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EMUG 2023



Courtyard Boston Downtown Hotel June 14-15, 2023







EMUG 2023

UI/UX Design Enhancements

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Agenda

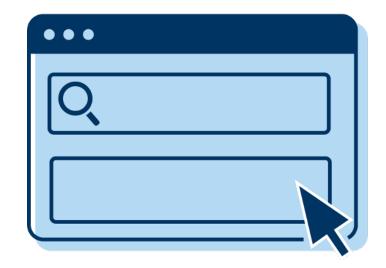
Welcome to EMUG: Day 1

- What is UI/UX Design?
- Editor Main Menu
- Design System Updates
- Accessibility Updates
- User Research
- Resources
- Questions



What is UI?

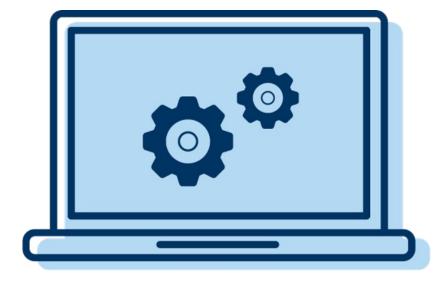
- UI = User interface
- Appearance and aesthetics of a product
- Colors, fonts, styles
- Surface level interaction



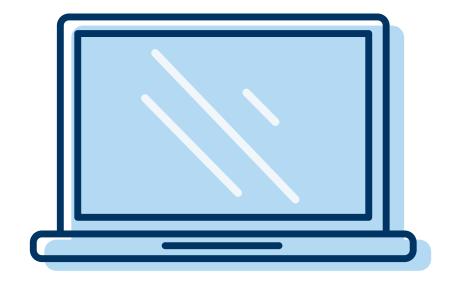


What is UX?

- UX = User experience
- Journey users go on when engaging with a product
- Structure and framework of the system
- Effectiveness







Editor Main Menu

Interface updates for a better experience

Project Goals

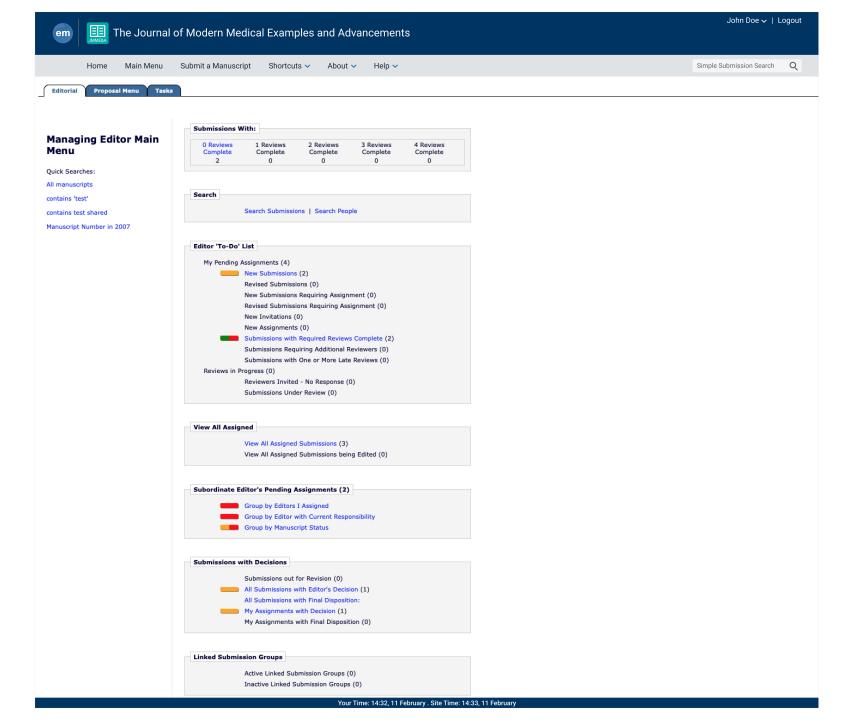
- Modernize UI to new design standards
- Reduce visual noise
- Improve accessibility
- Responsive designs



