





New Interface Design for Window OS

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Problems In current interface

- Too many distractions

we unnecessarily pay too much attention on the icons and menus on current computer interface

- Procrastination

by checking emails, surfing websites and chat with friends instead focusing on initial goal

- No relation among the data which are related in terms of contents

We spend a lot of time to open, find, save, and arrange files spreading over the hardware. Even though the user knows how files are linked in terms of contents, each file just looks like independently existing

- Finite capacity of window

regardless of the intensity of importance of each data, each window occupies the same size and rigidity and lasts the same amount of time. As we open more windows there will be heavy loads and congestions in current finite interface space

Q: What causes this?

A: Computer oriented interface

Human oriented interface

- Finite capacity to manage tasks

we can just focus on a few things as foreground, while dealing with other relatively unimportant things as ambient background.

- Unique way of thinking

How our minds conceive great idea? How we make connections among different fields? human beings' creativity shows huge leaps and jumps in logic.

- Idiosyncrasy

using computer varies depending on each individual.

- Strong points vs. weak points

good at imagination, judgment, reasoning, and creativity

bad at multi-tasking, precisely remembering, calculating, and never forgetting

How can Computer mimic the way of human minds work?

- If we can figure out how our brain work, then we can design the interface to help us interact more effectively, naturally, and seamlessly in unraveling our ideas with interacting diverse resources in computer.

How human think?

- When brain storming, we normally need some blank papers and pencils to provoke creative imagination. Some of ideas may not look to be connected each other, but as a result, all of them are led by the main thread.
- We need a competent secretary who can guide us not to lose our initial goal and support us to achieve it successfully. This secretary, who serves all we need at the right time with the appropriate amount of sources, knows how our brain works, how we feel, and what would be good for the next step to advance our projects. These hidden agents beyond the window OS mimic human.

Design solution

- In designing a new interface, I start with a system with one input, several blank pages, and supporting agents which works like a co-worker for brainstorming
- Integrated one input system
- Agents make relations, links, and hierarchies among relevant works
- Extended window with infinite blank pages will stretch our physically limited size of current interface

Integrated one input system

one input

related works
rich resources

achieving goals



The role of intelligent agents

- Let the user have main control
- Support at what computers good
- control windows' sizes, shapes and lasting times interactively over time.
- make correlations among data including whole contents and other sub data
- Analyze shortcoming of user and teach him what to do in a better way
- Adapt themselves to each individual's style
- Act in a way each user thinks and feels so that adjust overall window structure to fit for the each user

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keyword input

Designing new interface



navigator



C

transparency



keyword input

Designing new interface

navigator

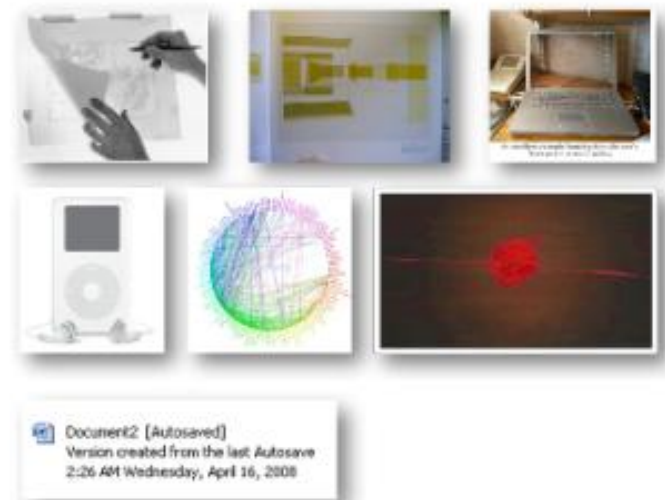


transparency

list of related works

- ☐ DigitalGraffiti_Isha
- ☐ Face transfer with multi
- ☐ Hanging message
- ☐ hanging messages
- ☐ hereisit
- ☐ HUC99-HIPPIE
- ☐ Location-based-matta
- ☐ motion tracking-foxlin
- ☐ parctab-wmc-dec94
- ☐ portableobjects
- ☐ tangible.media.mit
- ☐ Tangible_Bits_CHI97
- ☐ TBits_TEI08_FINAL
- ☐ Ubiquitous computing and mixed reality_
- ☐ What are the current UI issues

