

### DIGITAL WEB Services Network

Bringing together digital product managers, designers, and engineers.

cdt.ca.gov/dwsn

### DWSN Quarterly Forum

Thursday, January 18, 2024



California DEPARTMENT OF TECHNOLOGY STRATEGY INNOVATION DELIVERY



## Digital Web Services Network

- Welcome to the DWSN forum, we will begin shortly.
- For the best experience, please use your computer to join the meeting.
- Mute your audio.
- Turn off your video.
- Use the raise hand button or the meeting chat for comments and questions.



### **Opening Remarks**

### Koji Kumpulainien

State Web Services Manager California Department of Technology





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### **DWSN Forum Agenda**

Opening Remarks	
Build.ca.gov Sam Hayashi, Peggy Gartin, Christina Flo	rente, Linda Tracy, Konstantin Koryaka (30 minutes)
Design System	Jon Grant, Carter Medlin (30 minutes)
Big idea/Open discussion	Harvey Dhillon (10 minutes)
Suggested Future Topics / Closing Remarks	Koji Kumpulainien (10 minutes)



Build.ca.gov

Sam Hayashi, Peggy Gartin, Christina Florente, Linda Tracy, Konstantin Koryaka



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## Build.ca.gov Our journey

California Department of Technology Office of Data and Innovation 

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 Building

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 Auser

 A bright future doesn't just
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#### Building more, faster – for all

Official website of the State of California

To meet big challenges, you need a big investment. And California is making it, along with unprecedented help from the Biden-Harris Administration.

California is investing \$180 billion in infrastructure over the next 10 years. This money will fund upgrades that benefit every community – especially disadvantaged communities. It will help us fight some of our toughest problems.



"

These investments will These projects will add benefit communities 400,000 jobs to our disadvantaged by pollution, discrimination, lack of

Jobs



California is building more, faster - and creating thousands of good-paying jobs in the process. This goes far beyond roads and bridges - this is about investing in our communities and our families, gring opportunity to hard-working Californians and ensuring we deliver on our world-leading climate goals.

#### Infrastructure projects

There are thousands of infrastructure projects planned or underway in California. Here are some examples.

#### Project map

Select any point in the map for details. Project locations are approximate.



## Presenters

### Christina Florente, Lead UX designer

California Department of Technology Christina.Florente@state.ca.gov

### Peggy Gartin, Content designer

Office of Data and Innovation Peggy.Gartin@innovation.ca.gov

### Sam Hayashi, Data engineer

California Department of Technology Sam.Hayashi@state.ca.gov

### Konstantin Koryaka, Lead developer

California Department of Technology Konstantin.Koryaka@state.ca.gov

Linda Tracy, Accessibility and analytics California Department of Technology Linda.Tracy@state.ca.gov

# Agenda

About build.ca.gov User experience and content Accessibility Data, map, and tech Questions

# About build.ca.gov

## Background

- Funding for infrastructure (roads, water, broadband, energy, etc.)
- Up to **\$180 billion** in federal and state funding
- Executive Order N-8-23
  - Assemble Infrastructure Strike Team to maximize funding opportunities
  - Create a website to showcase the projects (our task)







## Goal

Make California infrastructure funding transparent

### Timeline



May - Aug 2022 Talks of data coming soon



**Sep – Dec 2022** Tell a story – website prototypes (no real content)



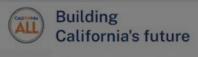
Jan – May 2023 Dashboard for reporting and funding, initial gathering data



Jun – Sep 2023 Website showcasing projects; gather data from all topics.



