

# **DRUPALCON**

# **MUNICH**

# **AUGUST 2012**



**CATH NOBLE**

**NOVEMBER 2012**

# **OVERVIEW**

**Drupal 8**

**Multilingual sites**

**UX**

**Mark Boulton on CERN**

# DRUPAL 8

## - Mobile

- Responsive themes + mobile-friendly admin tools – mobile first!
- Front-end performance – dealing with less processing power

## - Authoring experience

- Restyled content-creation page
- In-place editing with SPARK: edit visible content on page right there.

## - Multilingual

- Massive streamlining of modules and translation models
- Improved support, access to content translation services

## - Views in Core

<http://munich2012.drupal.org/program/sessions/drupal-8-what-you-need-know>

# MULTI-LINGUAL SITES

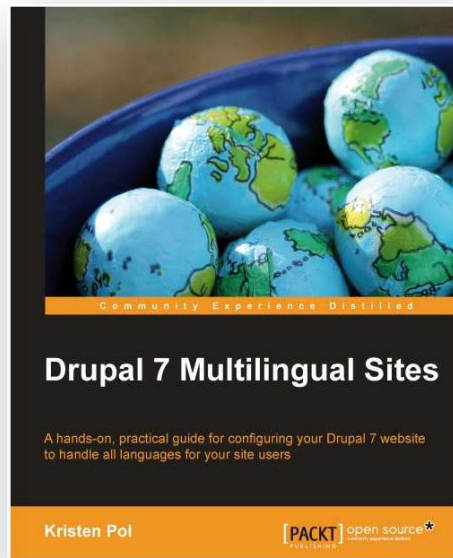
The training....  
(slides attached to  
the ENTICE agenda)

The practical guide....

The roadmap D7 & D8.....

## BUILDING MULTILINGUAL WEBSITES WITH DRUPAL 7

ACQUIA™



<http://hojtsy.hu/>

## Gábor Hojtsy D8 multilingual initiative lead

Gábor Hojtsy on Drupal

A personal Drupal resource site

Home Multilingual Drupal 7 Multilingual Drupal 8 Search Contact

Just 4,5 months until feature freeze, all hands needed to help with multilingual content in Drupal 8

Submitted by Gábor Hojtsy on Fri, 07/13/2012 - 17:19

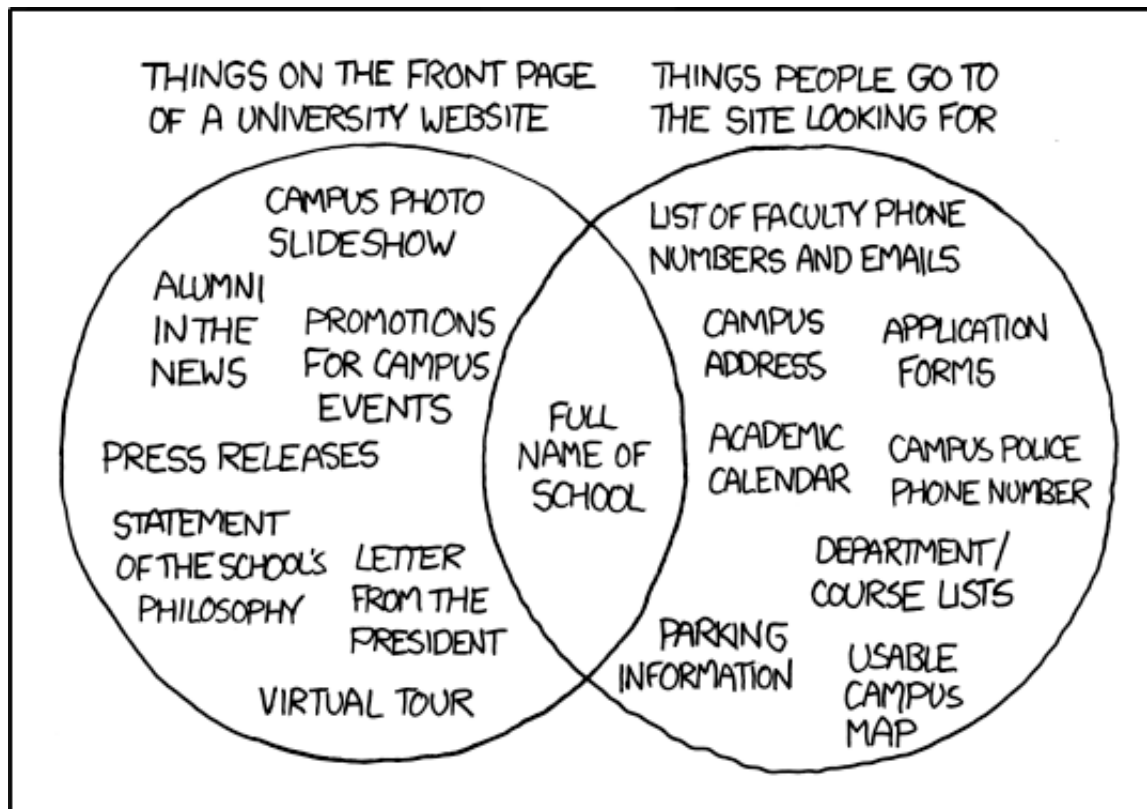
The content translation problem

One of the great goals of the [Drupal 8 Multilingual Initiative](#) (D8MI for short) is to have one unified system for content translation. The basic problem is that with Drupal 7, you have two ways to translate content: copy nodes for different language versions (with the built-in Content translation module) or save different languages under one entity (with the built-in multilingual fields capability). Although the later does not have a user interface in core, the API is there, so well-respecting contributed modules need to support both. The reality is that many modules support neither, because node copies are cumbersome and field language support is painful.

# UX...

## THINK ABOUT YOUR AUDIENCES

“The structure which makes sense to the user will often differ from the structure used internally by the data provider”.



# UX – MULTI-DISCIPLINARY

**Same messages as before but the approach is getting more sophisticated.**

**UX used to be about:**

- Information architecture (organising content & navigation)
- The Graphic Designer

*(... that's all so 2011....)*

**Designing “User Experience” is now about:**

- Neuroscience (primal, emotional, rational)
- Psychology (behaviour, creating needs, desires, persuasion)
- Anthropology (gender, ethnicity, culture, globalisation)
- Social/cultural interaction (FB, Twitter)

# CREATING WONDER: REDESIGNING CERN

“Hi, it’s CERN... we have a problem with our content, and we have a problem in that we’re a large, complicated, vocal community with very little hierarchy...”

Mark Boulton’s experiences at CERN, audience-modelling, content strategy, and the design process so far.

<http://munich2012.drupal.org/program/sessions/creating-wonder-redesigning-cern>

“They needed a sign for a dead dude”

