

- 1. Rich prospect
- 2. Representation
- 3. Research life cycle
- 4. Transferability
- 5. Watching the Script
- 6. WtS Demo
- 7. Digital Playbook
- 8. Community Traffic
- 9. Mandala
- 10. Mandala demo
- 11. Thank you

Rich-Prospect Interfaces

1. Some meaningful representation of every item in the collection
2. Tools for manipulating the display
3. Tools should rely on information emergent from the collection
4. Where possible, more than one form of representation should be available
5. The representations should link to more data

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Meaningful representation

- useful representation
- a variety of elements
- the user can swap one for another, or also mix and match
- NSERC Discovery Grant

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Research life cycle

- Theory and sketches (user study with perception questions or affordance strength vector questions)
- Prototypes and user study (often qualitative; Sless's constructivist diagnostic)
- Development and log analysis

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Transferability

- Chow and Ruecker
- generalizable for science; transferable for design?
- goal: study the principles and the details
- design families of browsing interfaces:
 - Watching the Script
 - Digital Playbook
 - Community Traffic

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Watching the Script

- Dynamic blocking and reading of plays
- TEI encoding provides structure and emergent tools for selecting portions of the document
- Online prototype stage
- Actors, directors, and students
- Ruecker, Gabriele, Sinclair, Radzikowska, Roessler, Sapp, Uszkalo

Watching the Script demo

The screenshot shows the 'Watching the Script' demo interface for 'The Tragedy of King Lear'. The interface is divided into several sections:

- Overview:** A vertical timeline on the left showing the progression of the script through five acts (I to V).
- Reading View:** A central panel displaying the script text. It includes character names (Kent, Edmund, Gloucester) and their dialogue. A red dot indicates the current position in the script, corresponding to Act II, Scene 35.
- Stage View:** A large, semi-circular stage diagram on the right. It shows the positions of characters on stage. A red dot labeled 'Gloucester' is positioned in the center, and a grey dot labeled 'Edmund' is positioned to the right. The script text is overlaid on the stage diagram.
- Location:** A list of locations including Lear's Palace, Gloucester's Castle, Albany's Palace, A hall in Albany's Palace, Court in Albany's Palace, Gloucester's Castle, A wood, Before Gloucester's Castle, and A Heath.
- Character:** A list of characters including Kent, Gloucester, Edmund, King Lear, Cornwall, Albany, Goneril, Regan, Cordelia, and King of France.
- Speed:** A list of speeds ranging from 1 to 10.
- Customize:** A section for customizing the reading view, including options for Stage View, Typeface, and Type Size.

Digital Playbook

- Dynamic blocking and viewing of football
- Sketches only; Players, coaches, and fans

The interface is divided into three main columns: Offense, Defence, and Special teams. Each column has a list of plays and checkboxes for Denver and Seattle. The Offense section for the Denver Broncos lists plays like 'Pro Right 31 Counter Trap' and 'Pro Right 30 Counter Trap'. The Defence section for the Seattle Seahawks lists plays like '3-4', '4-4', and '4-3'. The Special teams section for the Seattle Seahawks lists plays like 'Punt Return', 'Middle Return', and 'Right Return'. Below these sections are 'Players' and 'Positions' lists. To the right is a 'Play View' showing a diagram of the football field with player positions marked by letters (Z, Y, F, R, X) and symbols (triangle, square, circle). At the bottom is a 'Field View' showing a diagram of the football field with player positions marked by letters (Z, Y, F, R, X) and symbols (triangle, square, circle). The bottom status bar shows the game is 'Denver Broncos vs. Seattle Seahawks', the time is '5:02', the quarter is '1', the date is 'September 02/05' and 'October 22/05', and the speed is 'Normal', 'Half Speed', and 'Quarter Speed'.

Offense
Denver Broncos

Plays: ☒ Denver ☒ Seattle

- Pro Right 31 Counter Trap
- Pro Right 30 Counter Trap
- I Left 35 Counter Trap
- I Right 34 Counter Trap
- I Left Dive Option Strong
- I Right Dive Option Strong
- Pro Right 32 Blast
- I Left 31 Blast
- Pro Right 34 Power
- Pro Left 35 Power
- I Right 32 Blast
- I Left 33 Blast
- I Right 34 Power
- I Left 35 Power
- Pro Left X-Crash 39 Sweep
- Pro Right Z-Crash 38 Sweep