Oct 2023 – Jan 2024 Work on messaging and adding real stories; went live 1/9/2024 About More resources



A bright future doesn't just happen—we must build it

California is building:

clean energy

Home

- better transportation
- more broadband
- a protected environment

# Demo - Homepage

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It will help us fight some of our toughest problems.

build.ca.gov

# Project team

#### Leadership

Christina Spagnoli, GovOps Stuart Drown, GovOps Russel Atterberry, GovOps Blaine Wasylkiw, CDT Jeffery Marino, ODI Christian Crumlish, ODI Jonathon Porat, CDT Blake Valenta, ODI Katie Regan, CDT Koji, CDT Joy Bonaguro, ODI Artem Khomishen, CDT Anneli Wong, CDT Selvarani Janarthanan, CDT Product management Ryan Kelly, Consultant Shawn Arnwine, Consultant Corinna Martinez, CDT Jarett Krumrei, CDT Karuna Tamatam, CDT Vincent Chao, CDT

UX Team Christina Florente, CDT Peggy Gartin, ODI Michael Sullivan, ODI Sharon Rabang, CDT Daria Tabeck, CDT Sarah Letson, ODI Ryan Hamilton, CDT Kimberly Losenara, ODI

#### Data and GIS

Sam Hayashi, CDT Jessica Zhang, CDT Raphael Chan, CDT

Fernando Cabangon, CDT

Carmen Gonsalves, CDT

Vijya Charugundla, CDT

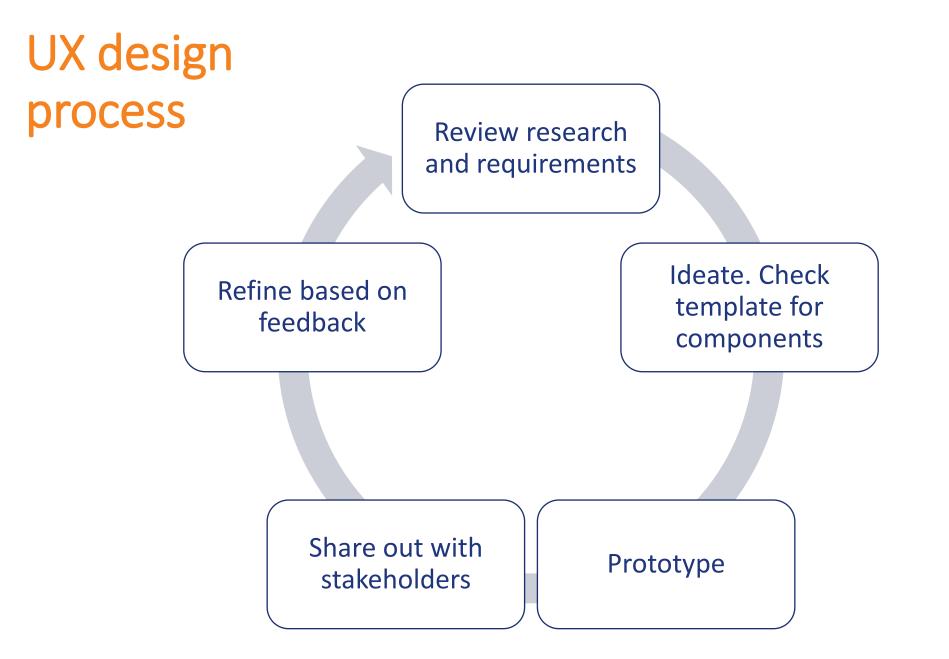
#### Developers

Konstantin Koryaka, CDT Melanie Mazanec, Consultant Chris Eddy, CDT Jagroop Singh, CDT Anureet Sandhu, CDT Vikram Verma, CDT

#### DevSecOps

Saranya Ramasamy , CDT Sirisha Ibrahim-Patnam, CDT Sandeep Johl, CDT

# User experience and content



### Research

- Desk research on funding sources, executive notice
- Stakeholder workshop (audience, business requirements)

- User interviews
- Desk research on dashboards, data tables, and maps
- 1 usability test

### **Requirements and user needs**

### **Business requirements**

- Collect project data
- Showcase projects over time
- Show projects on a map
- Make it intuitive

### **User needs**

- Individual or Legislature: Find projects that affect my community
- Reporter: Find projects that I can report on
- Plain language
- Accessible

