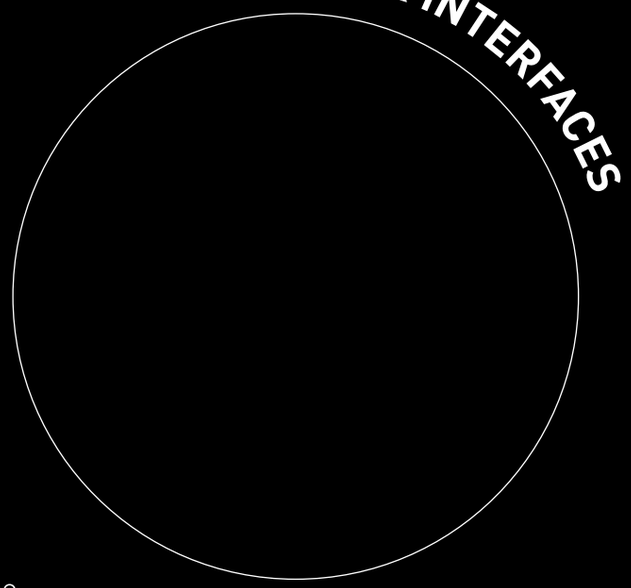
THE POINTER PLOW

SOLVING THE OCCLUSION PROBLEM FOR ACCESSIBLE GOAL CROSSING USER INTERFACES