thumbnails and brief description



keyword input

Designing new interface

navigator

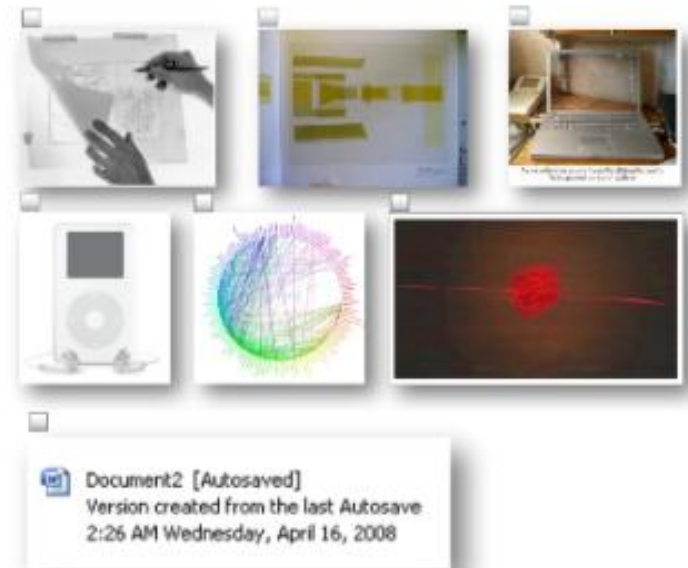


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reference

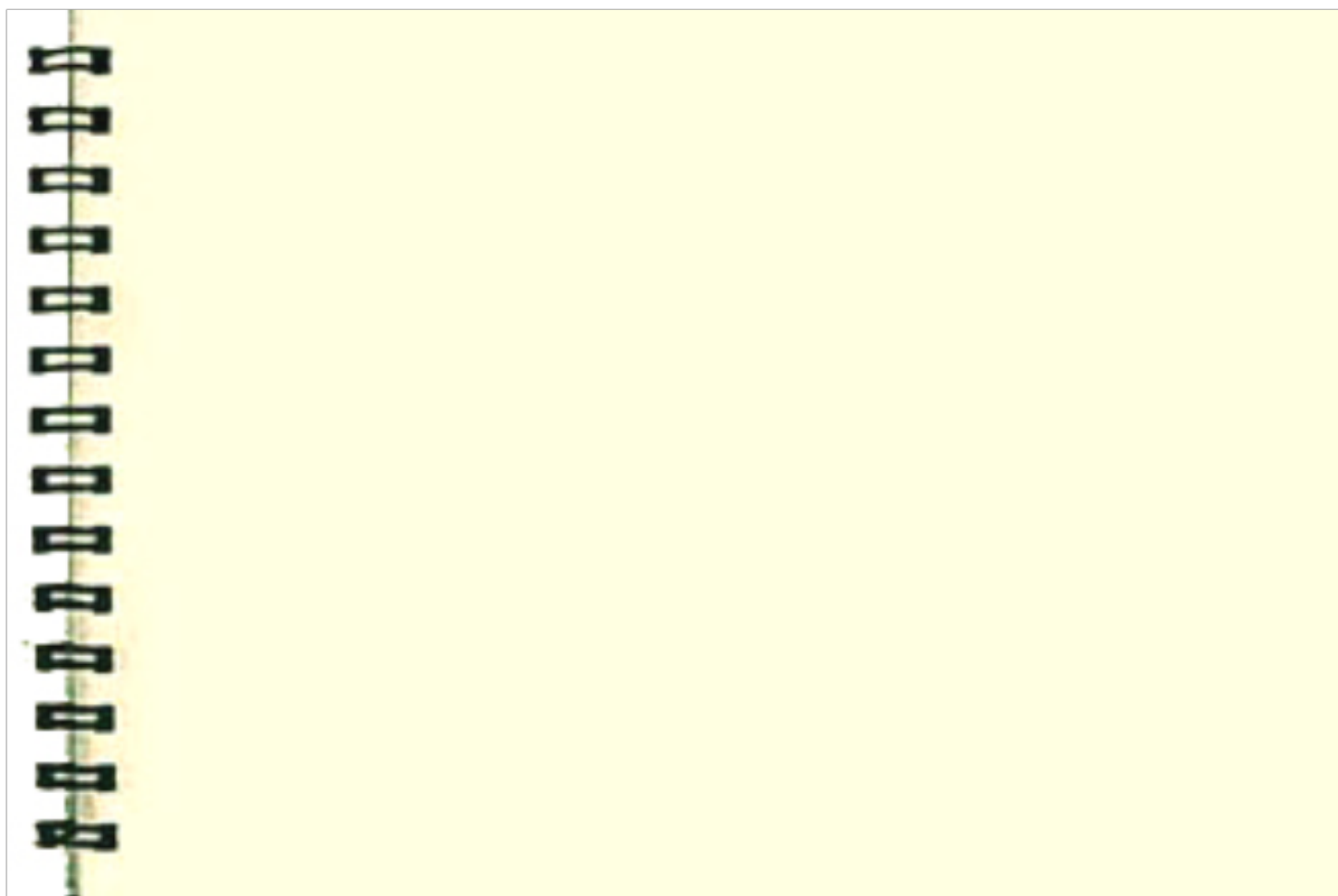
- ☐ <http://www.gohackers.com/eng/eng.htm?id=newsradio>
- ☐ <http://cynews.cyworld.com/Service/news/ShellView.asp?LinkID=775&ArticleID=200804040916538>
- ☐ <http://video.google.com/videoplay?docid=5772530828816089246&q=digital+desk>
- ☐ <http://www.ves.fas.harvard.edu/courses.html>
- ☐ http://wiki.media.mit.edu/view/Ambient/MAS672_NewParadigmsFor_HCI_Spring2008