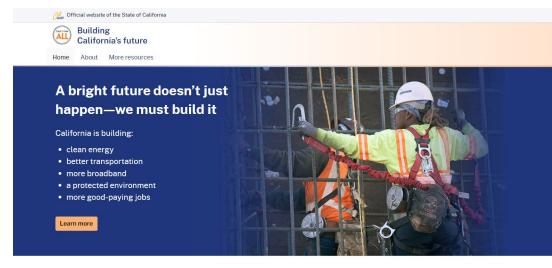
## **Design tools**

- State Template V6 components
- State Template UI kit
- Figma
- Coda (for documenting specs)
- Getty images for placeholder

State template V6 Homepage (pt 1)

# Items from the state template:

- Header
- Navigation
- Feature banner
- Typography
- Blockquote



### Building more, faster – for all

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California is investing \$180 billion in infrastructure over the next 10 years. This money will fund upgrades that benefit every community – especially disadvantaged communities.

It will help us fight some of our toughest problems.



 Equity
 Jobs

 These investments will benefit communities disadvantaged by pollution, discrimination, lack of
 These projects will add 400,000 jobs to our economy over 10 years



California is building more, faster – and creating thousands of good-paying jobs in the process. This goes far beyond roads and bridges – this is about investing in our communities and our families, giving opportunity to hard-working Californians and ensuring we deliver on our world-leading climate goals.

- Governor Gavin Newsom

## State template V6 Homepage (pt 2)

# Items from the state template:

- Form elements
- Modal
- Footer



#### **Project list**

Learn more about these projects. You can sort and filter by county, topic, or type, or search by project name. The **Details** link will take you to more information about an individual project.

Note: Projects tagged as "Multiple Counties" cross at least one county line. These projects will appear when you filter on an included county.

List filter		Project	〔〕 County ∲	Export filtered list Topic	및 <u>Ex</u> p Project details		
All	•	980 Corridor Alternatives Study (Vision 980 Study-Phase 1)	Alameda	Transportation	Details	Î.	
All	•	AC Transit - Division 4 Hydrogen Fueling Infrastructure Upgrade	Alameda	ZEV	Details		
Type All	•	Alameda County Near Livermore from Grant Line Road Undercrossing to 0.1 Mile East of North Flynn Road Install Lighting System	Alameda	Safety	Details	Alameda County Near Livermore from Grant Line Road	×
Search listed projec Search	ts O	Alameda County Near Livermore from Grant Line Road Undercrossing to 0.1 Mile East of North Flynn Road Install Lighting System	Alameda	Safety	Details	Undercrossing to 0.1 Mile East of North Flynn Road Install Lighting System	
Reset		Alameda County Near Oakland at Various Locations from 0.1 Mile North of 7TH Street Undercrossing to 0.5 Mile North of 16TH Ave Overcrossing. Crash CU	Alameda	Roads, Bridges and Major Projects	Details	Topic: Transportation Type: Featured project	
		Alameda County Outter Barrier Separtion Between Route 13 and Two Frontage Roads	Alameda	Safety	Details	Agency: Department of Transportation	
		Alameda County at Sunol and in Pleasanton and Dublin Precast Concrete Pavement and Hma	Alameda	Roads, Bridges and Major Projects	Details		
		Alameda County in Berkeley and Albany from 0.6 Mile North of University Avenue Overcrossing to 0.3 Mile South of EL Cerrito Separation and Overhead E	Alameda	Roads, Bridges and Major Projects	Details	Funding type: Formula Location: Alameda Status: Awarded	
		Alameda County in Berkeley at Various Locations from Domingo Avenue to Mabel Street Upgrade Ada Curb Ramps, Hma, and Modify Signal & Lighting.	Alameda	Roads, Bridges and Major Projects	Details		Close
		Alameda County in Fremont from North End of					CIUSE
			Previous 1	2 3 4 5	110	Next	

