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

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Watching the Script demo

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Digital Playbook

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

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Community Traffic

- Simulating and modeling traffic flow

- Sketches only

- Drivers, city planners, community groups
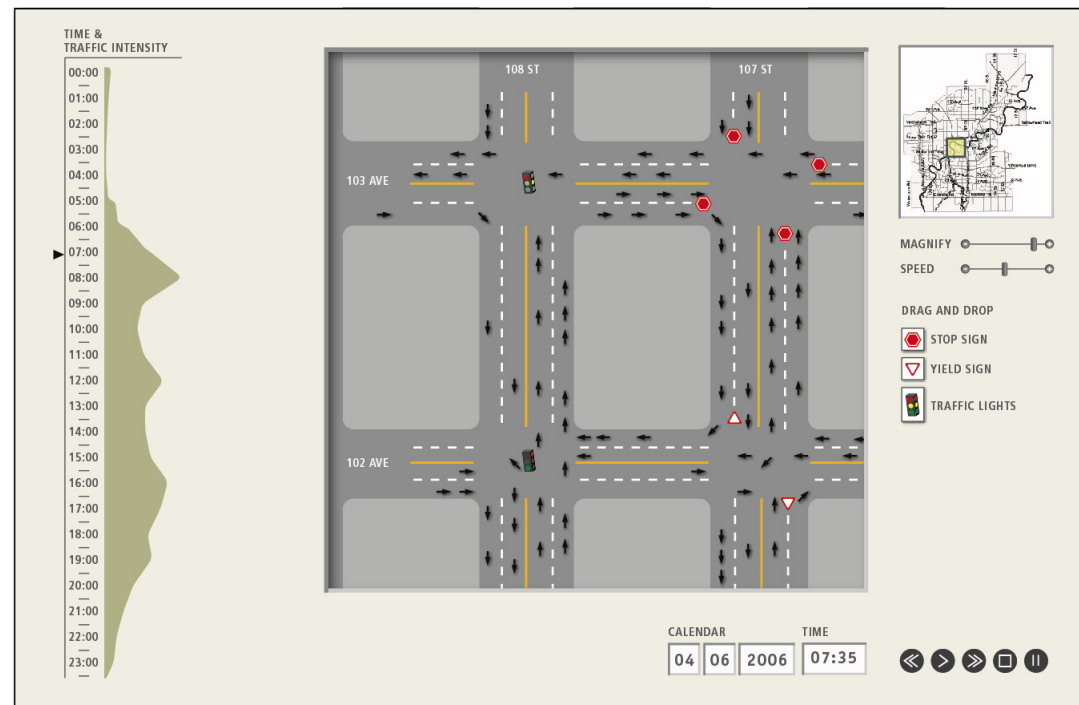
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Mandala

- Nuanced browsing of XML-encoded data

- Collections or individual files

- Items begin around the perimeter
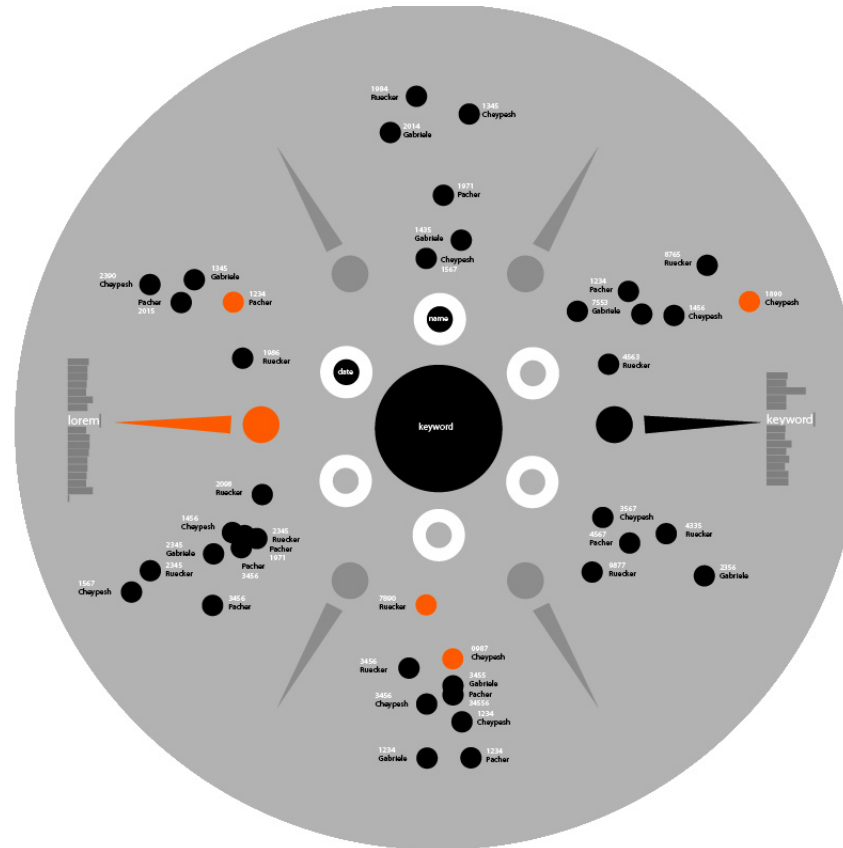
- Items drawn in by magnetic attractors defined by the user, based on the XML

- 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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- SSHRC

- NSERC

- McMaster University

- University of Alberta

- TAPoR

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