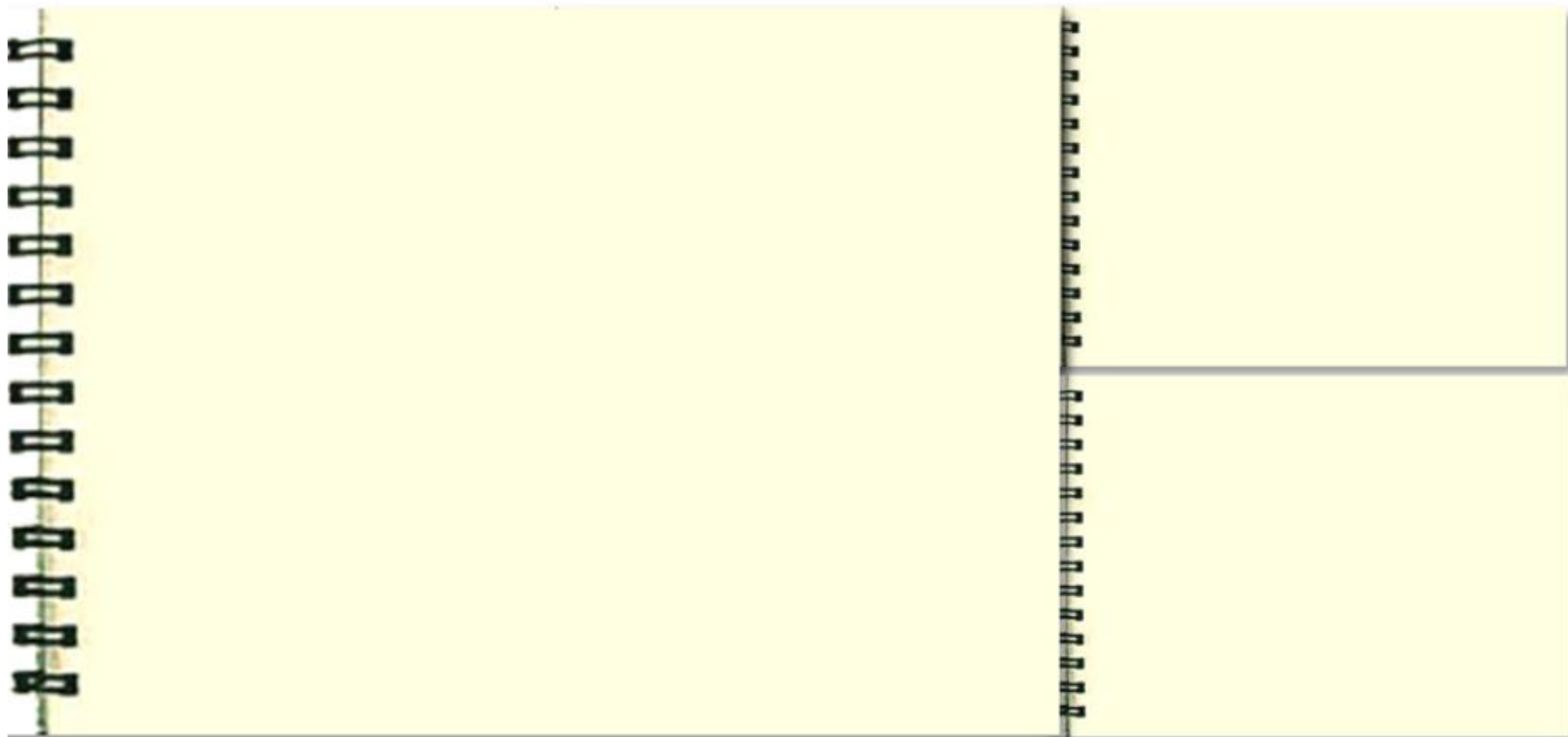


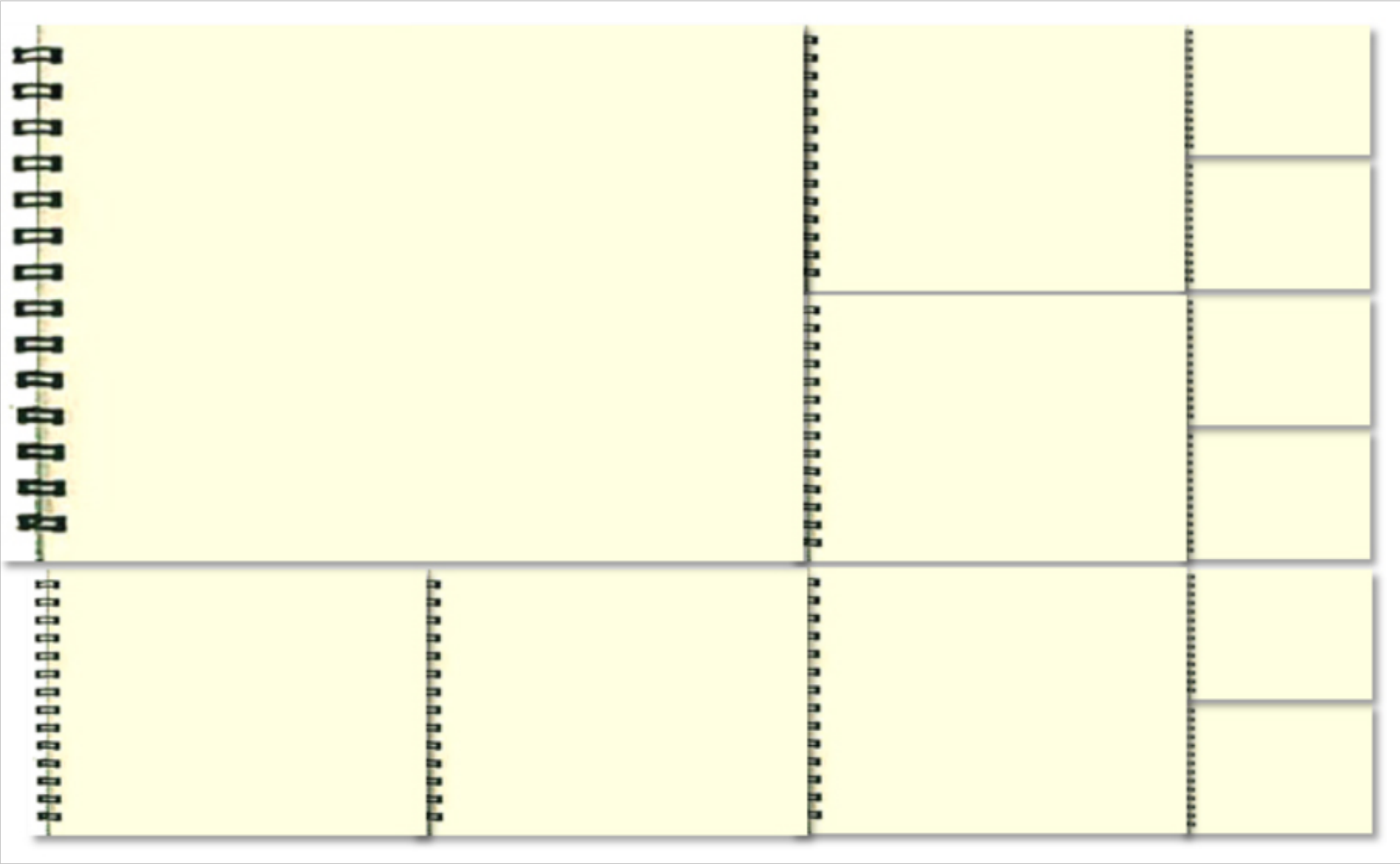
Extending current window by providing infinite blank paper- like small windows