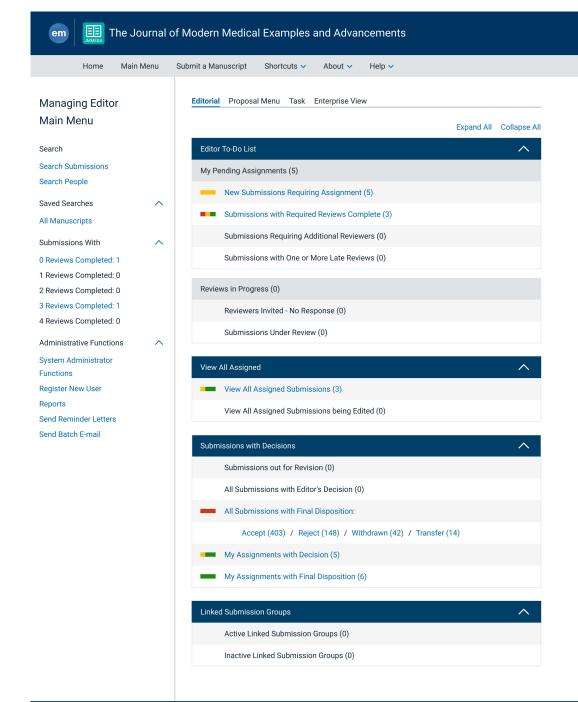


Current Interface

Editor Main Menu



Editor Main Menu



X

Simple Submission Search

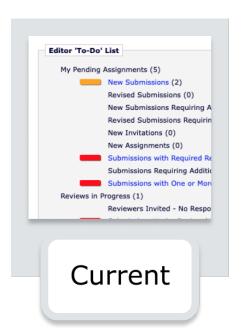
The content on this Main Menu page is

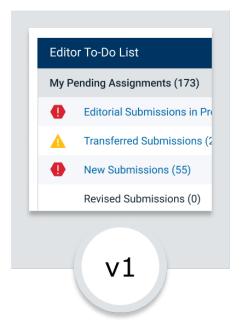
for presentation purposes and may not

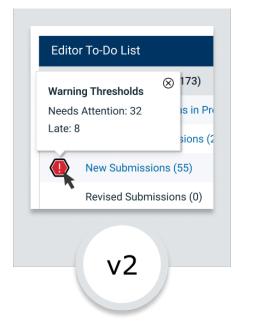
reflect what will be available on your

Editorial Manager site.

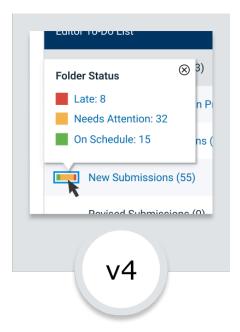
Accessible and Informed Decisions







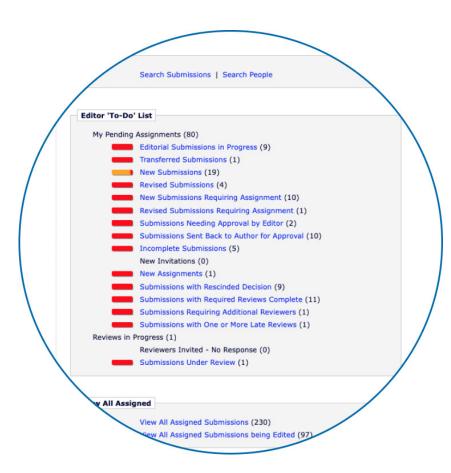






Improving Legibility

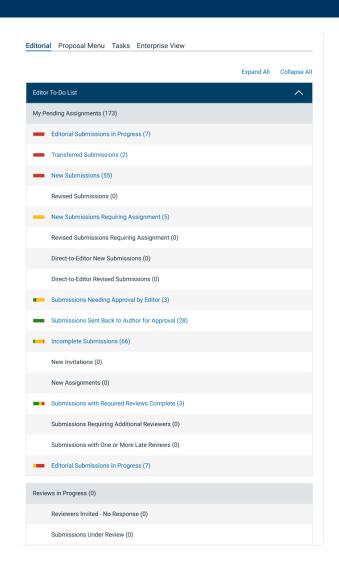
- Increased font size
- Increased spacing
- New table design

