THE POINTER PLOW
SOLVING THE OCCLUSION PROBLEM FOR ACCESSIBLE GOAL CROSSING USER INTERFACES

INFO 498B SPRING 2009
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BRAINSTORM: CONNECTING DESIRES TO IDEAS

CREATIVE AND NOVEL

LEVERAGE USER STRENGTHS

TAKE A UNIQUE POINT OF VIEW
SKETCH 01 BINARY SEARCH CURSOR
SKETCH 02 BINARY SEARCH TREE
SKETCH 03 FORCE FIELD CURSOR
SKETCH 04 THE CLOCK

Goal

Goal
SKETCH 06 TRIPWIRES
NARROWING: SELECTING TOP TWO CONCEPTS

SIMILAR TO EXISTING IDEAS?

PLAUSIBLE?

CLEVER?
CANDIDATE 1: FORCE FIELD CURSOR

STRENGTHS: SAFETY & EFFICIENCY
CONCERNS: SCALABILITY & EASE OF USE

FLIPBOOK: FLASH
CANDIDATE 2: BINARY SEARCH CURSOR

STRENGTHS: SAFETY & EASE OF USE
CONCERNS: SCALABILITY & EFFICIENCY

FLIPBOOK: SLIDES
PROTOTYPE: THE PLOW POINTER

DESIGN ISSUES 1
MAPPING TARGETS TO THE PLOW

DESIGN ISSUE 2
INDICATING ACCELERATION AS THE MEANS OF SELECTION

DESIGN ISSUE 3
SETTING THE APPROPRIATE “ESCAPE VELOCITY”
USER TESTING