INFO 498B SPRING 2009

Clarke Freeman
Alex Jansen
Kristofer Martin
Josh Rakita

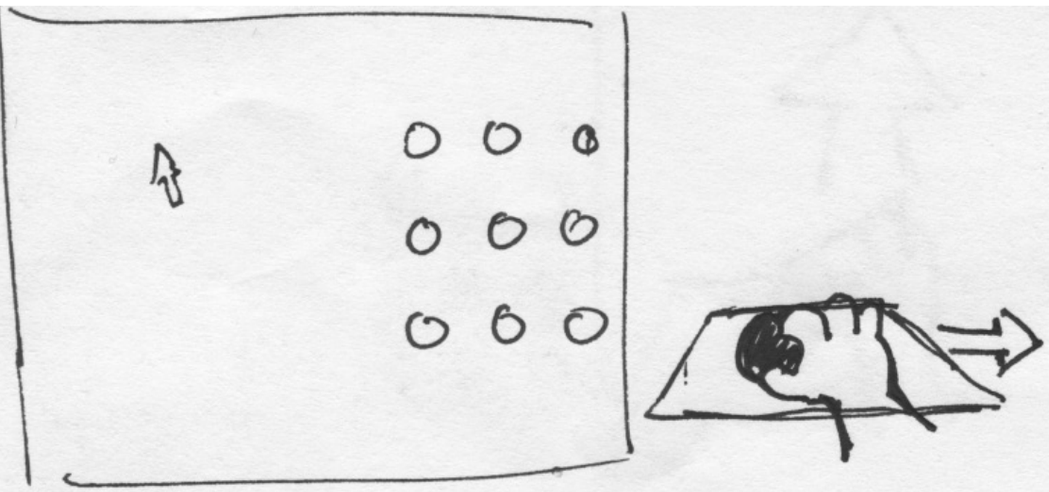
BRAINSTORM: CONNECTING DESIRES TO IDEAS