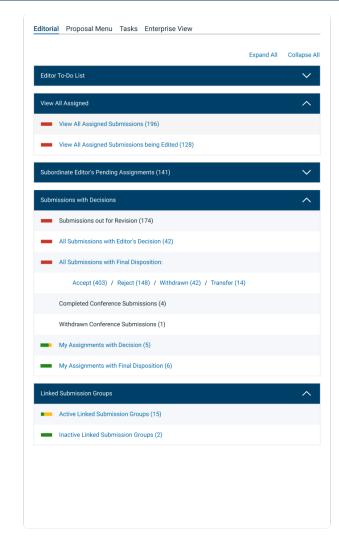






Expand and Collapse



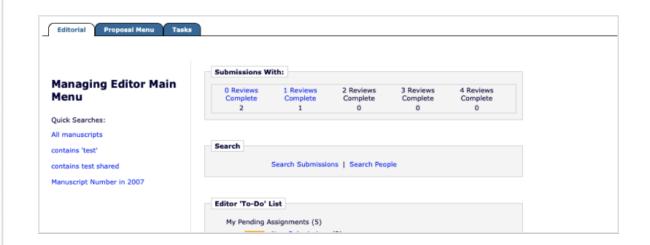






Easy Access, Less Scrolling



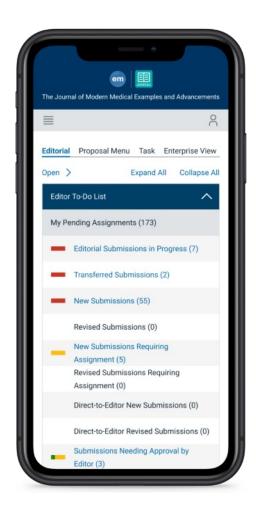


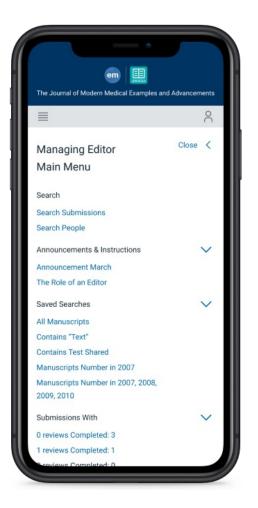


- Items in the lefthand menu for quick access
- Decluttering the content of the page



Responsive Design









Design Systems

Creating a better and more consistent experience

What is a Design System?

A set of **reusable** components and patterns used to help maintain **consistency** across a product





Why a Design System?

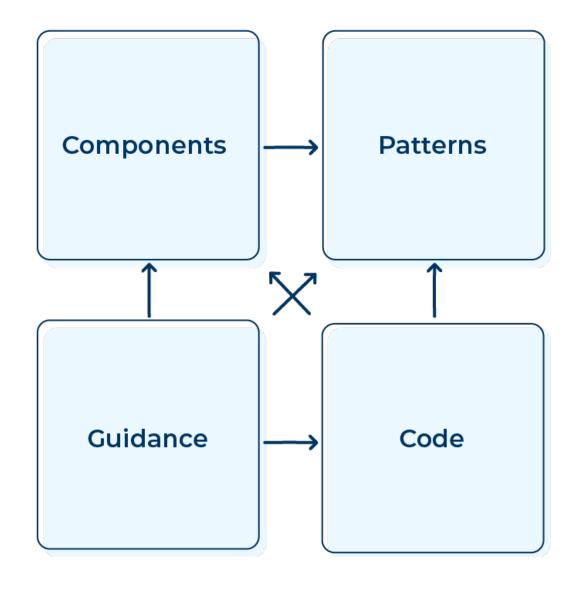
- Address larger issues throughout a product
- Quicker turnaround on new designs
- Improve accessibility





