

Convivial CMS

Drupal 9 starter site for
personalisation and editor experience

DrupalSouth Shorts
11th November 2021



Set of techniques



CONVIVAL

Time to take it to the next level

Star Wars or Star Trek? I'm an adult now

Recommended

Getting ready for winter reading

Behind the scenes of your experience

CONVIVAL

CONVIVAL

convivial for NSW

Demonstration

List of features

Feature	Implementation	Use
Hero	Component	Hero component is used to highlight a specific feature or service.
Hero Search	Component	Hero search component is used to highlight a specific feature or service.
Grid	Component	Grid component is used to display a list of items.
Card	Component	Card component is used to display a list of items.
Section	Component	Section component is used to display a list of items.
Hero Image	Component	Hero image component is used to display a list of items.
Hero Text	Component	Hero text component is used to display a list of items.
Hero Button	Component	Hero button component is used to display a list of items.
Hero Link	Component	Hero link component is used to display a list of items.
Hero Image Text	Component	Hero image text component is used to display a list of items.
Hero Image Text Button	Component	Hero image text button component is used to display a list of items.
Hero Image Text Link	Component	Hero image text link component is used to display a list of items.
Hero Image Text Button Link	Component	Hero image text button link component is used to display a list of items.
Hero Image Text Link Button	Component	Hero image text link button component is used to display a list of items.
Hero Image Text Link Button Link	Component	Hero image text link button link component is used to display a list of items.

CONVIVAL

Test

Modifiers

Components

Buttons

Typography

Layout Builder

Interested in GovCMS and Convivial?

Styleguide + Design System + Components

Design

Styleguide: Colour palettes, typography, imagery, textures, icons, accents

Design system: Patterns (atoms, molecules, organisms)

Implementation

Structure: Components, layouts, templates

Editor controls: Degrees of freedom

Principles

Cross cutting concerns

Common fields: Reuse and consistency

Components: Add flavour and variability

View modes: Consistency and flexibility

Colour palettes: Styleguide driven design

Styles: Adding degrees of freedom for editors

Layouts: Consistency and flexibility (sections)

Facets: Filtering and organising

Avoiding the vertical

Content types: Solve domain problems

Pattern smell: Use modifiers rather than custom rules

Snowflakes: Look for commonality

Freedom and safety

Not quite enough rope

Safety

Don't break things

On brand

Accessible

Responsive

Secure

Consistent

Performant

Freedom

Not a machine

Rich components

Colour palettes

View modes

Layouts

Textures

Modifiers

Secret sauce and open :)

Contributed modules

Entity Reference Display: Editors select a view mode for items in a list.

Entity Class Formatter: Editors select a style to drop onto a component.

Modifiers: Attach presentational modifications to a component.

Personified: Personalised content based on user context.

JSON Template: Editor selectable templates for transforming JSON client side.

Recombee: AI powered recommendation engine based on wisdom of the crowd.

Sajari: AI powered search engine.

Demo time

Editor experience

Personalisation

The future

CMS

CXP

Drupal as an omnichannel content experience platform



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Convivial CMS

<https://www.morpht.com/services/convivial-cms>

