

Beyond Web Standards: *Crafting Design & Development Standards*

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J. Boye Philadelphia 2010

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designing with web standards third edition

jeffrey zeldman
with ethan marcotte



New
Riders

Copyrighted Material

VOICES THAT MATTER™

▶ Section 1

▶ Section 2

▶ Section 3

▶ Section 4

▼ Section 1

Mauris mauris ante, blandit et, ultrices a, suscipit eget, quam. Integer ut neque. Vivamus nisi metus, molestie vel, gravida in, condimentum sit amet, nunc. Nam a nibh. Donec suscipit eros. Nam mi. Proin viverra leo ut odio. Curabitur malesuada. Vestibulum a velit eu ante scelerisque vulputate.

▶ Section 2

▶ Section 3

▶ Section 4

Web standards establish a level playing field, so designers and developers can expect consistency amongst browsers.

It's up to us to establish our own design and development standards.

REVISED AND EXPANDED EDITION

The New York Times

MANUAL
OF
Style
and
Usage

THE OFFICIAL STYLE GUIDE
USED BY THE WRITERS AND EDITORS OF
WORLD'S MOST AUTHORITATIVE NEWSPAPER

ALLAN M. SIEGAL and WILLIAM G. CONNORS

NEW
EDITION

WILLIAM
STRUNK JR.
AND
E.B. WHITE

"...still a little book, small enough and important enough
to carry in your pocket, as I carry mine."

— Charles Osgood

The
ELEMENTS
of
STYLE

FOURTH EDITION

FOREWORD BY ROGER ANGELO

THE
CHICAGO
MANUAL
OF STYLE

The Essential Guide for
Writers, Editors, and
Publishers

15th edition

AP Associated Press

The Associated Press
Stylebook

FULLY REVISED AND UPDATED
WITH MORE THAN 50 NEW ENTRIES.
THE INDUSTRY'S BEST-SELLING REFERENCE FOR 27 YEARS.
ESSENTIAL FOR JOURNALISTS, STUDENTS, EDITORS AND
WRITERS IN ALL PROFESSIONS

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2 MILLION
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AOL Style Guidelines

Updated: [9/30/02](#)

- AOL Screens
- AOL Logos & Icons
- Branding & Partner Co-branding
- Typography
- Writing Guidelines
- Selection & Input Widgets
- Navigation & Clickables
- Dialogs & Wizards
- Photo Usage
- Performance Guidelines
- Advertising & Sponsorships
- Art Production & Optimization

Other Resources:

- [Design Review Process](#)
- [Product Specific Guidelines](#)
- [Designing for Accessibility](#)



[Styleguide updates for AOL 8.0!](#)

Get the information you need to design for 8.0 here.

Design Guidelines for the America Online Product and Services

A great member experience is critical to member acquisition and retention and to further the AOL corporate mission. With so many people worldwide working on different aspects of the evolving AOL service, it's crucial for our members that we keep the experience consistent, while allowing room for creativity and innovation. Where there is flexibility in these guidelines, it will be highlighted. AOL's identity is an important and priceless asset, and these guidelines will help maintain the high standards of service and product design.

- **[AOL Designer Certification Program Information](#)**
- **[Send your comments and questions](#)**
- **[Sign up for Styleguide e-mail updates!](#)**
- **[Recent Styleguide changes](#)**

AOL Keyword: Style Guidelines

Design standards focus on **information architecture** practices, aspects of the **user interface**, such as grids and layouts, **graphic design** elements, such as color and typography, and **branding**.

Any design standards should be paired with details related to the **coding** and **technical implementation** of a site, plus any additional development standards.

ROI of Design & Development Standards

Efficiency

Reduces time to market for further changes

Sharing

Supports easy knowledge transfer and eliminates mistakes/guesswork

Predictability

Eliminates need to reinvent the wheel

Consensus

No one can override an established pattern or convention

Professionalism

Documentation of your decisions and work leaves others with potential direction for future needs.

Frequent Complaints

Relevance

The standards are out of date or aren't followed consistently.

Detail

The standards aren't thorough enough – or are too specific to be applied broadly.

Autonomy

Standards prevent individuals from being creative problem-solvers.

Communication

Lack of training or documentation is causing confusion.

Consensus

[Group X] isn't committed to standards.



The Circle of Standards



Standards Creation and Documentation

- Start with the fundamentals
- Investigate the live site and work in progress
- Think ahead to future needs
- Review regularly
- Monitor projects for efforts that require standardization



Training and Communication

- Make training mandatory for everyone
- Offer training regularly
- Communicate on a regular basis
- Make information available in a convenient format



Project Review and Approval Process

- Make adherence to standards part of the project requirements and acceptance or launch criteria
- Formal design and technical/code reviews look for standards-related issues
- New work gets fed back into the Standards Creation phase



The Standards Manager

- Champion for standards
- May run a team dedicated to standards
- Must understand the related disciplines and work to be effective



Got standards?



