ID8

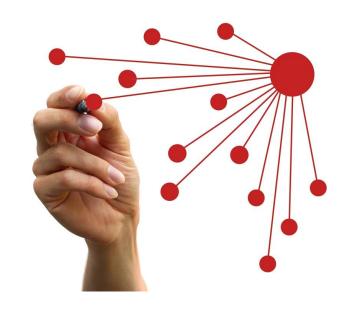
Alka, Julie, Lawrence, Sukhi

Helping you connect the dots

Connect the dots

 We create a private space for spontaneous idea generation

 Promote creativity through association of ideas and thoughts



Problem

- How to innovate in a saturated market?
- What should I draw for my art class?
- What to write about for PWR?
- What do do for my 147 project?

Environment does not encourage innovation or creativity

Overview

- 1. Heuristics evaluation
 - Problems with user control

- 2. Revised design
 - How to make users understand flow

- 3. Prototype implementation
 - Android

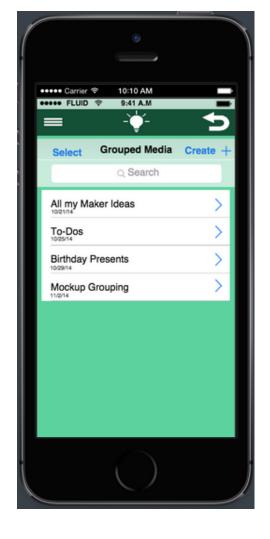
"Random" screen

1. H2-2 (Match between system and the real world). Setup of icons is very confusing in "random" screen.



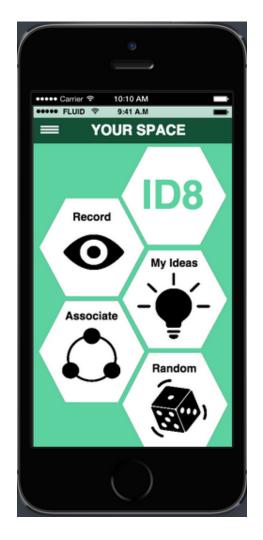
"Ideas" screen

- 1. H2-3 (User control and freedom). Selecting group of ideas doesn't show annotations
- 2. H2-3. Client can see only the ideas that are already grouped together.
- 3. H2-3. Unclear what "select" button does.



Other heuristics issues

- 1. Icons:
 - a. users don't want to rely on icons
 - b. some icons are hard to understand
- 2. Flow:
 - a. functionality of many actions is confusing
 - b. requires instructions
- 3. Layout:
 - a. lacking consistency



Improvements: icons

1. always show name of the icon

2. use more intuitive icons for functionalities like "record"





Improvements: flow

1. have an introductory tutorial

2. more consistent layout

3. remove "select"



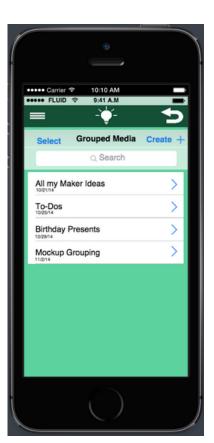


Improvements: functionality

show annotations when you select ideas

2. select ideas that are not grouped in lists





Implementation: Android



Implementation: Android

- IDE: Eclipse + ADT
- Phone from prof. Landay
- Android Developer: Sukhi

ID8

Thanks!