



National Science Digital Library
Reusability and Interoperability
Workshop

REUSABLE DESIGN GUIDELINES

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Math Group NSDL Reusability Workshop

Purpose

- For authors (developers, etc.)
 - Set out principles
 - Set out best practices
 - Prioritize
- For catalogers
 - Provide “rating system” based on priorities
- For end users
 - Provide information
- For Collections
 - Defines what needs to be supported

Format

- Based on Reusability Framework
- Patterned after Web Accessibility guidelines
- **Guideline**
 - Statement of the guideline, its scope and its purpose.
- **Techniques**
 - How the guideline applies in typical situations.
 - Each technique is given a priority. The priority scale used is:
 - **[Priority 1:** Must be satisfied to ensure reusability.]
 - **[Priority 2:** Should be satisfied to increase reusability.]
 - **[Priority 3:** More sophisticated techniques that developers may address in order to enhance reusability.]

Guidelines Lab – Part I

1. Review the guidelines and checkpoints and ask for clarifications.
2. Evaluate a resource
 - Access and view
[Jules Verne Voyager Jr. at http://www.dpc.ucar.edu/VoyagerJr/jvvjrtool.html](http://www.dpc.ucar.edu/VoyagerJr/jvvjrtool.html)
 - Apply the guidelines and determine which checkpoints it meets.
 - Discuss the evaluations with the larger group.
3. Take a break (whenever convenient)

Guidelines Lab – Part II

1. Evaluate a second resource:
 - Select a resource from your own collection or project
 - Apply the guidelines and determine which techniques it meets.

Guidelines Lab – Part III

1. Evaluate the guidelines.
 - Identify guidelines or techniques that are missing
 - Note any problems with wording or interpretation
2. Discuss tailoring the guidelines to the mathematical community. Record ideas.



Next: Software Sharability (Frank Wattenberg)

Questions? Comments?