The Make Up of Design Systems

- Components
- Patterns
- Code
- Guidance

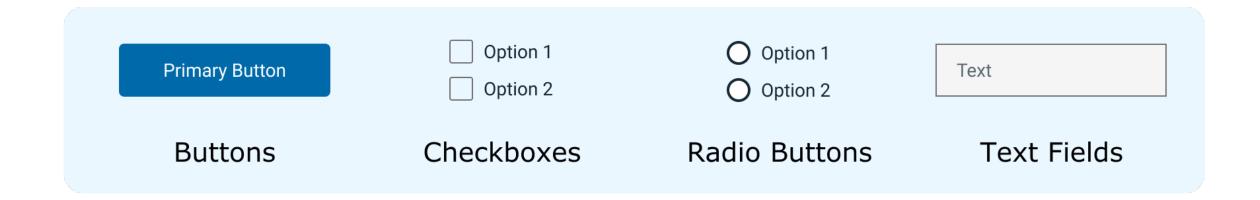






Components

- Building blocks of a design system
- Reusable, they offer consistency and familiarity





Patterns

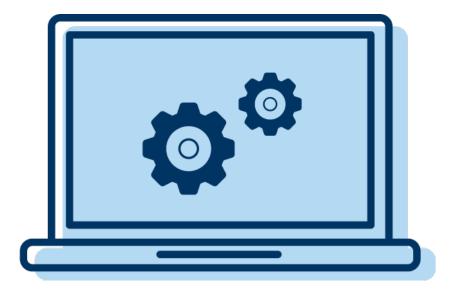
 Made up of components and are solutions to help users achieve a goal through sequences and flows





Code

Consistent, reusable design system code can **speed up development** and create an **accessible and more user-friendly** experience





Guidance

- Establishes content rules of the design system
- Rules on how to create and use components and patterns

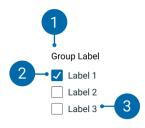




Guideline Examples

Anatomy of a Checkbox

Name	Purpose
1. Group label (optional):	Describes the group of options or provides guidance for making a selection.
2. Checkbox input	A checkbox input indicating the appropriate state. By default it is unselected.
3. Checkbox label	Describes the information you want to select or unselect.



Colors









Grey 6 #737373



White #FFFFFF



Disabled text #626B6F



Disabled #ECEAEA

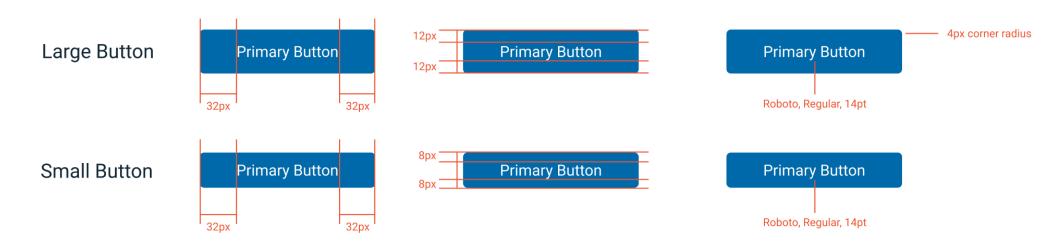


Guideline Examples

Anatomy

Text is the most important element of a button. In Aries Design System text is centered in a button. Aries uses sentence case for all button labels.

