FEEDFORWARD

REMIX YOUR INFORMATION ENVIRONMENT

*Interaction design overview, 11 June 2007*

Ideas

Let people process information regardless of source and regardless of action using a single flow. Enable a more direct interaction with multi-channel communications (email, RSS, OAI, SRU, XSPF...). Support multi-input 'triage' to make information manageable. Aggressively attenuate the information environment. Provide a 'killer app' for the IESR
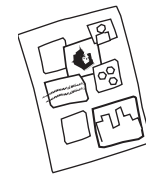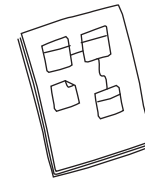

See the design scrabook

Metaphors

The mixing desk for focussing
Radar for scanning
Corkboard/storyboard for sense-making
Buddy-list for sharing and publishing

Model

Source -> Input -> Item
Context collection
Conduit << person, site, repository

See the UML model

Displays

Input manager
Mixing desk
'Radar' (previewer)
Context list
Context storyboard
Conduit 'buddy list"

See the wireframes

Motivation

Meaning

Modes

Mappings

Errors

The information channels people use for their academic activities are segregated and cannot be scanned in a single pass but require different applications and websites, and email prompts, to stay on top of

Scenario

Users select information sources, scan for useful items, and act upon them by first placing within context for action and then constructing comments, entries, or sharing with externally published collections
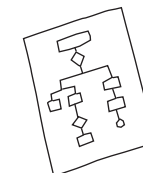

See the personas and scenarios

Tasks

Select
Focus
Scan
Sort/Contextualize
Review
Write
Publish/Share

See the workflow analysis

Controls

Drag sliders to change focus
Drag items to contextualize and share them
Drag contexts to share them
Drag sources into inputs

Lots of handles and very few buttons – interact directly

See the mappings analysis