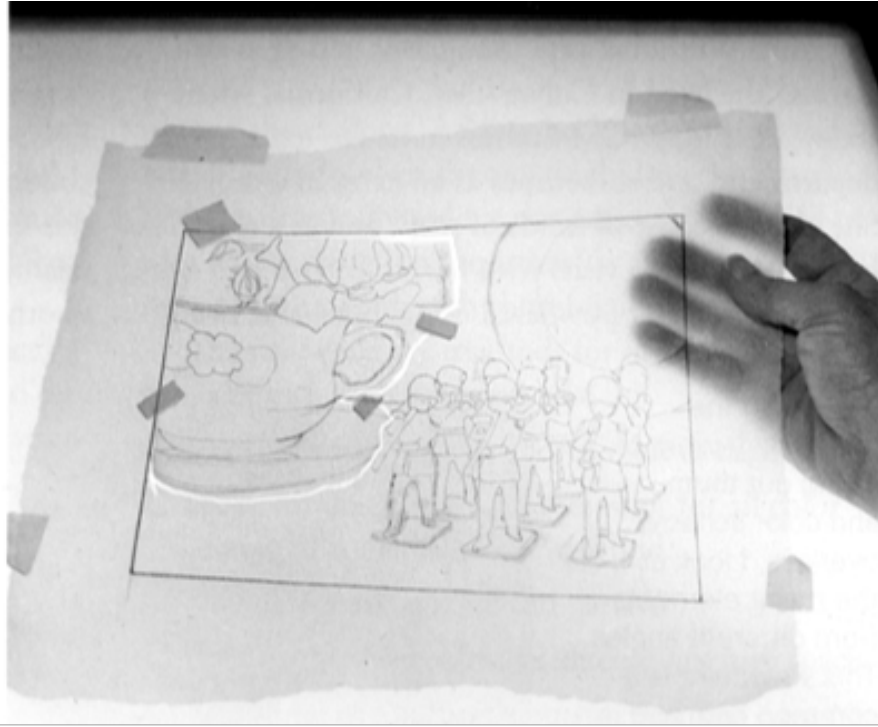
- Like drawing software, illustrator, we navigate infinite size of paper-like interface
- Each window looks like a sheet of paper in stetchbook that we can move easily, pin one on top of another
- transparent
- Foldable, stretchable, like origami