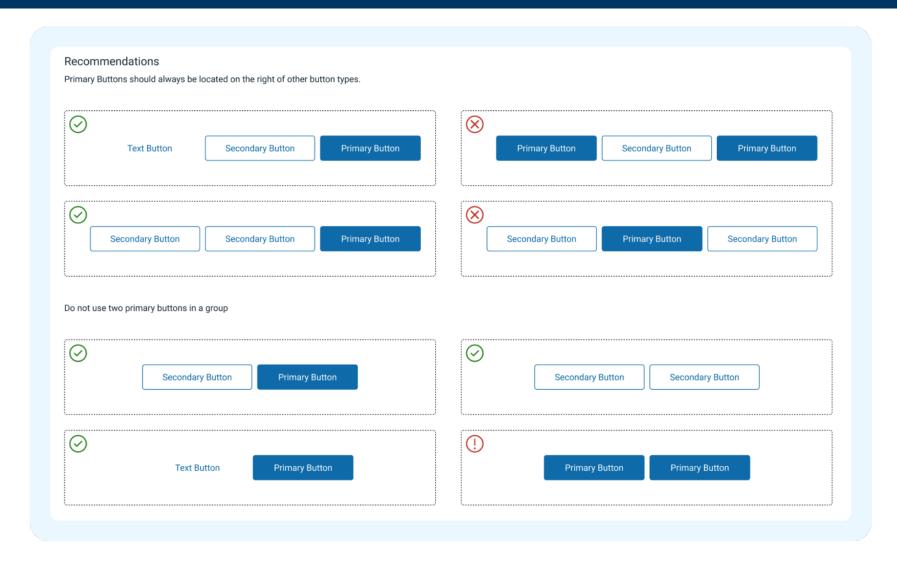
Large Buttons have a minimum size of 160x40 pixels. If a button's width must be longer then 160px there should be 32px padding on both sides of the text.



Secondary and tertiary buttons have the same design anatomy as the primary button.