Players

Positions

Defence
Seattle Seahawks

Plays: ☒ Denver ☒ Seattle

- 3-4
- 4-4
- 4-3
- 6-1
- 5-2
- Nickel
- Dime

Players

Positions

Special teams
Seattle Seahawks

Plays: ☒ Denver ☒ Seattle

- Punt Return
- Middle Return
- Right Return
- Left Return
- Kickoff Formation

Players

Positions

Play View

Field View

Denver Broncos vs. Seattle Seahawks

Offense: ☒ Denver Broncos ☐ Seattle Seahawks

Time: 5:02

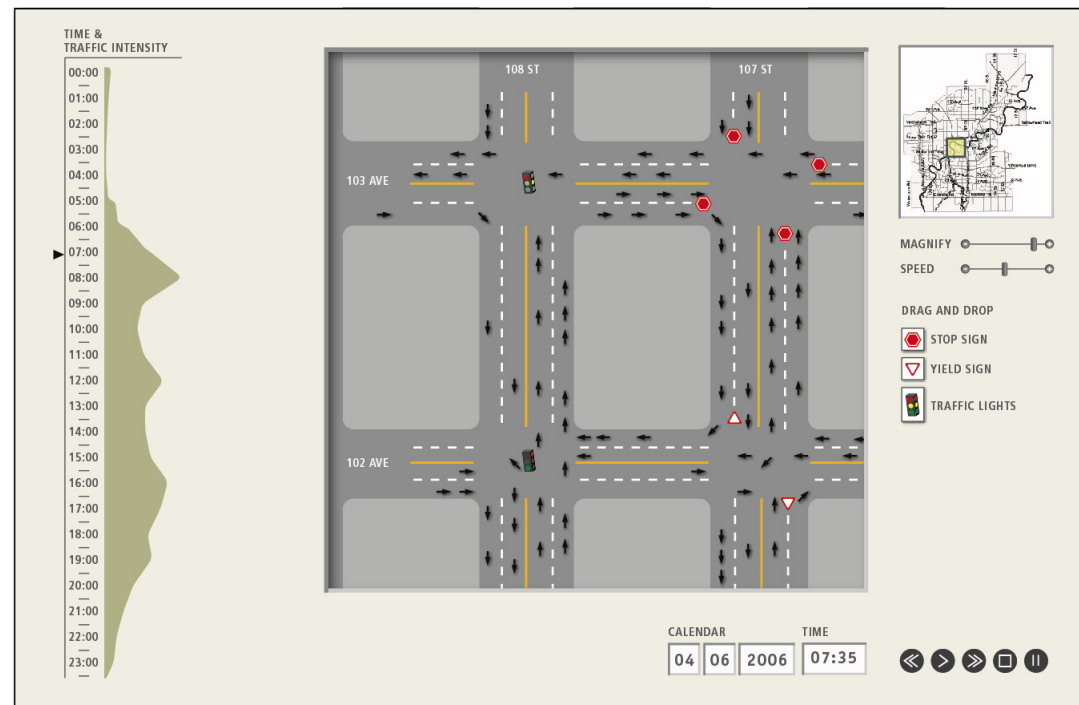
Quarter: 1

Date: September 02/05, October 22/05

Speed: ☒ Normal ☐ Half Speed ☐ Quarter Speed

Community Traffic

- Simulating and modeling traffic flow
- Sketches only
- Drivers, city planners, community groups



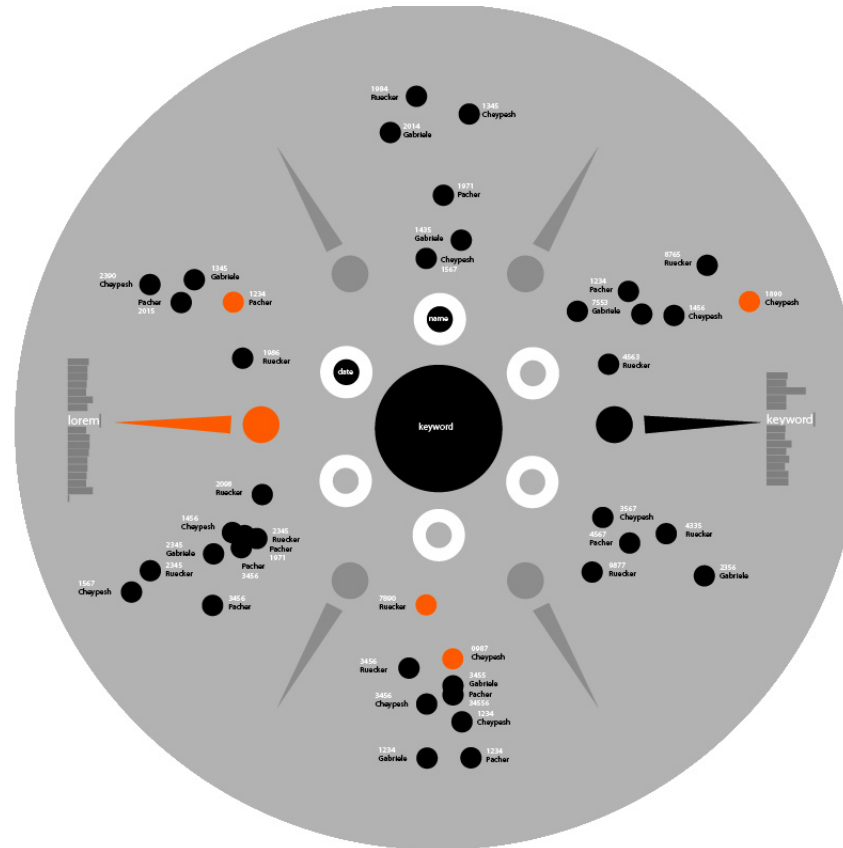
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Mandala

- Nuanced browsing of XML-encoded data
- Collections or individual files
- Items begin around the perimeter
- Items drawn in by magnetic attractors defined by the user, based on the XML
- Each attractor has a variable strength under user control
- Originally about collection structure; now something completely different
- Online prototype stage
- Cheypesh, Pacher, Gabriele, Sinclair, Ruecker

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Mandala demo



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Thank you

- Killam Trust
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- TAPoR