

GUI Change Request

GUI (Graphical User Interface)

The format of the lesson GUI impacts the visual quality of the lesson. In some cases, it might be necessary for you to create a new lesson GUI or customize an existing lesson GUI to improve the aesthetic feel, flow and effectiveness of a lesson.

You must associate a lesson GUI with a lesson, when creating a lesson in the Course Development tool. You may accept the default lesson GUI, which was associated with the lesson model or select another lesson GUI. A lesson GUI must be associated with a lesson model when creating a lesson model in the Lesson Model tab in the Course Setup Administrator tool.

Any changes must be branding compliant and are owned by the requestor.

GUI Format

Topics Layout (select one of the following)

Topics Hidden - Course and Lesson names displayed at the top of the screen. Feature bar displays below the lesson name. Navigation buttons display on the right end of the feature bar. Topic names are hidden from the student. Student must navigate among pages via paging buttons and/or hyperlinks.

Topics Left Side - Course and Lesson names are displayed at the top of the screen. The feature bar displays below the lesson name. Navigation buttons display on the right end of the feature bar. Topic navigation is contained in a tree control displayed on the left side of the screen directly below the feature bar

GUI Features

The lesson GUI features display on a graphic bar running the entire width of the screen. It dynamically resizes to correspond to the screen resolution on which it is displaying. You may include up to 5 features in a lesson. More than five will likely not be viewable on many screens.

Features Bar

Exit Lesson (always appears)

Site Map

Allows a user to view an outline of site features and sections. Other lessons in the course can be directly accessed from the Site Map.

Progress Report (not recommended in current version)

Allows the Learner to view a lesson list that shows the passing and completed status of each lesson.

Scoring Report (not recommended in current version)

Ask the Expert

Allows the Learner to submit a question about the content. The questions can be reviewed, answered, and posted to the FAQs by the expert.

Who will be experts for course(s)

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

Expert - type expert name - , Course - Type course name -

FAQs

Allows the Learner to review all the questions that have been submitted and answered by your content expert.

Glossary

Allows the Learner to view a comprehensive list of terms that have been added to your course Glossary.

Help

Allows the Learner to launch a Help file that explains lesson features and functionality. If you want to include a customized Help file, you must add it as a custom feature.

CUSTOM ELEMENTS (must define via URL)

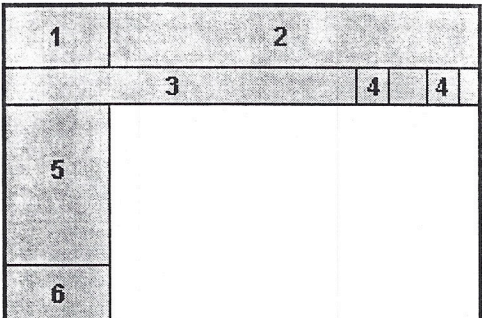
Allows a Learner to view features you have built that are custom to your lesson. You may include up to 4 custom features in a lesson. Since custom features must be built on servers external to the LDS, the LDS cannot take responsibility for supporting or maintaining custom features or the hyperlinks to them.

- Type needed custom elements -











Look and Feel (see pg. 177 of LDS User Guide for description)

Modifications to look and feel can be made if business case warrants it and branding standards can be met. Changes require defining several properties and providing graphics to defined size.

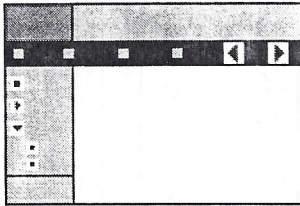
- Standard ██████ U Look Feel -

GUI Area	Description of GUI Area
 <p>The diagram shows a rectangular GUI area divided into several regions. Region 1 is a small square in the top-left corner. Region 2 is a large rectangle covering the top and middle sections. Region 3 is a horizontal bar below region 2. Region 4 consists of two small squares on the right side of region 3. Region 5 is a vertical bar on the left side of the main content area. Region 6 is a small square in the bottom-left corner of the main content area.</p>	<p>1 = Top-Left Banner Choose this icon to select the background color behind the banner. Corresponds to section 1 of the diagram below.</p> <p>2 = Course/Lesson Choose this icon to select the background color behind the course name and the course lesson, as well as, the course and lesson font type, color and size. Corresponds to section 2 of the diagram below.</p> <p>3 = Feature Bar Choose this icon to select the background color behind the features box, as well as, the font type, color and size of the feature names.</p> <p>4 = Page Navigation Choose this icon to select the background color for the navigation buttons.</p> <p>5 = "Page of "Text Choose this icon to select the "page of " font type, color and size.</p> <p>6 = Tree Navigation Choose this icon to select the topic/subtopic font type and color, the background color, the text color and the highlighted text color.</p> <p>7 = Bottom-Left Logo Choose this icon to select the background color behind the logo by clicking the Bottom Left Logo graphic allows the user to choose the background color behind the logo.</p> <p>8 = Content Area Choose this icon to select the border width around the content area, the color of the border and the background color behind the content.</p>