Beyond Web Standards: *Crafting Design & Development Standards*

Kimberly Blessing

www.obiwankimberly.com
www.thecircleofstandards.com

What makes a good standard?

- Precise language
- Problem statement and context
- Use cases, including edge cases
- Examples
- Supporting files
- Cross-discipline buy-in

Sample Table of Contents

Introduction

Branding and Co-branding

User-Centered Design Principles

User Interface Guidelines

Graphic Design Guidelines

Technical Guidelines

Writing Guidelines

References and Checklists

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Branding and Co-branding

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2.1. Diagram of Amnesty International Canada Brandmark with key elements identified

2.1.1 Overall Brandmark



amnesty international

2.1.2 Standard Amnesty International “Candle and Barbed Wire” symbol



2.1.3 Logotype: Amnesty International

amnesty international

1.1. The overall “Brandmark” is the most visible element of Amnesty International’s brand identity. It consists of a Symbol (the Amnesty International candle and barbed wire) and a Logotype (Amnesty International’s name).

1.2. This represents the standard form of the Amnesty International Canada Symbol.

1.3. This represents the standard form (typeface and case-sensitive lettering) of the Amnesty International Canada Logotype.

1.4.1 “Taglines” are texts that sit beneath the Logotype (Amnesty International’s name) and indicate what Amnesty International stands for. Amnesty International Canada has two taglines.

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(1) On all pages, titles should be used to accurately portray the page content so that page identification is possible.

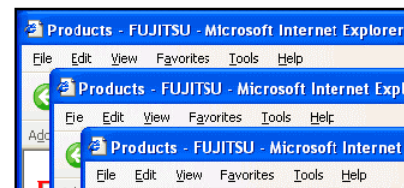
Explanation

Audio browsers identify page content using the text in the <title> tag.

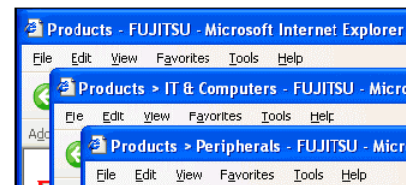
When the <title> text is insufficient, the page content is determined by the voiceover for the main body of the page, which takes a lot of time.

Example and Implementation

- Page title is specified in the <title> within the <head> tag.
- Maximum number of characters should be less than 64.
- Page title should read "page name - site name (e.g. Accessibility Part 1 - Fujitsu)", etc.



Bad example: when the <title> on all pages is the same



Good example: when the <title> is different, page identification is easier

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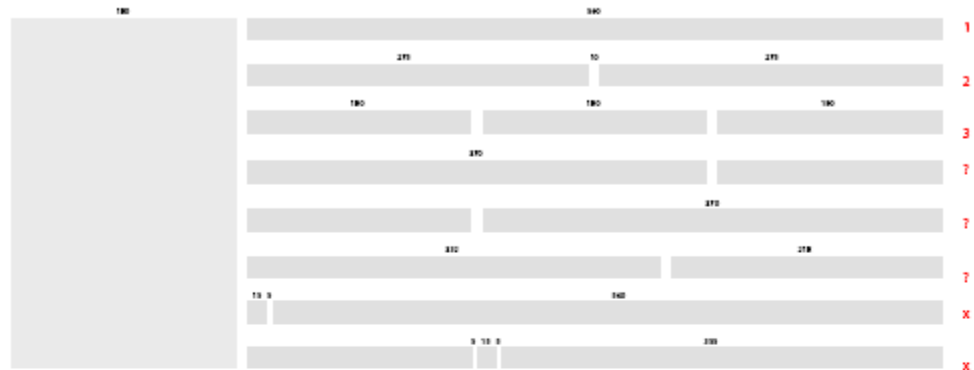
References and Checklists



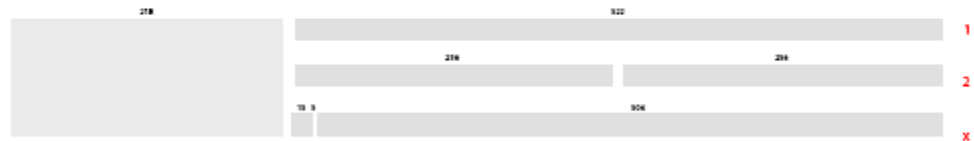
The Master Grid

Main with Left Sidebar

Use when design pages with:
 Left hand page level navigation
 Two panel selectors
 Second level landing pages

