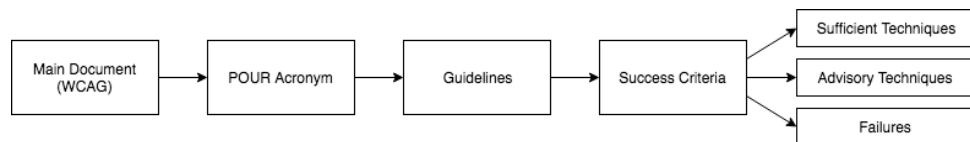


# W3C Silver Community Group

## Information Architecture

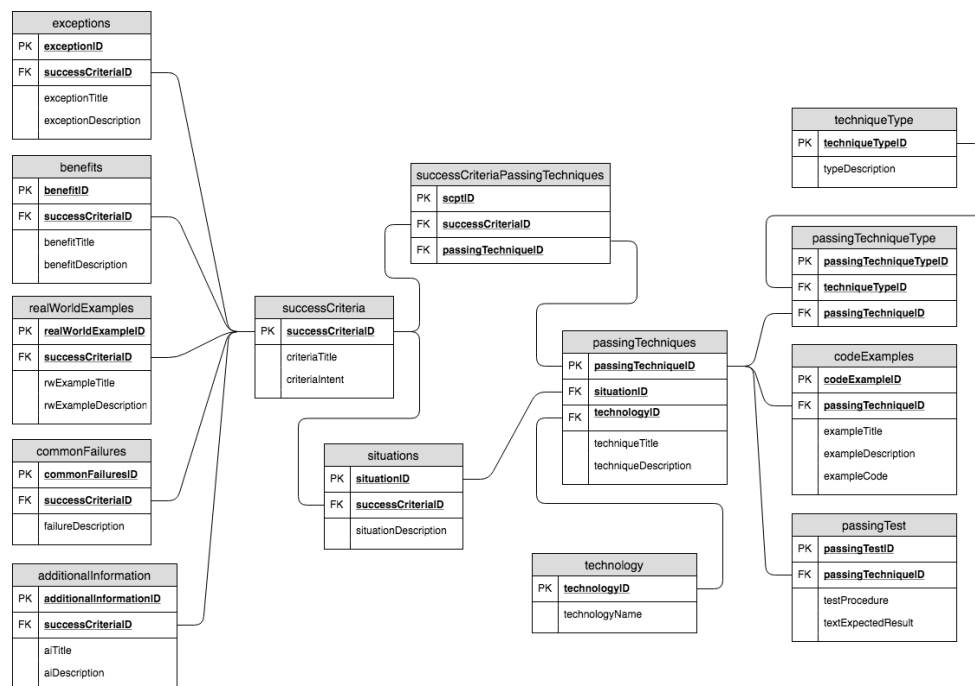
Please note that this is very much a pre-alpha / work in progress / brainstorming activity and is not anything close to a set in stone architecture at this stage! (Mike C)

### Current (2.1) Structure



1 Main Document  
4 Items in Acronym  
13 Guidelines  
78 Success Criteria  
... TechniquesSo

Success Criteria of current structure follows a structure similar to the following:



### Issues with Current Structure

- Guidance is given to ALL users, regardless of their role or interest.
- A, AA, and AAA guidance is shown to all users
- All technology is shown to all users
- Acronym, whilst useful, does lead to the “Just follow POUR” mentality.

### Key components for Silver IA

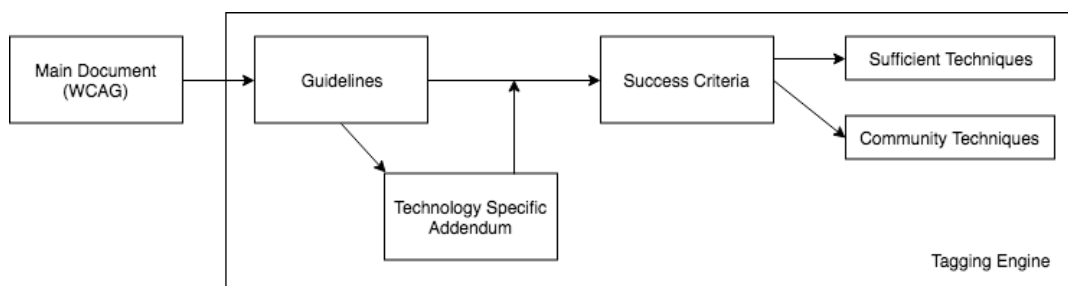
Should be simpler than the previous architecture

