

Web Team Office Hours - Sign-up and Notes

At some point, we moved to [The Etherpad](#), but it wasn't stable somehow, so we're back to Google Docs

Apr 13, 2023

☰ Notes - Vector 2022 Office Hours

Feb 2, 2023

- Welcome to the Web team Office Hours!
- About 8 volunteers + 3 staff participating
- Latest updates
 - Persistence
 - Login button
 - Visual separation between content and menus
- Q&A
 - ToC not being inline is less useful. There should be at least two ToCs
 - A: In principle, we are of the opinion that the current ToC is generally better than the previous one. We may work on improving it, but not by a simple revert to the previous one. Potentially we could make changes to the configuration of the current ToC. White space within the content area is useless, *unlike* the white space outside of the content area. Especially on pages with lots of headings.
 - On some pages, the ToC collapses where it shouldn't. Vertical and horizontal limitations. Striking the balance with TOClimit
 - Example of https://en.wikipedia.org/wiki/Antimicrobial_resistance
 - (A Wikipedian) How I go the top of the page to get to the contribs - scroll up the ToC to (top)/Beginning
 - Talk pages with long section headings
 - https://en.wikipedia.org/wiki/Wikipedia:Closure_requests
 - More difficult to research in V22
 - Sticky header
 - Inconsistency between the sticky header across namespaces and the user menu
 - Consensus and not meeting the criteria of the first RfC [A discussion; volunteers shared their opinions, Web was only listening and didn't announce anything]
 - Dark mode?

Aug 30, 2022

- Welcome to the Web team Office Hours!
- Introduction to project and deployment plans:
https://docs.google.com/presentation/d/1Z4pUs76ZplkrKCkGCM3aUWmqz3SzJqHQmkG9C48gg0/edit#slide=id.g1388c216ca6_0_0
- Q&A - 12:00 UTC
- Q&A - 19:00 UTC

Jul 26, 2022

- Welcome to the Web team Office Hours!
- General update on the project:
https://docs.google.com/presentation/d/10r-kp0C0vKWmDZ0oLAt2ju_B-3DnfGIWdfPfB8j179U/edit#slide=id.g11f7aace505_1_23
- Q&A - 12:00 UTC
 - A blind person using a screen reader: do you have prototypes presented to blind users?
 - We're doing these tests right now. We're working with the American Foundation for the Blind. More information:
<https://phabricator.wikimedia.org/T310033>
 - Sticky header and sticky ToC: expandable elements below the headings to make it work better for screen readers. It would be nice if there's an analog functionality to this for screen readers.
 - Mobile view is easier for screen readers: would it be possible to move the "view in the mobile view" link to the top of the page? This functionality should be highlighted.
 - Language menu: the screen reader should read what options I have when I type the first letters of a language name. It's also quite heavy and takes a long time to load- maybe the menu can use a different type of technology - perhaps we can consult with AFB on this
 - Print to PDF: it's been hidden, it's more hidden in the mobile view. Perhaps this should be more shown? It's easy to read top to bottom
 - Expanded by default: the - can ToC section be collapsed by default?
 - Perhaps a cookie can be created that allows you to track whether a user wants it to be expanded or collapsed
 - As a screenreader user, many pages have template message codes. I hope these messages can be wrapped in a region, so that a screenreader user can skip that. It's long to read using see all for templates - maybe you can use a key to go to the end of the region
 - Simple English: for every article, we should have a link to Simple English that'd be more noticeable.

- Section V T E (in templates): make them more user friendly, newbie friendly?

V·T·E	Counties of Lublin Voivodeship	[hide]
City counties	Lublin (capital) · Biała Podlaska · Chełm · Zamość	
	Pole	

