

San Francisco Outcomes

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Open Source Scenario

Pachyderm is conceptualized as two products — an authoring tool and a publishing tool. The authoring tool will be restructured and recoded; work on the publishing tool will be minimal. Major tasks:

- Restructure and recode the authoring tool, using a component approach as it is possible
- Identify optimal configuration to run on windows; decide if this is going to work for users
- Fix top 6 or so issues, serious bugs, etc., like:
 - Data import
 - Screen hierarchy
 - Skins or themes (this is a high-priority item)
 - ADA
 - Authoring screens
 - Screen size, fonts, resolution

In this scenario, work on the publishing tool and enhancements such a prototype component-based template is deferred.

Metadata & Import Decisions

- Minimum feature is import function that allows simple imports from databases or files — this assumes the metadata is matched to the Dublin Core set used in Pachyderm prior to import
- User should be able to import either a single file or multiple files
- Tools for common import tasks should be built, but we need to figure out how and when to do that
- Text should be allowed as assets in addition to media
- Some metadata can come from a user profile

Working Definitions

Pedagogical template — functionality of the template, (eg, onion skin)

Skins — Often called *Graphic Design* — all the colors, fonts, layout, etc of a template. We plan to only change frame around the shell; background color; and top buttons for navigation.

Theme — one of the choices for the skin

Shell — today, an instance of a template, with its skin — flash file (swf) In the future, shell will be synonymous with template — the skin will be decoupled.