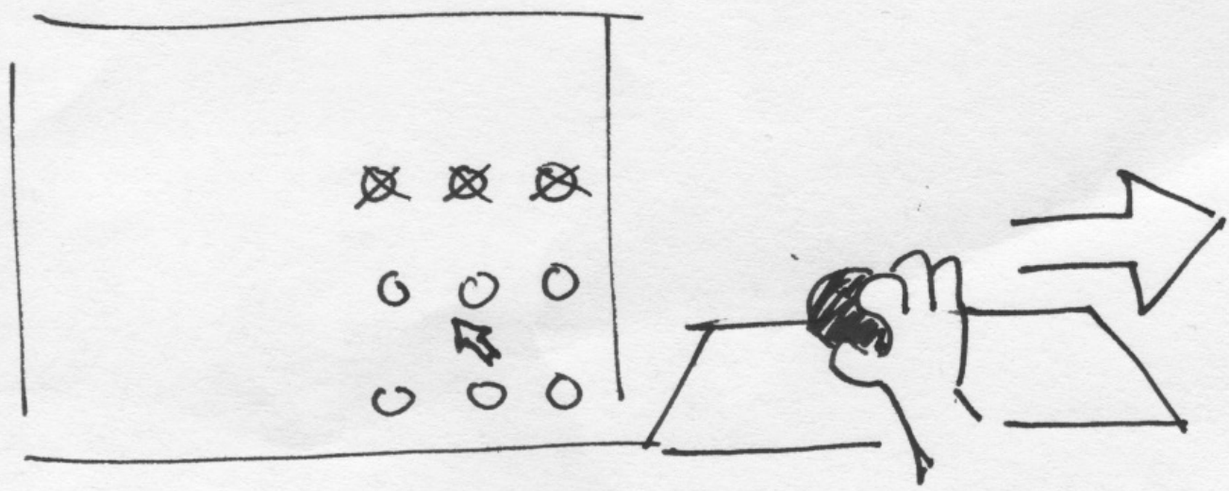
CREATIVE AND NOVEL

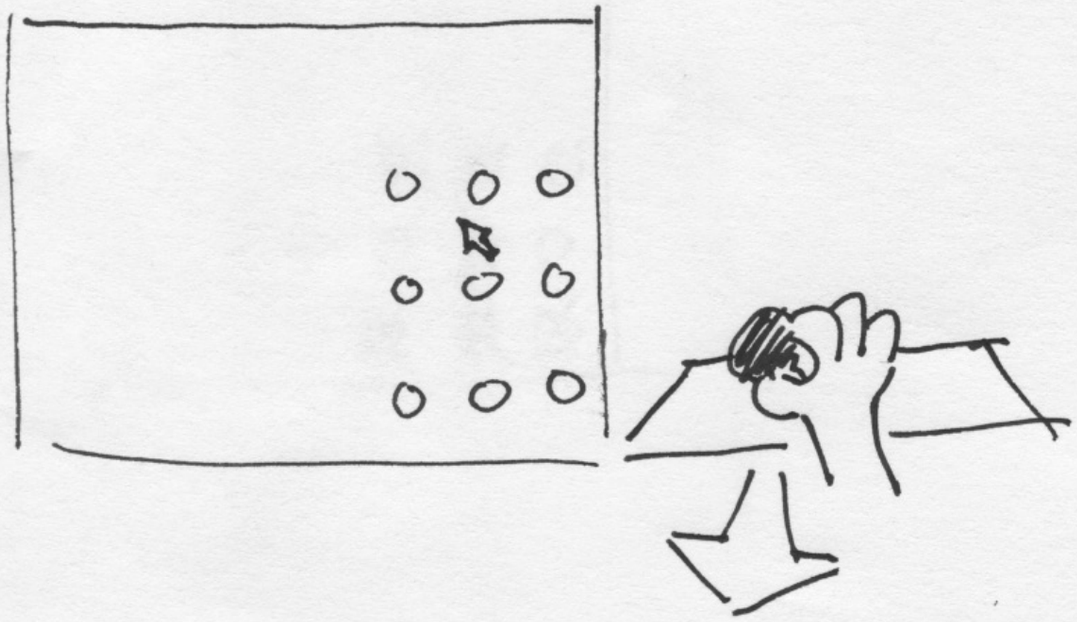
LEVERAGE USER STRENGTHS

