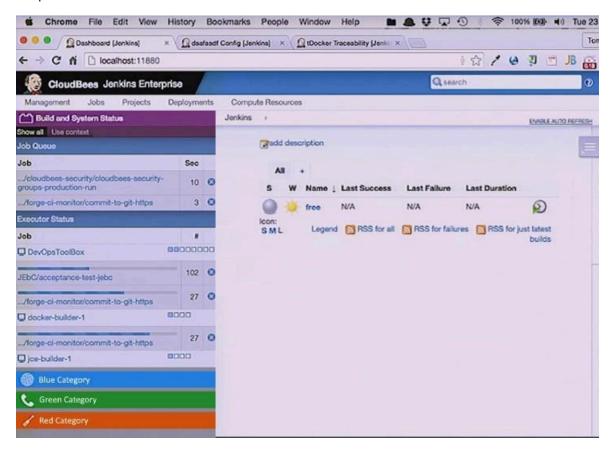
Comments on existing changes (Tom and Gus):

1. Navigation menus

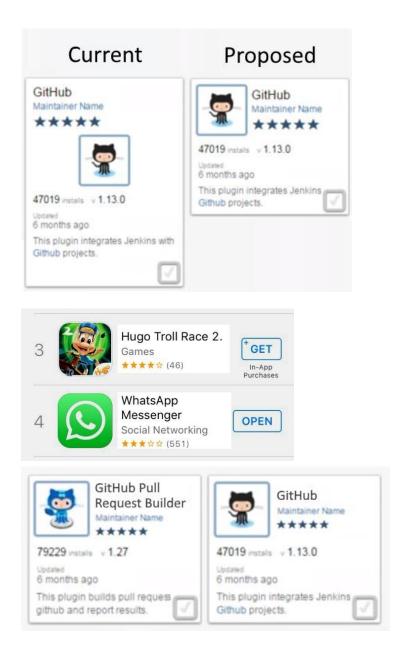
- 1. Why not to put right side icons to the left? Seems unnecessary to take much space on the left and split navigation area. At the same time, the elements on the right may be of main importance to a user.
- 2. On the left, instead of only icons, expand width and make icons + text: as in old UI, but in categories that Gus proposed and with expandable information on the page. This way there is clearer understanding of what the icons mean without losses, as it seems that there is enough area for main area. I think there are two ways to implement it:
 - Toggle implementation: the tabs are showing information by expanding and collapsing. I prefer this solution.



Sliding implementation: on the click of a menu, as in Gus' new implementation, a new menu
opens on the left. At this moment, menu cells lose its text and become only icons. So when
it is open it is just like in Gus' implementation.

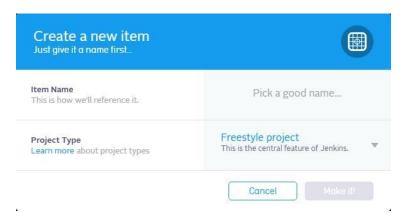
2. Plugin tales

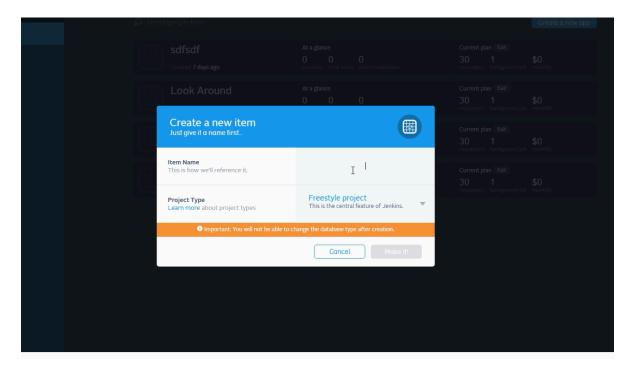
Minimize tale area.



3. New item

Friendly for first time interactions with Jenkins (Parse.com like)





My own ideas:

1. Navigation bar: add consistency.

Problem: Often confusing where you are. Hard to move to previous parts.

Behavior: No consistent naming of where user is.

For example, before the on creation of a new item, the path is "Jenkins -> All". After creation of a new item, the path becomes "Jenkins -> NewItem -> Configuration" so that step "All", although user only proceeded deeper.

Another example is when user clicks "Configure" inside project the path becomes "Jenkins -> NewItem -> configuration" ("-> Configure" seems better to me). However, when user clicks "Status", "Changes", or "Workspace" there is no change in path.

Finally, when "My Views" is clicked from main page, the navbar changes from "Jenkins" to "Jenkins -> User -> My Views -> All" in just one click. That is, in my view, is completely not expected and normal behavior which makes navbar unreliable and finally unused.

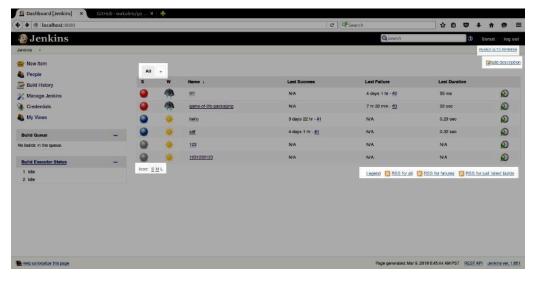
2. Reducing not essential interface elements.

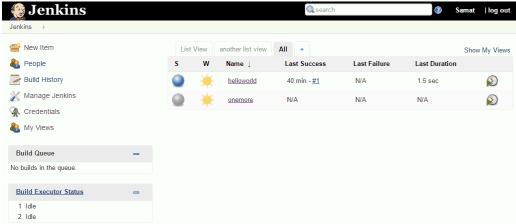
Problem: A (new) user may be confused and distracted, may be harder and longer to navigate through panel.

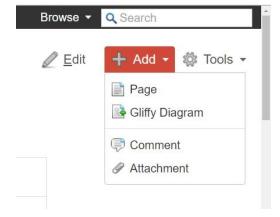
Behavior: the interface is crowded with often unimportant elements, which are rarely used.

For example, in my view, on the main page (localhost:8080) there are a few such elements:

Add description, new view, icons size, RSS feed, auto refresh. These elements may be grouped into more succinct elements (such as RSS in one dropdown). Alternatively, some of the elements, may be moved to settings page, what I personally would prefer.







Regarding many others areas of improvement listed here

https://wiki.jenkins-ci.org/display/JENKINS/2.0+UX+improvements I think most of them are greatly proposed by Tom and Gus. Except the few proposed changes above, I would say that I fully agree with their ideas.

I think they would significantly improve user experience and there is no much need to change them as they accomplish their role very well. For example, areas 1-5 (plugin selection, LESS theming, item

categorization, configuration page, and plugin manager) I think are very well developed in videos. However, I think there may be first level UI improvements, which I did not go through yet.

Personally, I also would love to get involved and help to implement the changes of Tom and Gus as well as on the changes proposed by me.