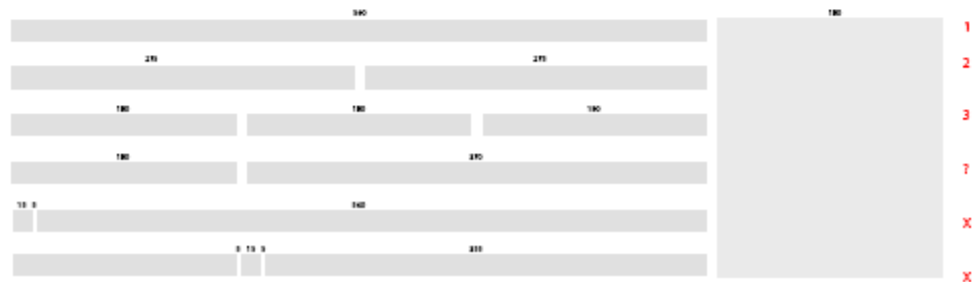


Main with Expanded Left Sidebar



Main with Right Sidebar

Use when laying out:
 Informational pages
 Form pages



Input Fields

Input fields should contain a label and white input field.

Recommended format:

Instructional copy goes here:

Don't do this:

http:

Enter info here:

- Labeling is placed above the input field, left-justified. If space and/or design does not allow for this, place the label to the left of the input field.
- Field should be white.
- Input field length is flexible, but height should be 21 pixels.
- Use Verdana, 12pt (in Photoshop) system text for label, unless label is conforming to channel style.

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- Download Style Guide
- Vanity URL Guidelines
- Vanity URL Process
- URL Mapping
- Buttons English
- Buttons Spanish

- Editorial Style Guides
- Spelling Guide
 - Grammar Guide
 - Writing Guide

- Alerts: Version 1.4
- Introduction
 - Re-brand Comparisons
 - At a Glance
 - Third Party Resources
 - Design Elements
 - Design Fundamentals
 - Color
 - Online Palette
 - Typography
 - Imagery
 - Interactive Elements
 - Promotions
 - Downloads
 - Contact Us
 - Legal Information

Design Fundamentals: Color

Online Palette

The color palette is divided into two categories, primary and secondary. Primary colors consist of AT&T's core brand colors and are used for important page elements such as global navigation, key messaging and links. The secondary palette is used for elements such as general typography, module borders and divider lines.

Primary Palette



Examples



The Entertainment Package

Load up on tunes, games and more.

- Sony w300i Camera phone
- 512-MB Memory Stick



Note: Buttons can be retrieved from Media Bin. New button requests must be directed to the [Creative Services Team](#).

Secondary Palette



Examples

Phones & Devices



Lorem ipsum dolor sit amet, consectetur adipiscing elit
incidunt ut labore et dolore magna aliquam erat volup

- Quad-band world phone (GSM/GPRS) and Bluetooth
- Camera and video phone with 4x zoom
- New MEDIA Net Live Ticker functionality



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Tabs and Spacing

Your code should always have tabs and spacing to promote readability for you and other web developers.

Tabs

All block level nesting needs to be indented with *one* tab. DO NOT indent with spaces because it will use more characters than a single tab character. Since most modern IDEs can set a custom tab width, using tabs will let everyone customize the indentation look they like in their IDE.

Example of proper tab structure:

```
function iLikeTabs(num) {  
    var str = "";  
    for(var i = 0; i < num; i++){  
        str += "\t";  
    }  
}
```

Spaces

Spaces should always appear around assignment, logical and concatenations symbols.

Bad:

```
var value=0.85;  
for(var i=0;i<10;i++){  
    if(i>5){  
        value*=2;  
    }else{  
        value="Error"+errStr;  
    }  
}
```

Good:

```
var value = 0.85;  
for(var i = 0; i < 10; i++){  
    if(i > 5){  
        value *= 2;  
    }else{  
        value = "Error" + errStr;  
    }  
}
```

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Design Pattern Library

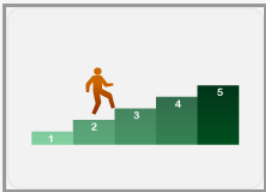
Yahoo! Developer Network > Design Pattern Library > Reputation > Numbered Levels

Numbered Levels

Problem Summary

Participants in a community need some way to gauge their own personal development within that community: how far they've progressed; how deeply they've interacted with the community or its offerings. Additionally, these same measures can be used to *compare* members, to understand who has more or less experience in the community.

EXAMPLE:



Use When

- You want to enable your users to track their *individual growth* in the community.
- A large (or open-ended) number of levels are desirable. For example, World of Warcraft currently allows users to [advance to Level 70](#).
- You want to enable easy comparisons between users. (At a glance, 'Level 1' is more junior than 'Level 5')
- You're trying to encourage a more-competitive community spirit.