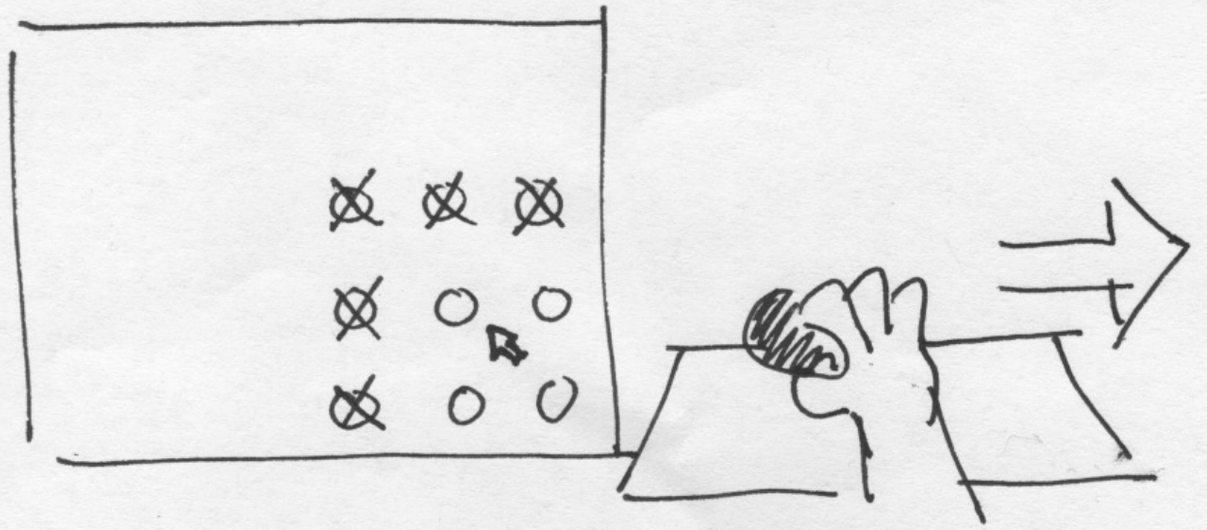
TAKE A UNIQUE POINT OF VIEW

SKETCH 01 BINARY SEARCH CURSOR

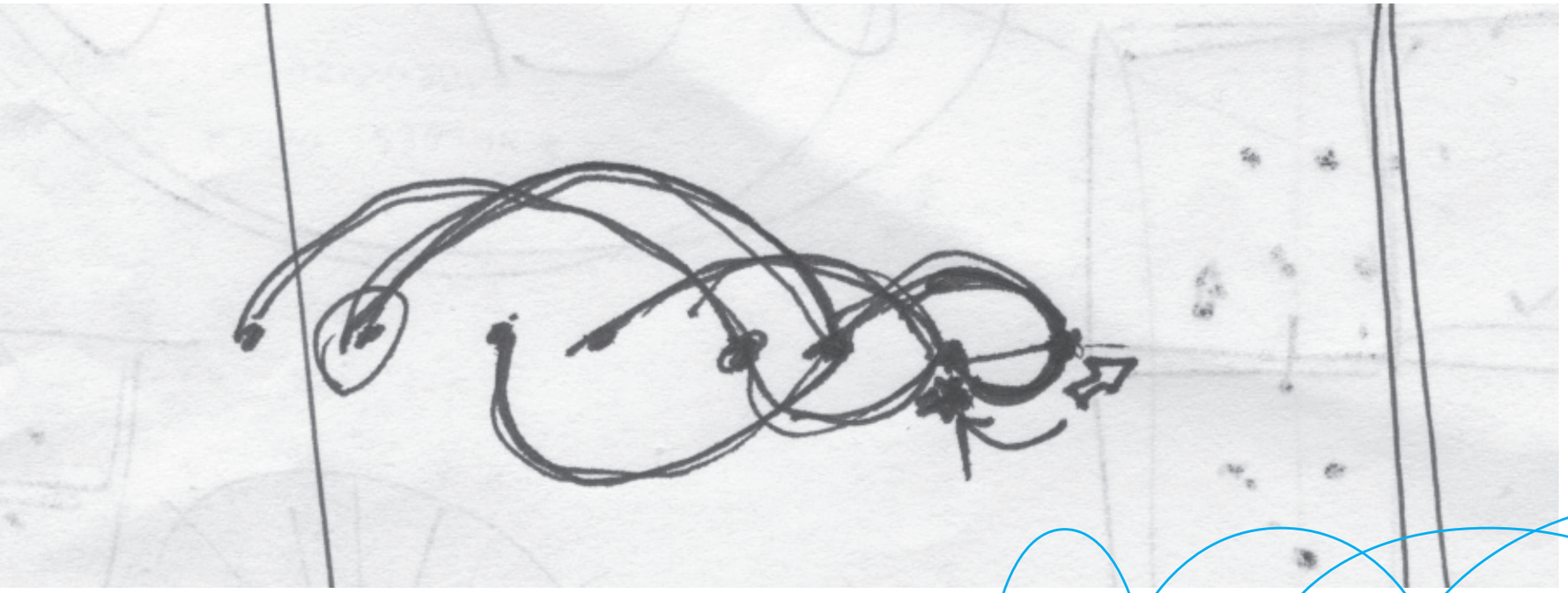


