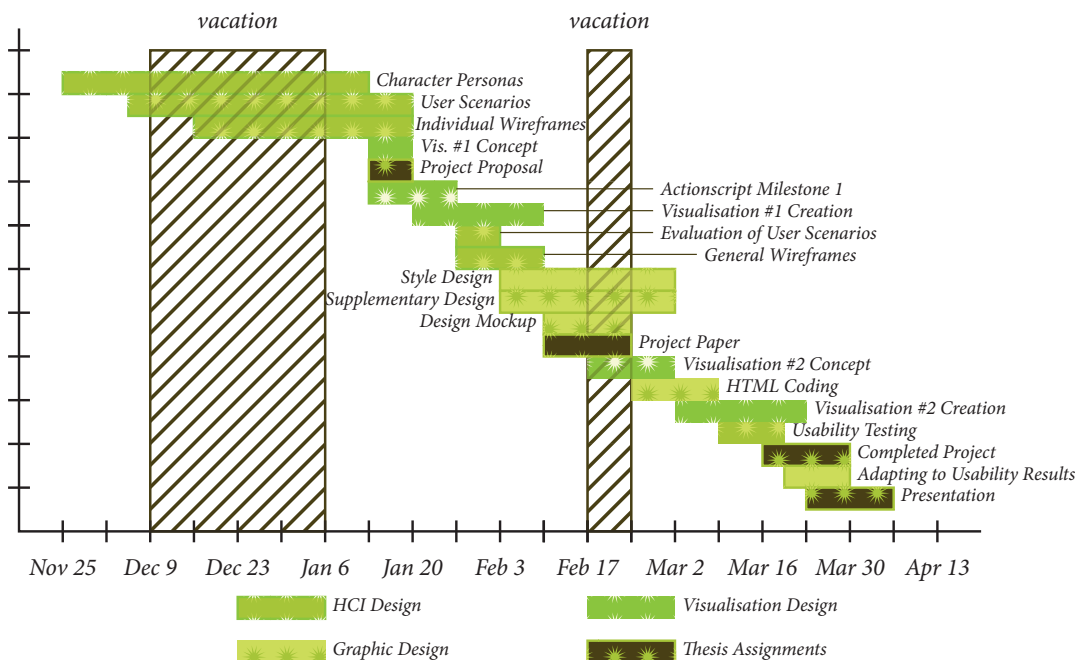
*Why do the Style Design and Supplementary Design tasks begin before the Design Mock-up, when they both rely on the mock-up?*

*The reason for this is their processes require brainstorming before and alongside the Design Mock-up. In the early stages, the style design will consider appropriate colour schemes and the supplementary design will consider how JiTR can be enriched visually. These preparatory actions will help inform the mock-up.*

Milestone Chart (grouped by Category)



Milestone Chart (Chronological by Start Date)



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