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## Design challenge

**Challenge**: Display 9 column table.

**Problem**: Horizonal scrolling across many empty cells, too much info at a time.

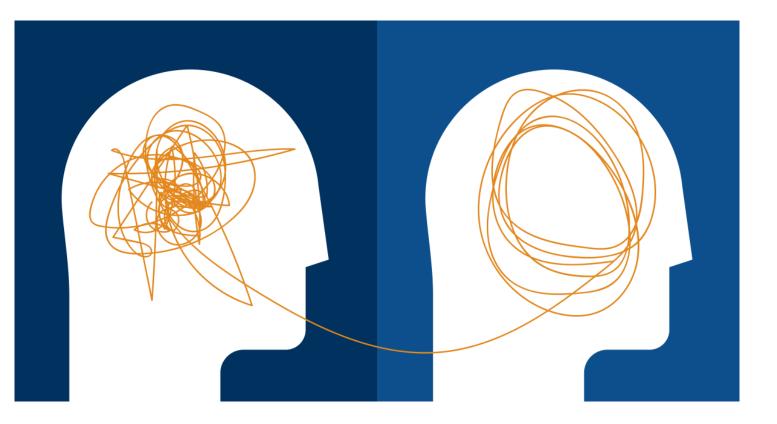
**Solution**: Modal. Display table with 3 data columns and a details link. Link opens a modal with more information.

			Q <u>E</u>	Export filtered list		
List filter	Project		County 🗍	Торіс	Project	
County					details	
All -	Fiber Master Plan and Broad	Iband Expansion	Alameda	Broadband	<u>Details</u>	<u> </u>
Торіс	Oakland Last-Mile Connecti Design project	vity Planning &	Alameda	Broadband	Details	
Selected (1)	Alpine County Broadband N	etwork Design	Alpine	Broadband	<u>Details</u>	
Туре	Amador County Broadband	Network Design	Amador	Broadband	Details	
All 👻	Butte County Broadband Ne	twork Design	Butte	Broadband	<u>Details</u>	
Search listed projects	Chico Fiber Utility Network I	Design	Butte	Broadband	<u>Details</u>	
Search O	Oroville Broadband Network	Design	Butte	Broadband	Details	
Reset	Calaveras County Broadbar Engineering Unserved/Und	Colusa County	/ Broadba	nd Network Do	esign	
	ReConnect - Calaveras Cou	Topic: Broadband				
	Broadband Infrastructure D	Type: Featured pro	viect			
	Colusa County Broadband I	Type. I eatured pro	Jeer			
		Budget: \$500,000				
		Location: Colusa				
		Related link: <u>https</u> phone/broadband- Source: <u>California</u>	implementa	tion-for-california		
		Investment descri design services, ar Estimations; High- Design and Engine provide service to I	nd include de Level Desigr eering of con	evelopment of Cor n and Foundationa structible and sho	nceptual Netwo al Planning; lead	rk Designs and C ding to Low-Leve
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# Content

### Plain language:

Text your audience can understand the first time they read it.



