



EPIC DEVELOPER COMMUNITY METADATA ALIGNMENT AND MANAGER

Transforming Metadata Application and Term Management for Technical Documentation



CURRENT STATE

Epic Games is in the process of migrating to a new authoring tool for its technical writers. This opens up an opportunity to improve the use of metadata when creating technical documentation to improve discoverability, searchability, and impact of technical documentation across Epic Games applications.

Current metadata use by Epic Games' technical writers is *minimal*, with metadata often an *afterthought*. Metadata application is *inconvenient and inconsistent*.

Current metadata management by Epic Games is *non-existent*, with no platform to manage metadata to speak of. This provides an opportunity for our team to imagine a *scalable solution* for *efficient management*.

PROJECT OVERVIEW

Our project aims to create *scalable and intuitive designs* for the convenient and efficient application of metadata and the effective management of that metadata. Our projected future state included:

- Compiling a complete set of *Metadata Terminology*
- Prototyping *Metadata Application* in the new EDC authoring tool
- Prototyping *Metadata Management* through a Novel Platform

ACTION STEPS AND PROCESSES

This project is focused on improving metadata use by technical writers at Epic Games. The current state of metadata use lacked clarity and functionality, with metadata often being in the back of the mind of technical writers. This project aims to achieve a future state for teams to change metadata from being an afterthought to being an intuitive and integral part of the document authoring process. Our process to achieve this included:

1

USER INTERVIEWS

We performed detailed user interviews on the existing authoring tool and use of metadata across 5 international teams.

2

CONSOLIDATING METADATA

Using past work and lists of terms, we identified and updated the list of metadata terms that will be applied to the authoring tool.

3

AUTHORING TOOL MOCKUPS

Using the new taxonomy, we designed and created a refined authoring tool with updated and up-to-date metadata terms on Figma.

4

METADATA MANAGER MOCKUPS

Using results from our user interviews, we created a brand new user-friendly metadata manager tool on Figma

5

DETAILED REPORT

We consolidated all work into a project report consisting of the methodology, justification, and findings of our project.

6

PRESENTATIONS AND FEEDBACK

After all final touches and approvals, we presented our work to our initial 5 global teams for their feedback.

PROJECT IMPACT

- **Intuitive User Experience:** Authors, Information Architects, and Content Strategists now have a much more user-friendly experience when carrying out their documentation and projects.
- **Accuracy of Metadata:** All metadata is up-to-date and verified to be the updated and accurate terms that can be accepted for use.
- **Feasibility:** All mockups and designs are within feasibility of project teams and relevant stakeholders.
- **Centralized Management:** All metadata term management is centralized from one, singular platform, making it a simpler and accessible experience.
- **Scalability:** All mockups are scalable and have the ability to be expanded to other partnering teams, groups, or platforms.

MEET THE TEAM

We are a group of 4 graduate students from the University of Washington Information School, in Masters of Science in Information Management program. Our combined specializations include Program / Product Management, Information Architecture, Data Science, and User Experience.



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