Solution

Establish a family of reputations on a progressive continuum. Each level achieved is higher than the one before it. Levels are referred to by their *number*, which makes comparisons between levels very straightforward and easy to do. (Numbered levels, however, can be perceived as cold and impersonal)

Recommendations

- In most cases, Numbered Level systems should go no higher than 10 or so.
- A strong-point of Numbered Level systems is that they can be *added to* at a later date with minimal fuss.
 - If, for example, too great a percentage of your community starts to achieve the upper limits of system (see [Exclusivity](#), below) then consider 'opening up' new higher levels for top achievers to attain.

QUICK JUMP

- [Solution](#)
- [Examples](#)

RELATED PATTERNS

- [Collectible Achievements](#)
- [The Competitive Spectrum](#)
- [Identifying Labels](#)
- [Leaderboard](#)
- [Named Levels](#)
- [Points](#)
- [Ranking](#)
- [Top X](#)

OTHER EXAMPLES

- [World of Warcraft](#)

BLOG

- [Blog Article](#)

[Show with revisions](#)



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Yahoo! UI Library: Slider

- Home
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- YUI Discussion Forum
- YUI on Sourceforge
- API Documentation
- YUI Examples Gallery
- Powered by YUI
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- DataSource
- DataTable
- Dom
- Drag & Drop
- Element
- Event
- Get
- ImageCropper
- ImageLoader
- JSON
- Layout Manager
- Logger
- Menu
- Profiler
- ProfilerViewer
- Resize
- Rich Text Editor
- Selector
- Slider**
- TabView

Yahoo! UI Library: Slider

The Slider component is a UI control that enables the user to adjust values in a finite range along one or two axes. Typically, the Slider control is used in a web application as a rich, visual replacement for an input box that takes a number as input. The Slider control can also easily accommodate a second dimension, providing x,y output for a selection point chosen from a rectangular region.

On This Page:

- [Getting Started](#)
- [Using Slider](#)
- [Known Issues](#)
- [Support & Community](#)
- [Filing Bugs and Feature Requests](#)

Quick Links:

- [Examples](#): Explore examples of the Slider Control in action.
- [API Documentation](#): View the full API documentation for the Slider Control.
- [Release Notes](#): Detailed change log for the Slider Control.
- [License](#): The YUI Library is issued under a BSD license.
- [Download](#): Download the Slider Control as part of the full YUI Library on SourceForge.

Getting Started

To use the Slider control, include the following source files in your web page with the script tag:

```
view plain | print ?
1 <!-- Dependencies -->
2 <script src = "http://yui.yahooapis.com/2.5.2/build/yahoo-dom-event/yahoo-dom-event.js">
3 <script src = "http://yui.yahooapis.com/2.5.2/build/dragdrop/dragdrop-min.js">
4
5 <!-- Slider source file -->
6 <script src = "http://yui.yahooapis.com/2.5.2/build/slider/slider-min.js"></script>
```

YUI Dependency Configurator:

Instead of copying and pasting the filepaths above, try letting the [YUI dependency Configurator](#) determine the optimal file list for your desired components; the Configurator uses YUI Loader write out the full HTML for including the precise files you need for your implementation.

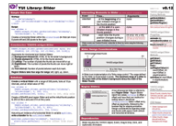
Note: If you wish to include this component via the [YUI Loader](#), its module name is **slider**. (Click here for the full list of module names for YUI Loader.)

Where these files come from: The files included using the text above will be served from Yahoo! servers; see ["Serving YUI Files from Yahoo!"](#) for important information about this service. JavaScript files are minified, meaning that comments and white space have been removed to make them more efficient to download. To use the full, commented versions or the [unobscure](#) versions of YUI JavaScript files, please [download the library distribution](#) and host the files on your own server.

Order matters: As is the case generally with JavaScript and CSS, order matters; these files should be included in the order specified above. If you include files in the wrong order, errors may result.

The Slider component is defined by YAHOO.widget.Slider.

Slider Control Cheat Sheet:



[Download full set of cheat sheets.](#)

Slider Control Examples:

- [Basic Vertical Slider](#)
- [Horizontal Slider with Tick Marks](#)
- [RGB Slider Control](#)
- [Bottom to Top Vertical Slider](#)
- [Horizontal Slider with two thumbs](#)
- [Dual-thumb Slider with range highlight](#)

Other YUI Examples That Make Use of the Slider Control:

- [Slider Button](#) (included with examples for the [Button Control](#))
- [Complex Application](#) (included with examples for the [Layout Manager \(beta\)](#))

YUI Slider on del.icio.us:

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tags: yui javascript library web ajax development slider DHTML documentation yahoo

saved by [80](#) people

Beyond Web Standards: *Crafting Design & Development Standards*

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