Lowers barriers to understanding

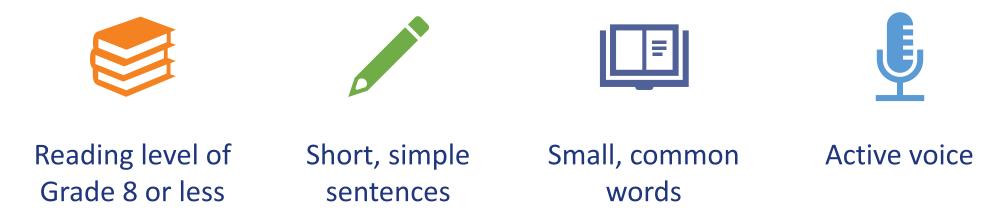
### **Reduces frustration**

**Content** Why we use plain language

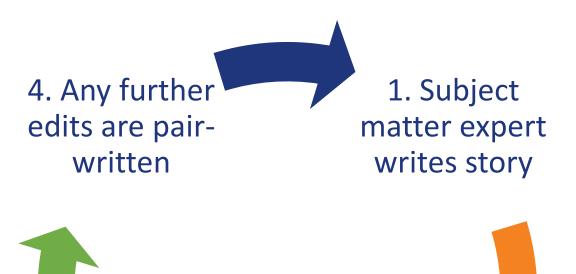
Serves people better

Adds to equity

## **Content** Plain language standard



## **Content** Plain language process



3. Expert & designer "pair write" final version 2. Content designer edits it into plain language

# Content Result

# 19 easy-to-read project stories

### Electric school buses help power the grid

Topic: ZEV

Type: Spotlight story

Phase: Post-award

In 2016, Twin Rivers Unified became the first school district in California to use electric school buses. Since then, the district has expanded its fleet. These buses don't just keep the air cleaner in Sacramento. They also use a vehicle-to-grid technology that sends power back to the grid.

### Learn more



Close

×

# Accessibility

## **Accessibility Process**

Accessibility checks include:

- Manual testing
  - Keyboard navigation
  - Screen reader (JAWS and NVDA)
- Automated testing
  - Browser extension
  - DOM Tool extension

## **Accessibility Automated Tools**

Tools we typically use are:

- WAVE Evaluation tool (browser extension)
- Color Contrast Analyzer
- Siteimprove (browser extension)
- axeDev Tools extension (DOM inspector extension)

## Accessibility – Map and Table

Key accessibility items:

- How content was read using a screen reader.
- User interaction when using a keyboard on the site.

## Accessibility – Using a screen reader

Manual test included:

• Listening and checking content was reading properly.

## Accessibility – Using a keyboard (Map)

Manual map test included checking the :

- Focus of each interactive element.
- Navigation from county to county.
- Navigation between dots within the active county.
- Opening and closing the map dots.

## Accessibility – Using a keyboard (Table)

Manual table test included checking the :

- Focus on each drop-down component.
- Navigation between each drop-down.
- Filters applied to the data table when checkboxes were selected.
- Navigation between each detail link in the table rows.

# Data, map, and tech

Data availability

### Incompatible data

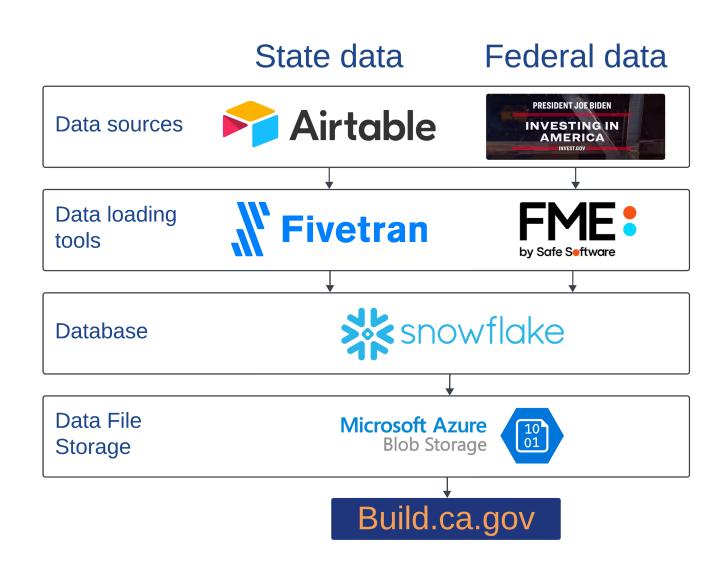
## Data challenges

Managing State data

Map data

## Data pipeline

- Two data sources and two data loading tools
- Database merges
   pipelines



# State data source and loading tool



### Airtable

- Data is input by State workgroups into individual topic tables
- Data is then synced into single table for the data pipeline ingestion

### **Fivetran**

• Automated ELT (extract, load and transform) process moves data from Airtable to Snowflake every 24 hours