- Can we have a screenreader enhance view? The current view is very accessible. If you are designing a separate thing to enhance screenreading capability, then you should talk to people who have a very high understanding of inclusive design principles. But also, is that accessible by design.
- Collapsible sidebar: how to collapse it? The three lines look like a menu.
- Does your project impact the length of the editing session, type of edits, numbers of edits?
 - Edits are not going down, active user stats are not going down. We've observed some increase in accounts created. We're working with the Growth team to make sure newbies know what to discover on the page. After this project, we'd like to improve how some specific small things are exposed, like comments on the talk page. Also, we've been wondering what should be shown to people, but our user testing suggests that we should suggest specific functionalities (like the Edit button) as opposed to the myriad of options.
- How sure are you that the viewing of smaller wiki projects doesn't go down as a result of moving the links to the language menu?
 - According to our research, people are now more aware that they can switch between languages. At some point, we needed to teach the established users where to find the language links.
- How we can access the Researches? is it available here?
 - <https://meta.wikimedia.org/wiki/Research:Projects>
 - Research about individual features is available under https://www.mediawiki.org/wiki/Special:MyLanguage/Reading/Web/Desktop_Improvements/Features
 - A list of links to various materials: https://www.mediawiki.org/wiki/Special:MyLanguage/Reading/Web/Desktop_Improvements/Repository
- A discussion about open-source software for office hours: as a person with a disability, the current software does work for me. Also, experimenting with novel software may be troublesome for users expecting the standard solutions.
 - We do understand the ideological need to prefer open source platforms. Maybe we can do a review on accessibility on open-source platforms at a later time.
- Q&A - 19:00 UTC
 - Are there any plans on working on table overflows? Also, I've found a page where the ToC is displayed below the content area.
 - In the future, we'd like to work with editors on making the tables that'd work for the limited width. Until then, the tables would span past the

limited width. Regarding the conflict with the ToC, we're working on it, this is a known bug: <https://phabricator.wikimedia.org/T313060>

- The plan to increase the font size: are you also going to increase the font for the page title? Currently, it's just one of many elements of the page.
 - We haven't considered that yet. The increase for the basic text size would make the difference between this and the section headings smaller, but we're not planning on changing the section heading font size because these headings use a different font family.

Jun 28, 2022

- Welcome to the Web team Office Hours!
- General update on the project:
<https://docs.google.com/presentation/d/1mxkzsysGuJweP4q-Z3rMII1L57An-ldOxH0fZK8HSwo/edit?usp=sharing>
- Q&A - 12:00 UTC
 - I saw that Desktop Refresh is now available on Wikisource with some modifications. While, I am yet to hear from different Wikisource communities around what it means for them, I would like to learn about some principles/feedback which helped in adapting Vector 2022 to Wikisource. We have a meeting with Wikisource developers and concerned community tomorrow and I would like to share a bit more about Desktop Refresh with the Wikisource community during that conversation.
 - We've adjusted the limited width, we also help all communities adjust gadgets. We're open to hearing about specific feature requests, bug fixes.
 - When will be meeting with Russian support? :)
 - We can have a separate meeting dedicated to the Russian community, we can also invite that community to our regular office hours.
 - Why did you hide the language menu? :)
 - We did research with multilingual users and learned that oftentimes, they didn't know that interwiki links existed. Sometimes, they would use Google instead of our language links. We must have made a decision between "one extra click vs. less experienced users not knowing about the feature at all"
 - [part #2 to the question above] We have a huge space on the right side now :)
 - We need to be cautious about what we put there, because the more things we put there, the more focus on content is left. But we can consider some options in the future.
 - Difficult in English, sorry :) We can make different menus for readers and editors?
 - It's tricky because we don't want readers and editors to get disconnected in terms of what they expect to see on the page. In future, we'd like to make the pages modular and individually configurable instead of making two versions for all logged-out and all logged-in users.

- Why is the design jumping? When the sidebar collapses, the content area is moved a bit. When one uses search, the widget gets wider a bit.
 - The search one was intended. The collapsible sidebar one will be fixed when we'll be working on the visual design. It may be still happening after that, though, on some screens and resolutions.
- Can't hide the TOC
 - We will make it collapsible; examples: [in Swedish](#), [in Farsi](#)
- Now, we have a few hamburger menus and dropdowns. How do we make sure we deliver the optimal experience?
 - We're trying to leave the most used features directly available and easily noticeable. So the language button itself is at the top of the page. The same applies to the Edit button on talk pages. Some specific tools may be a bit hidden and also supported by features like Guided Tours which make sure that the user knows where to find these.
- In the sticky header, the position of the buttons and their number compared to the top of the page change. I don't think it looks very good from UX side
 - Now, we have three lines of tools at the top of the page. We only could make one line in the sticky header. This means that we could only put some tools there, and we had to prioritize these.
- The sticky header disappears to narrower screen widths.
 - That's deliberate because we haven't yet made decisions on what should be prioritized when you have very little space in the sticky header.
- In older designs, it's very easy to customize toolbars. Will it be just as easy to do it in the new one? :)
 - Yes and no :) In theory and in general, we make it possible to customize these. In practice, some UX decisions may limit this possibility. In the future, we would like to build more customizable tools, though.
- Will there be guides? :)
 - We can provide links to the pages with instructions and share links to pages the communities create.
 - A comment: some gadgets and scripts will need to be updated. All of these are hacks to the software, and the Foundation can't be responsible for updating these.
- Q&A - 19:00 UTC
 - Have you begun those discussions with large wikis yet?
 - [pilot wikis, growing number of these wikis over the course of the project, ar and ja currently, en and de towards mid-July, not now]
 - We're definitely open to feedback on the projects in the meantime. If you have thoughts or questions - feel free to respond to our current posts on your wiki. We're also allowing for some time for discussions to come out within the wikis themselves. We're giving ourselves and the communities time to have the conversations - those might be as short as a week or as long as a month or more, it really depends on the wiki and the community and their needs

