

# Unleashing the Power of Canvas Through Templating Tools and Interactive UI Widgets

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# Kennethware

# Why we developed it:

- ◆ Desire to brand specific programs so all courses have a similar look and feel
- ◆ External Style Sheet not available in the editor
- ◆ Desire to provide course structure for faculty
- ◆ Repetition in creating pages that looked good and contained similar types of content on each page



**KENNETHWARE 2.0**

# What It Looks Like

- ◆ Primary Template
- ◆ Wizard
- ◆ Syllabus Builder
  - ◆ Grade Scheme
  - ◆ Bloom's Taxonomy
  - ◆ IDEA Objectives
  - ◆ University Policies and Procedures)
- ◆ Front Page Image
- ◆ Boilerplate Content ("Start Here" page)
- ◆ Pages
  - ◆ Accordion
  - ◆ Tabs
  - ◆ Advanced Lists
  - ◆ Import Content from Existing Pages
  - ◆ Expander
  - ◆ Color Picker
  - ◆ Sortable Tables
  - ◆ List Icons
  - ◆ Color Check for Accessibility

# Benefits

- ◆ Speed time for development
- ◆ Enable faculty to make their courses look good with less work from Instructional Designers and reducing the need for faculty to know html and css
- ◆ Sit down with a faculty member and build out a general structure and then let them go back and add the details when they are ready

# Background Tools

- ◆ Global CSS file
- ◆ Global Java Script file
- ◆ PHP server and the Canvas API
- ◆ Font Awesome (icons)
- ◆ Canvas Style Guide (styling, icons, buttons, tables, etc.)
- ◆ Bootstrap (additional styling)
- ◆ Tablesorter 2.0 (sortable tables)
- ◆ Expander (Read more)
- ◆ Spectrum (color picker)
- ◆ TinyMCE (identifying selected elements)

# Get the Code

<https://usu.instructure.com/courses/305202>



# How to Set-up Your Own Server

- ◆ Developers License from Instructure  
(for the Template Wizard )
- ◆ Generating API token
- ◆ Variables Page
- ◆ Adding New Themes
- ◆ Adding LTI Tool

Use at your own risk!

We are **NOT** supporting  
implementation.

# Questions?