# Federal data source and loading tool



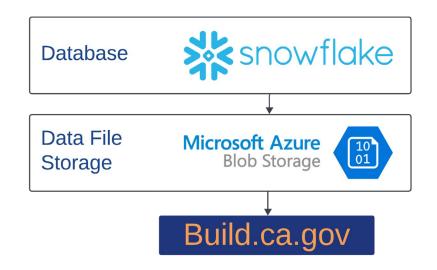
### Invest.gov

• Whitehouse infrastructure funding tracking website

### FME

- FME is used to automate the download of the xlsx Invest.gov data from the "Download the map data" link
- FME is also used to download the GeoJSON backend map display data from Invest.gov

# Database and file storage



### Snowflake

- State and federal data are joined and modeled in table views
- Stored procedure creates a JSON file that is loaded into staging Azure blob storage

### **Microsoft Azure Blob Storage**

- Staging JSON file is moved to production blob storage using an email trigger sent to Azure Data Factory once data is finalized
- Build.ca.gov calls the production JSON file for project table and map

### Table development

### DataTables plugin

#### PROS

- Instant client-based search and filtering
- Good documentation and community support

#### CONS

- Bulky JS and CSS libraries
- jQuery dependency

#### Checkboxes dropdown component

Developed custom dropdown component with checkboxes

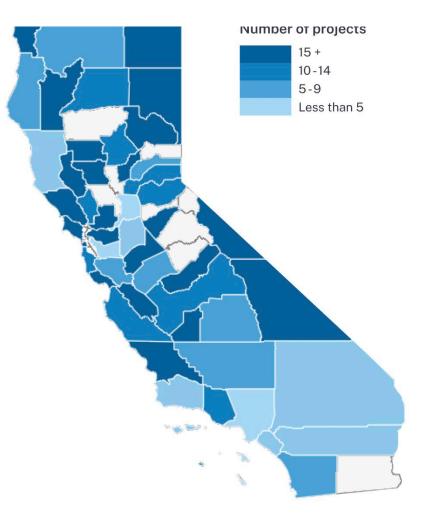
County					
•					
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Custom dropdown component with checkboxes

## **Evolution of the map**

Infrastructure project original map solution

- ESRI base map layer
- 58 D3 interactive color-coded county outlines
- Zooms in county outline on click and filters the table.



Infrastructure project original map solution

## Map challenges

- Show 2700+ individual projects
- Many project did not have lat. and long.
- View projects details on click
- Making map accessible (tabbing through all the projects)



Infrastructure project current map solution

## Map solutions

- Added D3 dots for each project
- Scattered projects with no exact location around a county centroid
- Integrated State template modal functionality with project details for each project
- Introduced keyboard shortcuts to speed up the tabbing through the map



#### Infrastructure project current map solution

## Tech stack

1			
			J

State Web Template eleventy framework



JS libraries: Maplibre, ESRI, D3 libraries (map)

•

Table: DataTables **plugin** 



Azure data storage services and pipelines



Airtable, Snowflake, Geojson

## Questions



### **Design System**

### Koji Kumpulainien, Jon Grant, Carter Medlin





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## Core team

#### Leadership

Koji Kumpulainien Artem Khomishen Greg Duncan **Product management** Alice Nguyen

UX Team Angelina Gerasimov Ryan Hamilton Sharon Rabang

**Developers** Jon Grant Carter Medlin **Partners** All y'all.

# What are design systems?

In general, design systems act as a centralized collection of design resources crafted for a specific company or brand. This is to ensure that teams on different projects all create products that have a consistent look and feel.