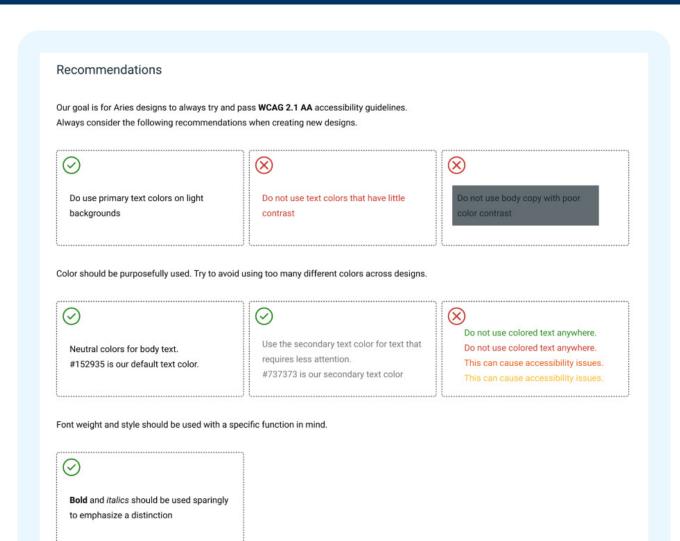


Guidance Examples





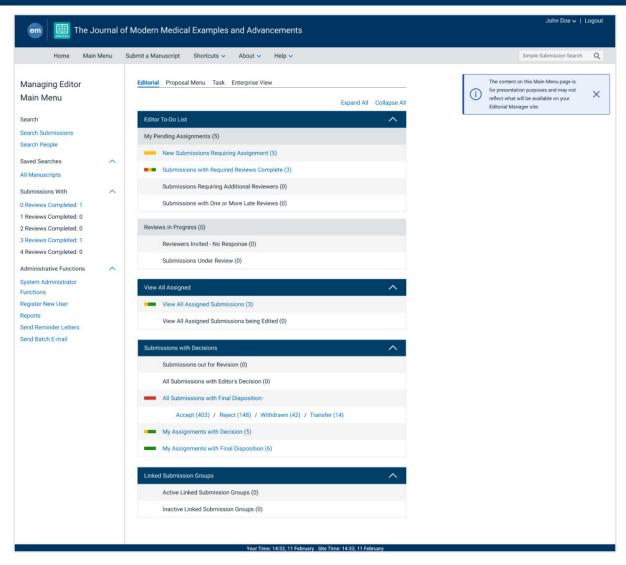
Guidance Examples



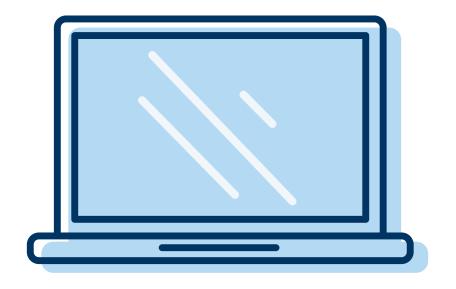


Editor Main Menu

Come see some of the new design system styles in our Editor Main Menu prototype!





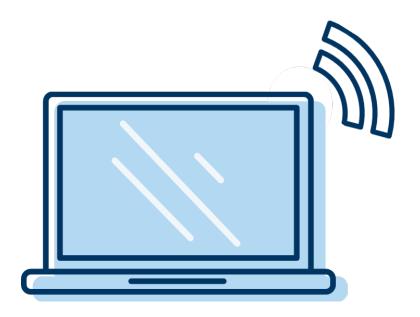


Digital Accessibility

Investing in standards

Web Accessibility

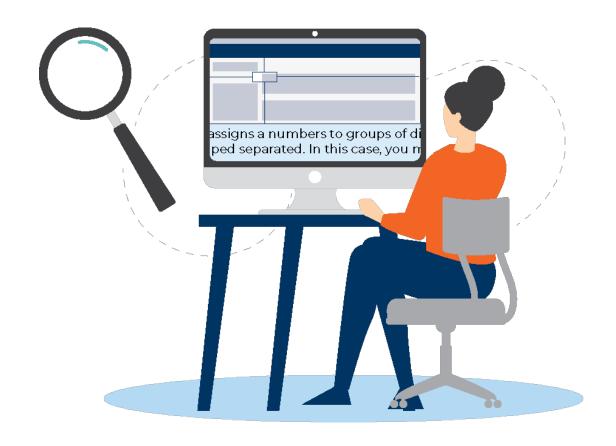
Strategies and standards to help make the web more accessible to people with disabilities





Our Commitment

We demonstrate our commitment to web accessibility by enabling access and improving the experience for all users





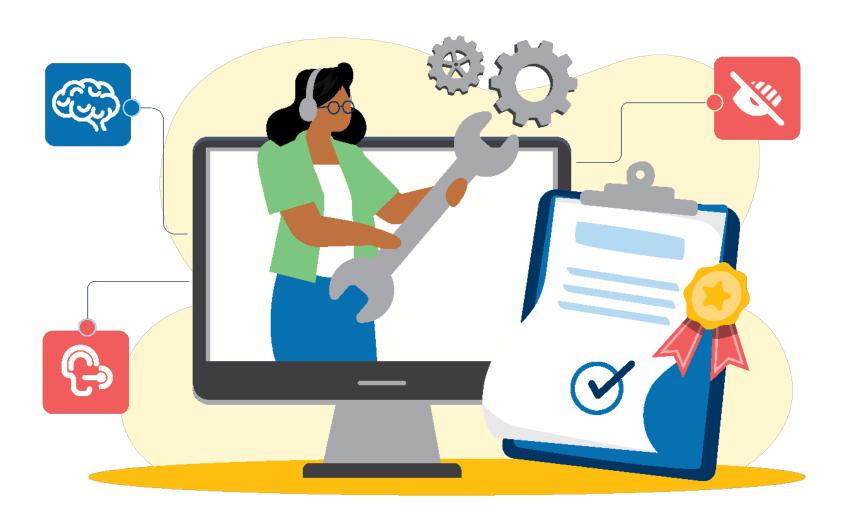
Accessibility in Editorial Manager

- 1. Designing accessible software to enhance the user experience for all users
- 2. Incorporating best practices to create an accessible system