- Would you consider make it an option to move some of elements in the dropdown menu on the upper right corner out. I find it annoying to click twice to access some of them.
 - We're considering it. We hope that gadget authors would be able to build some adjustments.
- What resolutions have you been testing this at? 4 & 8K in particular
 - We recognize that people with very large screens feel that there is a lot of un-used space on the screen. We don't think that increasing the width of the article is a good way to address this, however we recognize that there are other optimizations we could make (for example: pulling things out of menus). We're not planning to make any of these large-screen-optimizations as part of this project, but might revisit this in the future.
- We have Treasure of Gadgets. Is there a plan to improve this store
 - It'd be great to have a list of related gadgets. In the coming years, we'd also like to work on a more modular interface, and provide more configurability, using gadgets, among other things.
- Is this going to role out to Commons?
 - It will eventually, but we need to adjust it to the specific needs. For Commons and Wikidata, we are planning on bringing the new skin as the default. That said, since these projects might need some additional customization, we'll be expanding the deadline and conversations on these communities past the current July target
- I suppose I should ask about wikispecies
 - We would be targeting the initial deployment, but will also perform Quality Analysis ahead of time to ensure that specific use cases function as expected.

Jun 13, 2022

- Welcome to the Web team Office Hours!
- General update on the project:
 - https://docs.google.com/presentation/d/1RR5Ae-CEp7S1LJ9YJQNwulH5cmoTjvVwOLp5VPjmKz4/edit#slide=id.gfa31b5de46_0_0
- Q&A - 12:00 UTC
 - What will happen to font sizes that are smaller or bigger - most likely we'll increase by pixels?
 - Olga will ask the designer
 - What is happening to the feedback of the 4th prototype
 - Olga needs to write up the report based on what we have in the spreadsheet
 - ToC - add colored margin on the selected section in the ToC

- In the old Vector, the layout of an article was influenced by the ToC. With the ToC on the sidebar, the layout has changed. Technically, it should be possible to put the Infobox on the right sidebar, because it is a part of the content?
 - Infobox is part of the content and is generated by a template rather than by the parser, which is where we're getting a ToC. Actually we don't touch the content. When this part of the DI project will be completed, in the next fiscal year we want to start experimenting with putting different kinds of content in that right sidebar. I don't know if that's going to mean the infobox necessarily because we will have to do some research work with the communities.
- Q&A - 19:00 UTC
 - How soon will these changes be made?
 - Until the end of July. Soon, we'll be talking to more wiki communities to make it default across all wikis.
 - When you implement Vector 2022 to one language version project as a default, can we still change back to Vector Legacy through the personal preference page to Vector Legacy individually?
 - Yes!
 - Regarding the page header (title + tabs) styling, are casual people (ie. not wikipedians) aware that they can edit the page? Currently the "Edit" tab doesn't stand out and I'm curious if you are thinking of making it more prominent
 - Yes, we are. After the Desktop Improvements project, we'd like to surface where the content is coming from, make it easier to understand how wikis work, and changes to the Edit button or Create account button may be part of this.
 - Would the mobile - desktop switch be accessible at the top of the page rather than the bottom of the page?
 - That change would be made on the mobile page, and we're now focusing on the desktop page. In parallel, another team, Moderator tools, is working to make the mobile page more useful.
 - What would happen if a community can not reach a consensus to implement it?
 - We will not try to force the skin on anyone who doesn't want it. We can adjust things, so we can make something only available for logged-out users or only available for new account holders.
 - Quite a few times when I select a short section in the ToC I find myself looking at the next section, I was thinking about highlighting the selected one in the article with some padding above it, centering it essentially, just a thought
 - It's a difficult problem, because sections may be really short and you may be looking at a number of sections at the same time. Also some people read the lines at the top of the page and some read the lines at the center, so it's not possible to determine the only active section.