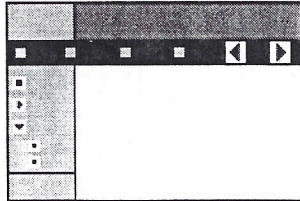
Example of GUI elements

<p>1</p> 	<p>2a</p> 	<p>2c</p> 	<p>2e</p> 
	<p>2b</p> 	<p>2d</p> 	<p>2e</p> 
	<p>3</p> 		<p>4</p> 
<p>5</p> 			

Top Left Banner



Course / Lesson



Logo



FILE NAME: gui_project_logo.gif
SIZE: 150 x 61 pixels

Course Title



FILE NAME: gui_course_title.gif
SIZE: 154 x 30 pixels

Lesson Title



FILE NAME: gui_lesson_title.gif
SIZE: 154 x 31 pixels

Course Endcap



FILE NAME: gui_course_end.gif
SIZE: 35 x 30 pixels

Lesson Endcap



FILE NAME: gui_lesson_end.gif
SIZE: 35 x 31 pixels

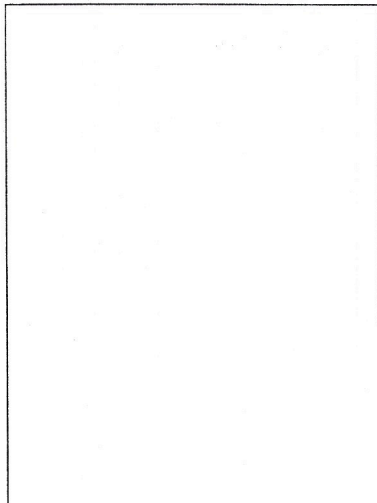
Course Background



FILE NAME: gui_course_bkgrd.gif
SIZE: 1(min.) x 30 pixels

RELATED ELEMENT INFORMATION:

This graphic element is also a **Tiling Image**. The field that it creates will be the background for the Course or Lesson Titles. It is recommended that the designer test the text against the tiled background to be sure that it is easily readable to the user.



Lesson Background

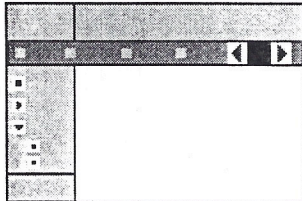


FILE NAME: gui_lesson_bkgrd.gif
SIZE: 1(min.) x 31 pixels

RELATED ELEMENT INFORMATION:

This graphic element is also a **Tiling Image**. The field that it creates will be the background for the Course or Lesson Titles. It is recommended that the designer test the text against the tiled background to be sure that it is easily readable to the user.

Feature Bar



Feature Bar Background



FILE NAME: gui_feature_bkgrd.gif
SIZE: 1(min.) x 28 pixels

RELATED ELEMENT INFORMATION:

This graphic element is also a **Tiling Image**. The field that it creates will be the background for the Course or Lesson Titles. It is recommended that the designer test the text against the tiled background to be sure that it is easily readable to the user.

Feature Bar Buttons

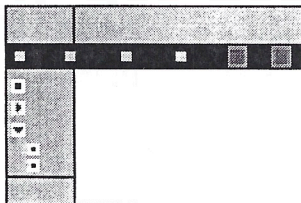


FILE NAME: button_feature_topic.gif
SIZE: 15 x 28 pixels

RELATED ELEMENT INFORMATION:

FUNCTIONALITY: this button does not have active and inactive graphic states; however, a hand cursor does appear when the user rolls the arrow cursor over the button. It is a static image, which is used for all of the Feature Topics.

Page Navigation



Back Button On



FILE NAME: button_feature_back.gif
SIZE: 22 x 22 pixels

RELATED ELEMENT INFORMATION:

FUNCTIONALITY: This graphic represents the "active"

state when the previous page in the lesson is available to the user. This button does not exhibit its own rollover behavior with active and inactive graphic states; however, a hand cursor does appear when the user rolls the arrow cursor over the button.