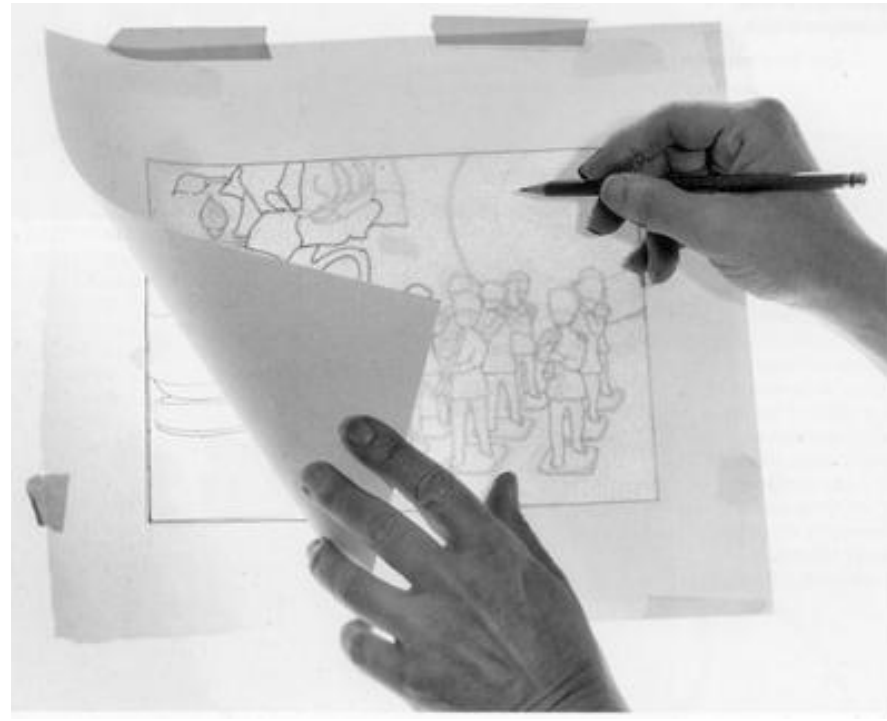


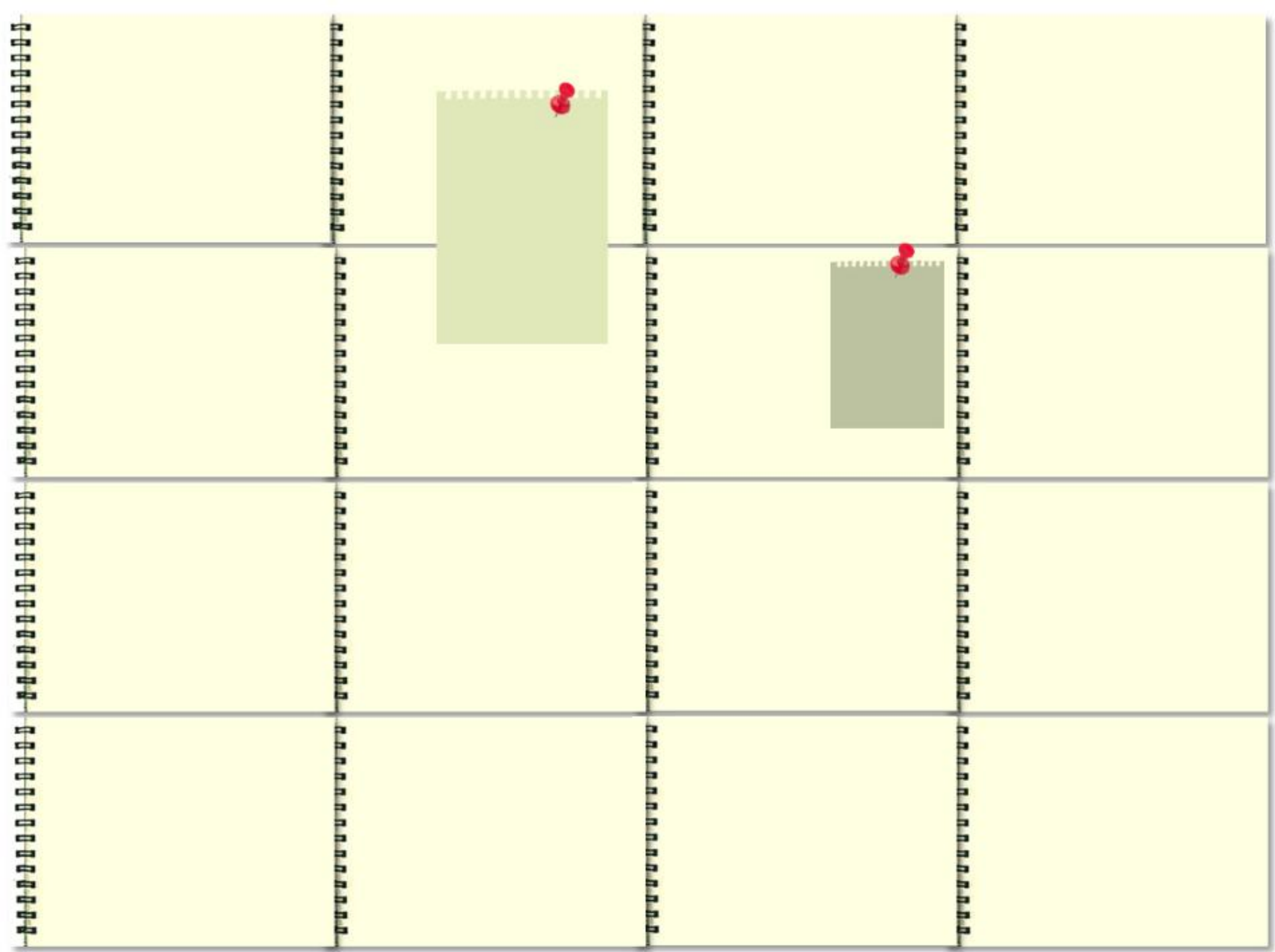












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