May 17, 2022

- Welcome to the Web team Office Hours!
- General update on the project:
https://docs.google.com/presentation/d/1A51ONgtFEDDkTS08SekpMXf99Ti_TnTQIWF_RpYRcEj0/edit#slide=id.g11f7aace505_1_23
- Hackathon info
 - https://www.mediawiki.org/wiki/Wikimedia_Hackathon_2022/Schedule, Saturday 15:00 UTC MediaWiki Room
 - Desktop Improvements design workshop: Introducing ideas for the design of the new default Mediawiki skin, Vector (2022)
 - Username for contact: User:AHollender (WMF)
 - Session Duration (25 or 50 min): 50 min
 - Language of session (English, Arabic, etc.): English
 - Prerequisites (some Python, etc.): none
 - Good for newcomers? (Yes/No): Yes
 - Any other details to share?: Please see the Desktop Improvements project page for an introduction to the project and its overall goals
- Q&A - 12:00 UTC
 - How do you expect people to react to this one huge change?
 - On pilot wikis which have been more open to change, we make a more incremental development. More conservative communities prefer receiving everything at once as a "finished" product. After the Desktop Improvements, we'll continue working on the interface, but in June, it'll be "done" as in - we'll have a sufficient amount of data to get this as the default. If you don't like the changes, you can opt-out. Also, we leave some room for configurability (gadgets, configurable sticky header).
 - A note that limited width is a positive change
 - Is [this prototype](#) "current"? Accessibility - the prototypes aren't accessible enough. Contrast between current and other isn't enough. Contrast for tabs and ToC . Increase/change the margin so it's obvious
 - We've been focused on the functional changes, but soon, we'll work on visual design and things related to accessibility. Let's join [our Hackathon session](#).
 - Reading & editing tools - would it be possible for the design changes to accommodate bad article writing. Example - as you scroll down the ToC, certain parts become highlighted to indicate which part of the article you're on. This could say that if you have a big/bloated wikipedia that doesn't map mentally that well - users may not find as much of a need to organize the page.
 - We've been testing on different wikis. The features are or are not useful rather than do or don't do harm.
 - Announce visual design workshop - potentially in the `wikimedia_accessibility` channel in telegram

- How can we communicate about the changes - how are we going to share the prototypes with average Wikipedians
 - CentralNotice banners on both pilot wikis and non-pilot wikis; MassMessages to Village Pumps, project talk page, meetings (incl. with affiliates)
 - Average Wikipedian?
 - People who are signed into Wikipedia and have an account
 - People who are just there to read an article. You can't really win until you deploy when it comes to trying to test this stuff.
 - Before & after banners, banners for logged-out users
- Q&A - 19:00 UTC
 - Can you make the table of contents collapsible
 - In our latest prototype, the table of contents is collapsible. It should be ready within the next couple of weeks:
https://di-collapsible-menus.web.app/Brown_bear
 - On desktops, particularly those that use wide screens, the limits on the width of the content can look cartoonishly narrow. For people who need to use bigger fonts due to visual impairments, this can be an accessibility issue. Has the WMF considered the advantages and disadvantages of limiting the content width for people who use assistive technologies when browsing Wikipedia?
 - We're focusing on the number of characters per line, not the number of pixels. Ideally, the width should be adjusting to the font size.
 - If you're using additional software, we'd need to work more to ensure their compatibility.
 - I currently have a few "scripts" that add links to the interface. Will those scripts be broken after this change? Will these scripts be possible after this change?
 - It depends on the script if it would work or not. We provide help to keep the scripts working.
 - Do you have a timeline of deployments to the largest wikis?
 - Now, we have ~40% of the TOP20 wikis. In early June, the project should be almost ready for deployment. Then, we'll begin discussions and collect requests for further adjustments. Based on that, we'd like to get the skin deployed in late June.
 - How does the new interface handle Wikis that are written in right-to-left scripts? Does the TOC stay on the left?
 - No, the TOC is on the left there.
 - Are the changes applicable to the mobile version also?
 - No, this is only for desktop. We may introduce some changes that work really well on desktop to mobile.
 - Discoverability of the collapsed TOC - make something more discoverable? Train users how to find it?
 - Thanks for your comments on Phabricator. We can experiment more. We have a few ideas, and if you have any suggestions, share them on

<https://phabricator.wikimedia.org/T307900> We also know that Getting Started exist, we could use it.