A second button, **button_feature_backg.gif**, is also created and displays if the previous page is not available to the user.

Back Button Off



FILE NAME: button_feature_backg.gif

SIZE: 22 x 22 pixels

RELATED ELEMENT INFORMATION:

FUNCTIONALITY: this is the graphic which represents the "inactive" state when the previous page in the lesson is unavailable to the user. This button does not display a hand cursor when the user rolls the arrow cursor over the button.

A second button, **button_feature_back.gif**, must also be created and will display if the previous page is available to the user.

Forward Button On



FILE NAME: button_feature_next.gif

SIZE: 22 x 22 pixels

RELATED ELEMENT INFORMATION:

FUNCTIONALITY: this is the graphic which represents the "active" state when the next page in the lesson is available to the user. This button does not exhibit its own rollover behavior with active and inactive graphic states; however, a hand cursor does appear when the user rolls the arrow cursor over the button.

A second button, **button_feature_nextg.gif**, is also created and displays if the next page is not available to the user.

Forward Button Off



FILE NAME: button_feature_nextg.gif

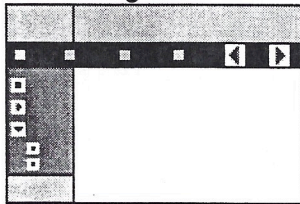
SIZE: 22 x 22 pixels

RELATED ELEMENT INFORMATION:

FUNCTIONALITY: this is the graphic which represents the "inactive" state when the next page in the lesson is unavailable to the user. This button does not display a hand cursor when the user rolls the arrow cursor over the button.

A second button, **button_feature_next.gif**, must also be created and will display if the next page is available to the user.

Tree Navigation



Topic Node 

FILE NAME: button_nav_default.gif

SIZE: 11 x 11 pixels

RELATED ELEMENT INFORMATION:

- **LEFT SIDE JAVA NAVIGATION ELEMENT:** This button represents the default state of a topic within the Java based Leftside Navigation of the GUI. As part of a parent/child type of navigation, this button should signify that it has no children or subtopics.
- As part of the parent/child navigational structure, this button must be part of a "family" of buttons. The other buttons in this series are as follows:
 - button_nav_right.gif
 - button_nav_down.gif
 - button_nav_subtopic.gif

Topic Right Arrow 

FILE NAME: button_nav_right.gif

SIZE: 11 x 11 pixels

RELATED ELEMENT INFORMATION:

- **LEFT SIDE JAVA NAVIGATION ELEMENT:** This button represents the Topic state where a main topic has subtopics or children within the Java based Leftside Navigation of the GUI.
- As part of the parent/child navigational structure, this button must be part of a "family" of buttons. The other buttons in this series are as follows:
 - button_nav_default.gif
 - button_nav_down.gif
 - button_nav_subtopic.gif

Topic Down Arrow



FILE NAME: button_nav_down.gif

SIZE: 11 x 11 pixels

RELATED ELEMENT INFORMATION:

- **LEFT SIDE JAVA NAVIGATION ELEMENT:** This button represents the Topic state where a main topic having subtopics or children has been selected and now the subtopics are also revealed.
- As part of the parent/child navigational structure, this button must be part of a "family" of buttons. The other buttons in this series are as follows:
 - button_nav_default.gif
 - button_nav_right.gif
 - button_nav_subtopic.gif

Topic page



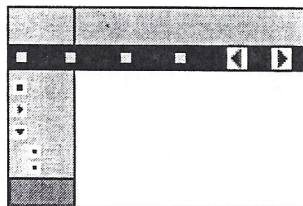
FILE NAME: button_nav_topicpage.gif

SIZE: 9 x 9 pixels

RELATED ELEMENT INFORMATION:

- **LEFT SIDE JAVA NAVIGATION ELEMENT:** This button represents the Topic state where a main topic having subtopics or children has been selected and now the subtopics are also revealed directly below.
- As part of the parent/child navigational structure, this button must be part of a "family" of buttons. The other buttons in this series are as follows:
 - button_nav_default.gif
 - button_nav_right.gif
 - button_nav_down.gif

Logo Area



Logo



■■■■ Branding discourages use of logos other than the ■■■■ logo or product logos. Team logos and project logos are not acceptable.

FILE NAME: gui_leap_logo.gif

SIZE: 150 x 61 pixels