The Impact





The Impact

U.S. CDC: 1 in 4 **ADULTS HAVE A DISIBILITY**



Standards: WCAG

Web Content Accessibility Guidelines





Accessibility at Aries

We:

- Adhere to WCAG 2.1 Guidelines
- Train accessibility champions
- Share and collaborate through an accessibility guild
- Solicit user feedback for data-driven enhancements



Accessibility Testing

Voluntary Product Accessibility Template





VPAT Testing

1.4.10 Reflow (2.1)	AA	Partially supports
1.4.11 Non-Text Contrast (2.1)	AA	Partially supports
1.4.12 Text Spacing (2.1)	AA	Supports
1.4.13 Content on Hover or Focus (2.1)	AA	Supports
2.1.1 Keyboard	Α	Partially supports
2.1.2 No Keyboard Trap	Α	Supports
2.1.4 Character Key Shortcuts (2.1)	Α	Supports (N/A)
2.2.1 Timing Adjustable	Α	Does not support
2.2.2 Pause, Stop, Hide	A	Supports (N/A)
2.3.1 Three Flashes or Below Threshold	Α	Supports (N/A)





Beyond Compliance

Software can be compliant, yet inaccessible

Areas of Focus

- Form fields
- Non-text content (images/decorative images)
- Information, structure, and relationships
- Keyboard-only and screen reader support





Code Improvements

Editor Assignment Confirmation

John Doe has been assigned to manuscript number ABCDEV161-D-19-00186.

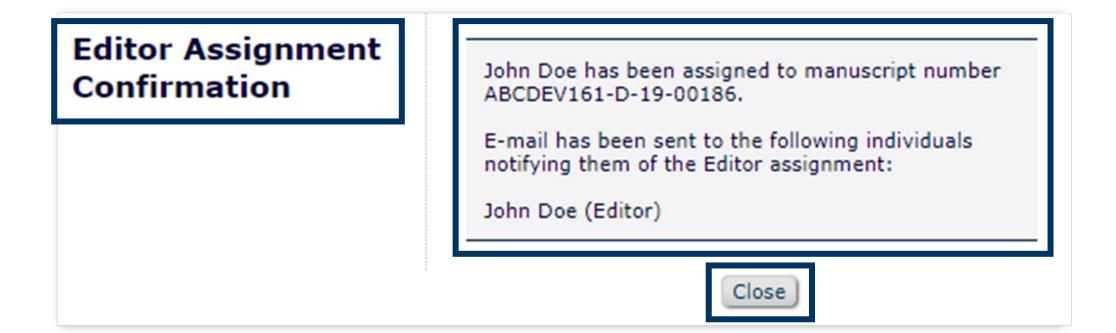
E-mail has been sent to the following individuals notifying them of the Editor assignment:

John Doe (Editor)