- Limited width - toggle options to make it full width?
 - Yes, with a number of caveats. Now, a gadget exists. Technically, it's not difficult to do. We're curious to learn how important this is. We don't think having two different interfaces for viewers and editors is a good idea, though.
 - We've been receiving requests for reading customization, like different font sizes, dark mode, etc. Full width would be among those; we could check which one should be provided as a priority.
 - We're working on the grid system. Technically, changes around the content or sidebar widths will be easier.
- How deep will the new TOC go by default?
 - It depends on the length of the TOC. In shorter TOCs, sections would be uncollapsed by default. In longer TOCs, sections would be collapsed by default.
- How does the collapsible ToC interact with the current sticky header?
 - [paste a link to the prototype here]
- To what extent have the changes been evaluated for the potential to break existing portals?
 - Not much should happen there unless there are very specific CSS settings.
- How will the new donation banners be affected by the changes to interface?
 - Not much. The banners would be shown at the top, above the page title and tabs Read, Edit, etc. <https://phabricator.wikimedia.org/T303549>
- Are there any plans to address the enormous layout shift caused by site notice?
 - There are some plans (not ours - other teams work on them) to get the banners loaded on the server side, so the shift would be decreased.
- What if a community says no?
 - We would prefer to make more adjustments and talk more rather than stopping at a "no".
- In regards to the language button, some wikis use interwiki links like Wikipedia and some use Extension:Translate like MediaWiki.org. How does it affect the behavior of the language button?
 - For now, there will be no changes to that extension.
- Can you create a floating menu?
 - We can make the sticky header configurable.
- Which newbie-friendly Hackathon 2022 sessions related to the Desktop Improvements do you recommend to join?
 - Both of the sessions, Alex's and jon's
- Seems I missed a lot but I had a quick question about the future of the design work, there seems to be a "deadline" of june for vector 2022, are there plans to keep working actively on the desktop interface after that ?

- Yes, next, we'll be working on the structure between "basic" pages, talk pages and history pages. We'll work on that next fiscal year (after June 2022).

April 29, 2022

- Welcome to the Web team Office Hours!
- General update on the project:
https://docs.google.com/presentation/d/1kQXh-FeV9SFtyvmQCkvwSJsxuUgciuoAtiaQrCzUj44/edit#slide=id.g11f7aace505_1_23
- Q&A - 13:00 UTC
 - Page tools - since you're going to separate page tools from the website tools, would it be more consistent if the TOC was on the same side of the screen where the page tools are
 - TOC is on the left side because people look at the left first. Later on, we'd like to build a more modular interface where things would be different for different groups of users.
 - TOC - for some users or on some pages, it's of no use. Will it be possible to hide it? Have you evaluated this issue?
 - We've researched users coming from different countries and checked what people use the TOC for. We've prepared a few different TOC's and the persistent one was preferred over the collapsible one. Also, we learned that TOC is not only a tool to jump between sections - it's like a map of the page and people build their understanding of the entire page based on the TOC.
 - When we asked the communities, ~80% of editors liked the persistent version.
 - We're testing how logged-in users use the TOC (A/B testing)
 - We're considering giving the opportunity to hide it, but we haven't made any decisions.
 - Collapsible menu is good, but criticism that the menu is being replaced by white space. Does it make sense to allow the users to collapse the menu if the alternative is white space?
 - There's a limited width on the page that defines how much space the content should take. When a menu collapses on a narrower screen, the content should expand to fill the width up to the threshold. On larger screens, where the width is already at the correct size, no changes will be observed when a menu collapses
 - I usually need to increase the size of the font by, say, about 50%. How do the margin's texts and the content width behave with this constraint ?
 - It's a tricky thing, technically. The width should widen. We've had discussions about increasing the basic font size, no decisions have been made.

- Is it possible to add the Nightly mode, if the system or browser, does not allow it.
 - For logged-out users it's difficult to provide these settings because of the back-end problems. So it's unfortunately not up to our team.
- AHollender (WMF) that [presented me his last contribution](#) to the phabricator task. My questions are: 1) Is this prototype going to be presented to all the users like the fourth prototype? 2) If it isn't going to be presented to all the users can you explain me the reason why?
 - Maybe, we don't know yet. We're testing the fourth prototype, we'll read all the feedback, analyze it, and consider our options: if we'd prefer to work further with what we have or prepare something different.
- Search - it doesn't support the shortcuts, like en: taking to English wiki. This doesn't work now. Will it be back?
 - Yes, we're working on it.
- "emerging market" : that term "market" may have not the same meaning as in french, but it sounds terrible to me
 - This term has a different meaning in our context than in its original economic context. We don't think it's ideal, either :)
- I'd love to contribute on the design, [I've posted a little message](#) on phabricator 😊
 - Alex will reply next week
- Q&A - 18:00 UTC
 - Visual refinements - we've been struggling with talk page banner bloat. Lots of banners at the top of talk pages. Tricky to notify editors of various decisions and information. As we're bringing everything into alignment with the visual style and standards, do you have any thoughts about talk page banners? Will you be building out any tools?
 - We're not working on talk pages. The Editing team is. We're working together on the styling, we're making sure our changes work on talk pages, but we consider templates as part of the content, so we're not trying to change them. We can only improve some aspects.
 - What we could improve together with the communities is the usage of h4 and h5 headings (it should be avoided) so that the TOC could work better.
 - Language menu and collapsible sidebar - the first version didn't contain a language search, now it contains it. If the sidebar gets collapsed, how will you provide the finability of the links within these menus?
 - The shortcuts will continue to work
 - Large tables are a problem - it's important if we start restricting the width of the content. Other skins use horizontal scrolling, but it's difficult to figure out that a table is scrollable horizontally. There could be a floating icon indicating that it's scrollable horizontally.
 - We've considered making these wider, but it's technically tricky. So for the time being, these will be floating.
 - Relevant Phabricator link: <https://phabricator.wikimedia.org/T42763>
 - We'll explore possible solutions on Phabricator