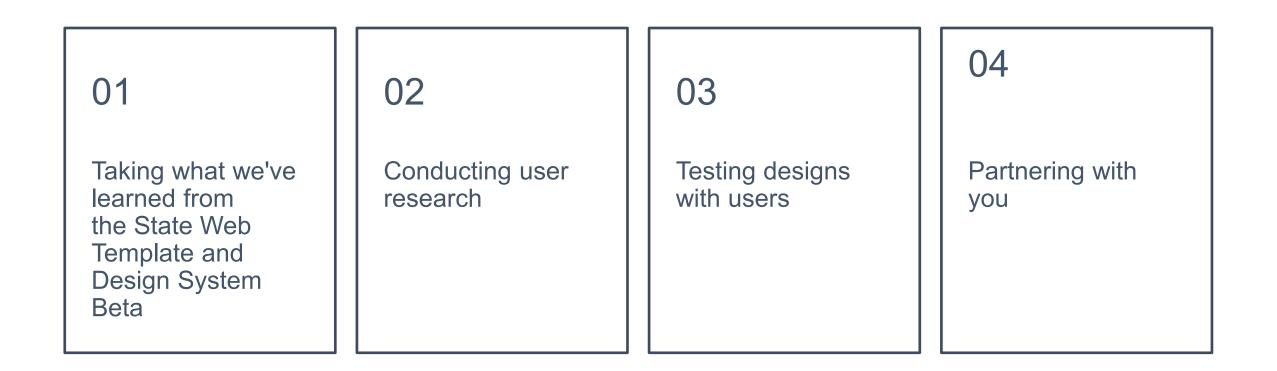
They usually have pre-built component libraries, styles, and guidelines.

The way we define a design system: <u>A Design System is a</u> collection of solved problems.

## Our objective with Eureka

Create a design system of known, tested, and proven solutions to improve the digital experience for all Californians.

# We're going to accomplish this objective by



### Main Goals





### Improve

website performance (speed and responsiveness) and accessibility

#### Create

a cohesive UX with familiar interactions across all CA.gov



### Bridge

the gap between designers and developers



### Provide

guidance on design, content, and development Main Goal

## **Community.**

Design systems are for people, so we prefer:

community > control

### <u>There is no design system</u>—Jina Anne



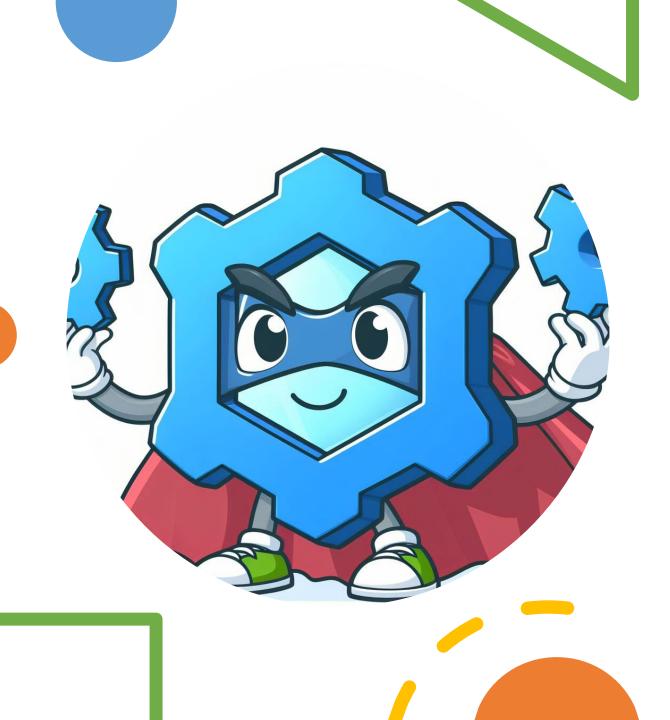
## State Template Problems

Difficult to upgrade

**Confusing Classes** 

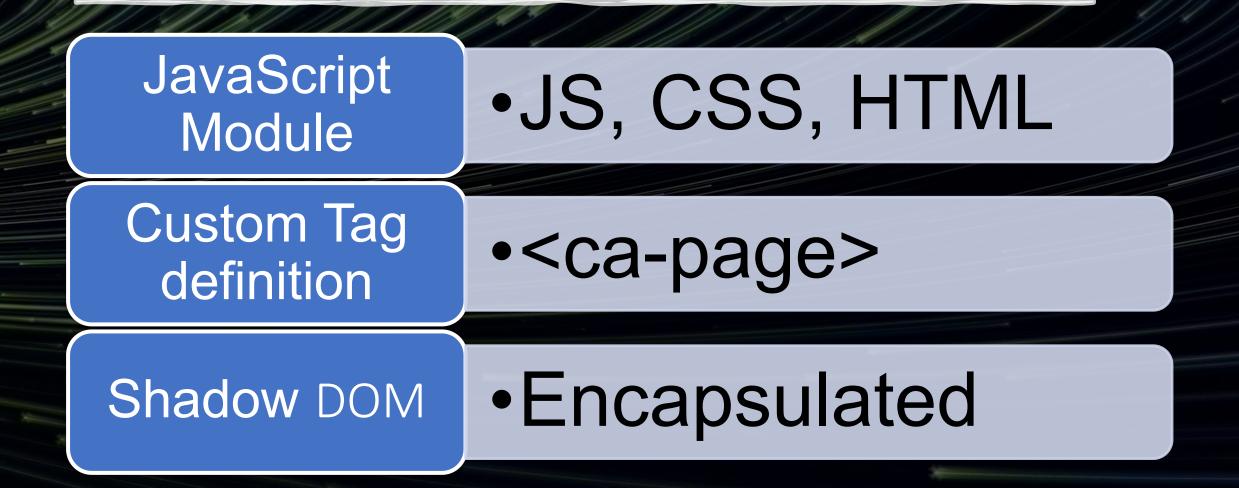
Global JS & CSS

**DIVs everywhere** 



## Web Components to the rescue!

## What is a Web Component?

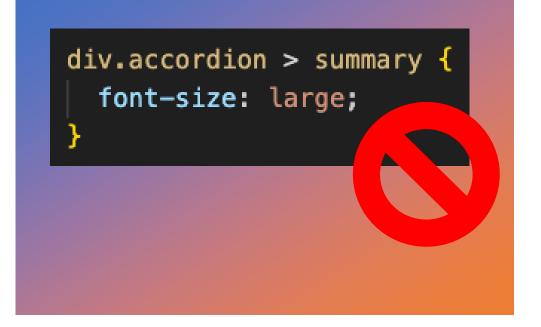


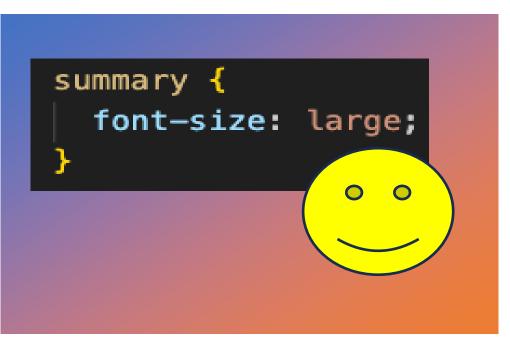




## Easy definition

- No classes
- No DIVs
- We take care of the layout
- Customize with events





## Simple CSS

- Applies only to the Web Component
- No more global classes
- No collisions with other code
- Smaller bundles

### Easy upgrading

### State Template (Any version)

By component

By page

Entire site

# Design System Bundler



One small JS file with only what you use



No more frameworks

## Live Feedback



Website Auditing



Track Module Usage

# We are Listening

We want to make it better for you: designsystem@state.ca.gov

Big idea/ Open Discussion



Harvey Dhillon Web Consulting California Department of Technology





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### Suggested Future Topics Closing Remarks

### Koji Kumpulainien

State Web Services Manager California Department of Technology



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Post conference materials will be published on the <u>DWSN Website</u>.

For questions, please write to: DigitalWebServicesNetwork@state.ca.gov



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### Next DWSN Quarterly Forum Thursday, April 18, 2024



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