Close



Code Improvements





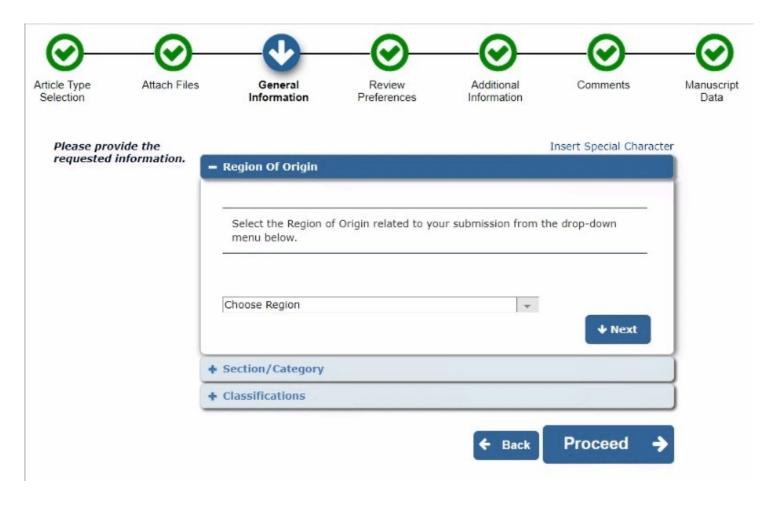
Author Experience

- Significant accessibility improvements in 2022 and 2023
- Submission process, Author folders and action links
- Code and visual changes to support keyboard-only users, screen reader users, and users with visual disabilities





Author Experience



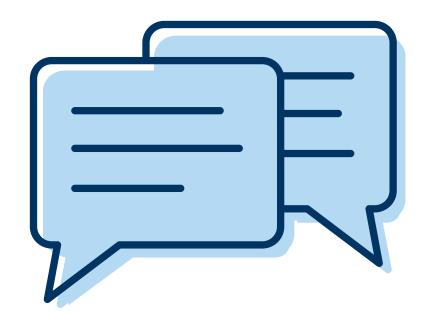


Our Commitment: Designing for All

Designing accessible software enhances the user experience for **all users** and allows for innovative design improvements

We strive to provide an accessible system for all for an inclusive digital world





User Research

Help shape the future of EM!

User Research



We invite users to partake in our User Research sessions to help us make informed, data-driven design enhancements!



Share Your User Experience!

Share your experiences in scholarly publishing and your ways of working with our systems!

- Low-touch, no prep needed!
- Little-commitment, participate just a few times annually
- May skip opportunities or opt-out at any time

User Research Activities Include:

- Surveys
- Interviews
- Prototypes Testing
- Usability Sessions



Iteration Based on Feedback

- Informs current and future projects
 - Example: Feedback on the NavBar reveals opportunities for branding in other areas of EM





Sign up for User Research Sessions

You can also sign up and find out more at the UX Station



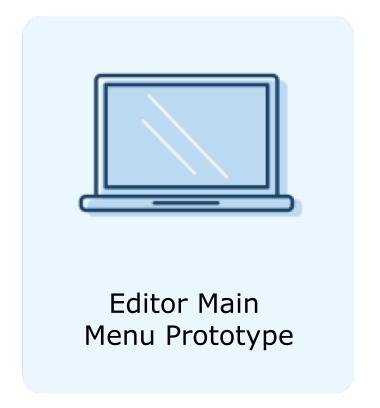


Stop by the UX Station at EMUG



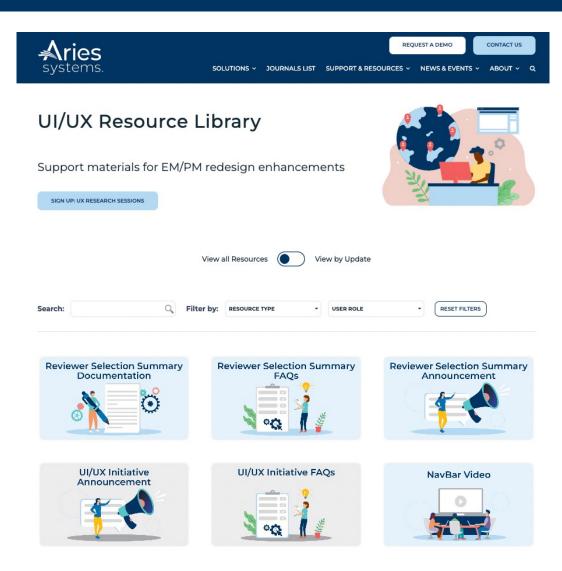
Surveys







Resources



- UI/UX Resource Library <u>Aries Website</u>
 - FAQ sheets, documentation, video tutorials, etc
- Subscribe to UI/UX Newsletter Mailing List
- Your Aries Account Coordinator





Questions?

Thank you!

Stay Connected

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