- Alex: what do you want from the ToC when the screen is narrow? Why do people want to collapse it when the screen isn't narrow?
 - On getting rid of it in a narrow view - it allows me to focus more on the article. I'm reading the article, not the table of contents. It's a reference point that I use to get into the article. It may allow me to judge my position within the article. If I'm reading or editing, I can take an action from where I'm reading - the action is the optional part. It's not super critical to me. Even in a wider variant, it creates a calmer view, it's a nicer way to only do the reading
 - Where should it be?
 - Would prefer it not inline. I'm not always at the top of the page when I want it. Now, I'm somewhere in the article, press home, then find the ToC
 - On mobile, this is even more difficult.
 - I don't really use mobile or narrower screen widths to edit that much.
 - It's difficult now that it's so far under the sidebar.
 - Should the existing ToC be retained along with the new one in the sidebar. The ToC and the lede fit together. You read the lead and you get an understanding of the topic that way.
- Move the "other projects" category to the sticky header at the top, to the left of the new language tab. One of you replied that it was planned but from what I see, it was simply moved to the right and is not accessible when you scroll down the page. Still, there's room in this new sticky header and it could represent a huge opportunity for both readers and contributors. Could you please look into this question?
 - We were considering to move "different languages" into the sticky header. Regarding sister projects, we'd need to check how often people switch there.
 - The reason the other projects are there is mostly to advertise the other projects to users and to "Grow together". I think we should find 'better' ways than a dumb list of links for that personally. more like a "related content section"
- My concern is for the wikipedia in Haitian Creole. I would really like to see possible improvements. Haitian Creole wikipedia hasn't an interface administrator. So we have not really changed: Always the same articles are present on the Home page, what we can do to attract people on our project?
 - This is an issue going beyond this project, will talk about it later.
- Have you thought about other pages, like better ways to navigate through the history pages, how do we contact people, etc?
 - We're considering to work on the navigation, clean up the nav between pages (content page, talk page, history page). We may change "History" into "5 current discussions" or something. Regarding connecting people - we've been talking about the newcomer homepage. What about making it

"the homepage" following you as you grow? That would require more collaboration with the communities, though.

March 29, 2022

1. Welcome to the Web team Office Hours!
2. [General update on the project](#)
3. [Page tools demo](#)
4. Q&A
 - a. I like everything you did so far, which is transforming an ugly, dated web page into a modern and beautiful one. What I was hoping for is a solution for info boxes and navigation boxes that are getting bigger and bigger, pushing all the images further down, squeezing text between boxes and left-aligned images etc. The wide right margin would be the right place for those. But now we're getting a new menu there, which kind of scares me...
 - i. Removing the ToC from the end of the intro section will cause so many sandwiches.
 - b. Initiatives within the realm of the community to improve the overall look.
 - i. Font size, style of infoboxes, gadgets, coordinates.
 - ii. Let us know and share what seems to be odd/off.
 - c. Any chance for official dark theme?
 - i. Not as part of this work. There are a lot of technical challenges with creating a dark mode that's easy to maintain. We're making lots of changes in the backend to help support any future efforts there though.
 - d. Why do we use the term "emerging markets"
 - i. There's no good term. This isn't necessarily a better term than Global South
 - e. To what extent the mobile view is similar to the new desktop interface?
 - i. Desktop is used in less developed regions, but mobile and desktop require different approaches, so while working on desktop, we're focusing on desktop only.
 - f. Can logged-out users change their interfaces?
 - i. It's difficult. There are technical blockers. Also, our capacity is limited. Technically, we're making it easier to maintain and develop community skins based on Vector 2022.
 - g. How do you prioritize things that should be changed? Readers and editors have different priorities, perhaps junior users would log out because they wouldn't need all these tools for editors. Also, language switching makes sense for multilingual regions and is less useful for monolingual audiences.