- Less levels?
  - Less Guidelines?
  - Less overall documents!
- Should be available in a form that allows others to make their own implementations of guideline information
  - RESTful API?
- Should allow for others to add in their own examples, implementations, or design patterns to support a given guideline
- Should provide baseline information but this can be complemented by additional information that is technology specific
- Should allow for content to be tagged according to “criteria”...not sure what this criteria will be yet
  - Role of person looking
  - Content type being developed
- May maintain a rigid baseline structure to allow conformance to be possible?
  - Alternative is to look at different scoring systems for different content

### Potential Issues with New Structure

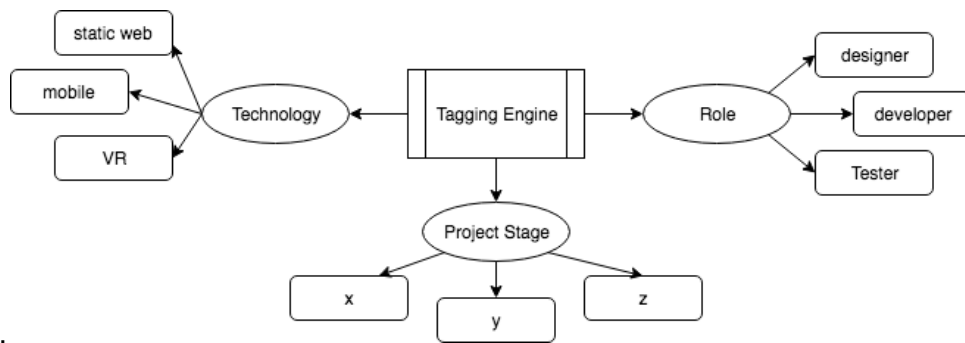
- How do we say “this is W3 approved, and this is from the community”
  - Normative and Informative (anything that is produced by community)
- Do (and if so how do) we rank community techniques?
- What about new technologies? How in depth do we go?
  - Web > Dynamic Web > Angular > Angular v6.0.5
- If you’re only showing people their world, are they blinkered to other issues?
  - How does conformance fit into this?
  - Do we show condensed versions of everything and then expand on request?
  - Give people the option to see things that are related to the item that they are currently developing.
- Database all the things...if we want to create guidelines for specific components does this sit as another system at the side of what can exist?

### Potential New Structure



Removal of Acronym, addition of community techniques, addition of technology specific addendums.

- Tagging engine sits on top of **EVERY** element and gives the opportunity for meta-data to be attached to allow constraints to be placed on the information that is shown to a user.
  - Need to examine how to create the interface so that user path is still clear and that the tagging engine doesn’t get in the way of what users want to do.



Need to examine some form of a tagging hierarchy. Some of these categories are 1 dimensional but others are very structured, **and how does compatibility work between sections?**

This should map quite easily to a RESTful API so that people can make their own versions.

Components! How do we include specific guidance for components that involve a lot of different guidelines being used? Do we even do this?

## Going Forward Questions

### Information Architecture

1. What information is contained within a Guideline
2. How does a Technology Specific Addendum support or override a guideline?
3. What information needs to go into a success criteria?
4. What information goes into a Technique?
5. Should the tagging engine be used to create relationships between items or should that be part of the base structure?
6. Do we have community information in a separate location to W3 information (i.e. a different API)

### Other Questions

1. What happens if someone wants to add information on a technology that doesn't exist?
2. How do we communicate that a certain technique is not "W3 Approved"
  - a. How do these techniques fit into a conformance model?
3. How do we certify users for adding information
4. What happens if we are overrun with ideas - how does this get sorted?
5. Do we gamify the addition of community/expert material and the checking of this? Will people respond well to having a 'profile' saying that they have checked X many items
  - a. Does this then create incentive to contribute?
  - b. Will people value the opinions of users with higher level badges?