- i. User testing with readers and editors from different countries on the current interface. That shaped our priorities. Languages - it's like accessibility - we're welcoming by default. If you don't need a particular tool, that's ok. The downside of you not knowing how to switch between the languages is worse than the downside of you not needing the language switcher. Readers aren't as represented in our movement discussions as editors, so we need to make more effort related to readers' needs. We also work with Editing and Growth teams which develop talk page tools and tools for newbies.
- h. Who's responsible for patroller tools and special pages?
 - i. We clean some pages, but aren't responsible for patroller tools.
- i. Thanks for asking good questions, please share your thoughts and we hope we'll continue working together.

January 27, 2022

1. Welcome to the Web team Office Hours!
2. General update on the project
3. Table of Contents Demo
4. Q&A
 - a. a collapsible sidebar is not useful for large screens. Is it possible to have larger text on large screens?
 - i. We're thinking about increasing the font size and the width.
 - ii. If there's space, it doesn't mean the sidebar should be visible. Functionalities can distract from reading experience. Later on, we might work on the reading and the editing interface. Then, we'd ask ourselves a question what functionality the sidebar would bring in these interfaces.
 - b. for language in old skin we can choose a preferred language and if the article not exist in this language, it redirect you in content translation, but this function is desperate
 - i. We're working with another team. They're working on the language selector.
 - c. how the narrower width will affect existing tables
 - d. These changes are overall very good. They are also better for readers than for editors
 - e. Virtual confetti. It's a difficult and big task. Thank you!
 - f. The interface on the English, French, and Creole Wikipedias. Is our work affecting main pages on these Wikipedias?
 - i. Main pages vary across wikis and are defined by the communities. At the beginning of the project, we said to ourselves we wouldn't touch content

such as main pages. Now, we're doing little changes like adding the title which allows us to displace the language button. We're still learning what we could do about the main page. It's a delicate matter. We'd like to bring a better experience and let people understand and enjoy the interface.

- g. How did you choose the pilot wikis, what are the conditions?
 - i. It's a combination. Some communities reach out to us. We approach some other wikis directly and ask them. We'd like to have different kinds of scripts, geographies, writing directions, Wikimedia projects, size of content, size of the project, etc.

October 12, 2021

14 volunteers, 5 staff

- 5. Welcome to the Web team Office Hours!
- 6. General update on the project
 - a. [Principles of the project](#) (we don't touch the content, etc.)
 - b. [Features](#)
- 7. Sticky Header Demo
 - a. Intro on "why"
- 8. [Q&A notes]
 - a. Is there a way to show a sidebar when you scroll?
 - i. Currently, no. First, we need to move the article-related pages into a separate menu, and figure out what links are used and important.
 - b. Can we opt in individually or use the sticky header on the whole page?
 - i. Both:
https://www.mediawiki.org/wiki/Reading/Web/Desktop_Improvements/Participate
 - c. Watchlist link being available directly and not under the user menu drop-down (massively useful for regular editors, learning aspect for newbies)
 - i. We're collecting data which links are clicked on the most. We're most likely to un-hide the watchlist link. Within a few weeks (a month), we would make the change. We're cleaning up first, and then figuring out what should be directly available.
 - d. Is the current new Vector a bit too passive, not engaging?
 - i. The user menu example - introducing the new user menu correlated with a spike in account creations. We don't want people to be scared off, either.

- e. What about designing the interface for advanced users, suited for their workflows?
 - i. Olga's personal wish to make the interface more modular
https://www.mediawiki.org/wiki/Talk:Reading/Web/Desktop_Improvements#There_are_not_only_readers._but_also_editors_and_powerusers (far future, don't quote this as an official plan!)
- f. Almost 50% of the space is empty, and many users didn't like it. Is it possible to restore the full width for the entire wiki (as in, for the community)?
 - i. Shorter line length is better for readers, we are certain about the advantages
https://www.mediawiki.org/wiki/Reading/Web/Desktop_Improvements/Frequently_asked_questions also, the limited width allows us to put something else in that empty space.
- g. Have you considered moving images into the currently empty space?
 - i. Yes. When the navigational parts of the interface are done, we'll think about that. This needs some designers' work.
- h. Have you considered asking the readers directly? Would it be possible to make a poll for them?
 - i. It's difficult to make polls for large numbers of people. We have been talking to smaller groups and samples.
- i. Would it be possible to make the width full again until the navigational parts are ready?
 - i. The main reason for having a limited width is the readability. The ability to put something else instead is secondary.
- j. Will the limited width be default for the next few years?
 - i. Yes, but we also are considering building preferences for readers. They would be able to adjust the width. Also, we would like to make the font larger which works differently with the same width.
- k. Do you - the team - have any questions for us - the community?
 - i. Yes, for example, the design of the table of contents. We have a few versions for the TOC. Could it be collapsible? Should all sub-headings be available, or just h2 and h3? (In other words: do people click on the main sections, or the specific sub-sections as well?)
 - ii. A: the more clicks, the worse. Highlighting the currently displayed section is nice. When going to a h2, it should uncollapse in the TOC. Also, are you aware of the numerous existing templates for TOC? In articles like lists, they do a bit of a distinct job. If there are just a few sub-sections, all of them could be displayed.
- l. Did you try to move the TOC to the right?

- i. That version had worse tests. Maybe it's because people tend to look left to right. This all applies to LTR projects. On t, the TOC would be displayed on the right side instead.
 - m. What if the TOC is longer than the screen displays?
 - i. Currently, there's a scroll bar. Depending on the settings of the sub-sections, this problem may disappear.
 - n.
9. Add your question here

August 6, 2021

1. Welcome to the Web team Office Hours!
2. Since the new design is deployed on 20 or so wikis already, will there be any bigger design changes coming in the future? (stjn)
 - a. OV: project is a collection of smaller features; we'll build one at a time, see what communities are interested, etc. Right now on about 20 wikis. We have a couple more features left. For bigger design changes, last 2 big features to do: sticky header and table of contents. (Userlinks will go out next week.) After the features, then a pass for visual styling. Then we will call it done. Will then start talking to wikis about making it default.
 - i. stjn: Resulting design looks kinda inconsistent, mishmash of different things. When are you planning to do something about it?
 1. OV: after all the features are built, then we'll do the visual cleanup.
 2. AH: yes, figure out structural issues, then will work on visual elements
 3. JR: balance between changing too much and too little; some editors get freaked out by big changes but some want to go for it.
 4. OV: exploring some different versions - like vector, more modern. Looking to get community feedback on the designs. Nothing is final from our side yet. But it's still going to look like Wikipedia.
3. Add your question here

Resources:

- Intro presentation
- Sticky header prototype: https://di-community-round-2.web.app/Audre_Lorde
- ToC prototype: <https://di-toc-phase2.web.app/Hokusai>

March 8, 2021

1. Welcome to the Web team Office Hours!
2. Carla - how are we communicating the changes
 - a. Blog posts
 - b. Larger announcements/promotion when we're closer to release
 - c. User testing
3. Edna - how are we deploying this? When will it be coming to Spanish Wikipedia?
 - a. Increasing our pilot wikis with each release
 - b. Spanish Wikipedia will be one of the next pilot wikis coming up
4. Rita - English will be last batch of wikis. Promotion and communication to those early adopter communities that are the readers - what is the communication plan to let them know this is coming.
 - a. Easter egg plans, feedback plans
 - b. Alex: People should look at Wikipedia as a website that can and should change. Other ideas - recruiting readers to be a feedback network or group. More communicative opportunity to engage with reader. How prepared are we to invite people in to learn more?
 - c. Rita: IMBD - banner at top of the page - this is our new experience. "Try out the new version" - click on this link. Give feedback on the new version. Good way to include people in the design feedback of the new project they are launching. Aimed at refreshing the reading experience. How to involve the silent majority. How to offset the more experienced and vocal contributors?
 - d. Rita: any plans for blog posts? - we're working with Comms. Some functionalities will have their dedicated blog posts. We'd like to avoid having too much attention before we deploy the changes on all wikis. There's a challenge - we'll lose the audience we'd have after the final deployment. On the other hand, we'd like to be transparent about the project, and there's a need for some balance.
 - e. How to communicate the project to the readers? - Benoit and Marshall are approached by proactive communities. Some communities will be very resistant, others are proactive about the Desktop Improvements as well. We're trying to get more ambassadors to communicate the DIP better to the communities.
 - f. Have there been any specific reactions from the communities? - it's similar to what we're receiving on the talk page on MediaWiki.org, but even more positive. Someone mentioned how good our documentation is. That means it's not true that no one reads it ^^ The white space issue is controversial. People don't necessarily understand why it's easier to read narrower text. There was an interesting case of a French blog post published a month after our deployment for all French readers. Are our changes not obvious enough? :)

- g. Rita deserves to have a special "consultant badge" for the most informed and involved person not working in the Web team.