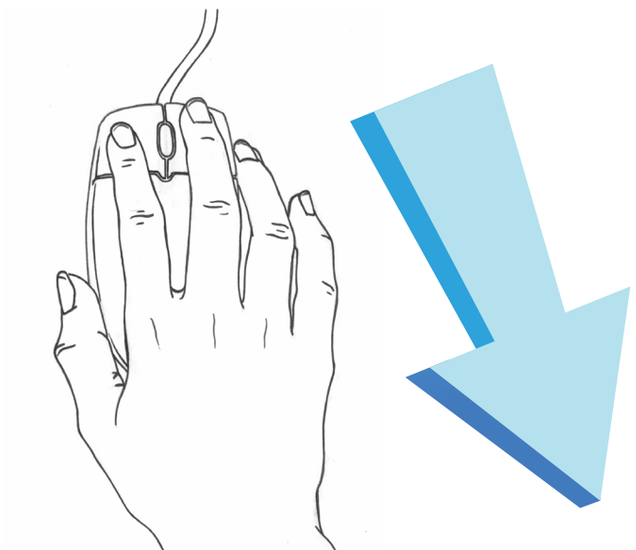




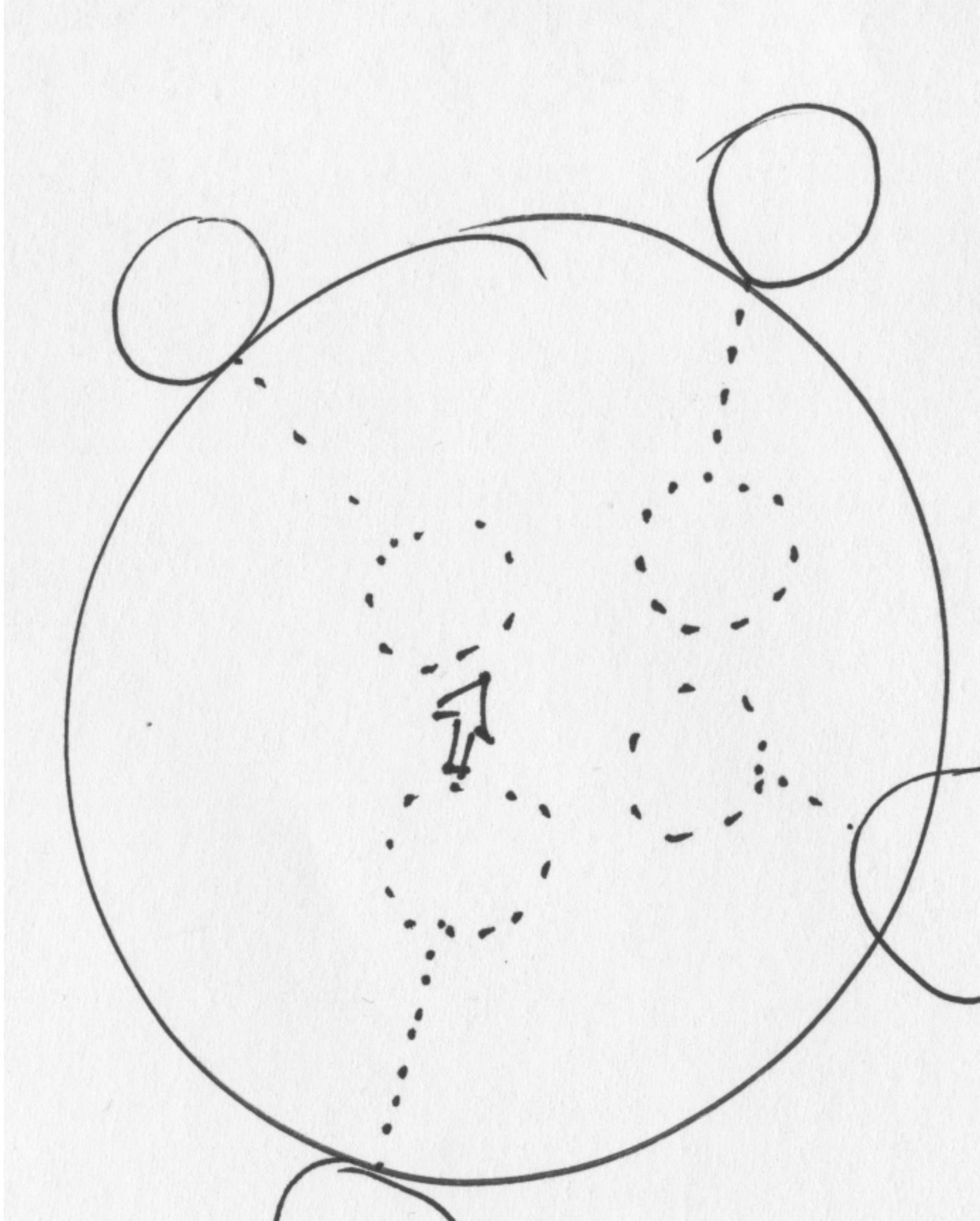


SKETCH 02 BINARY SEARCH TREE

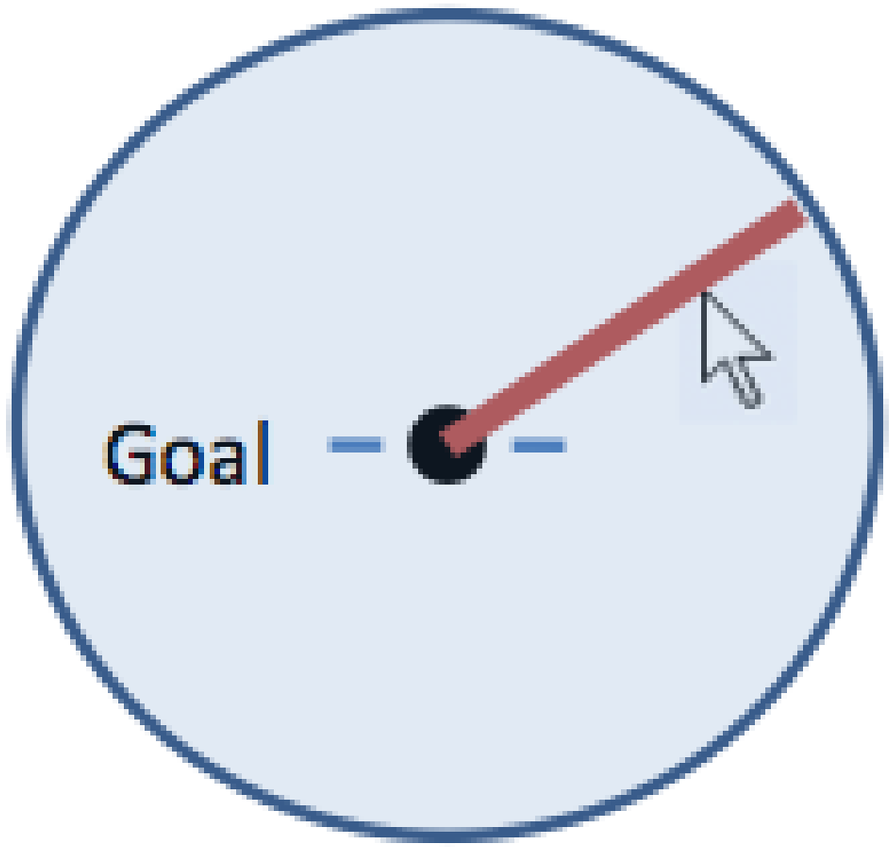


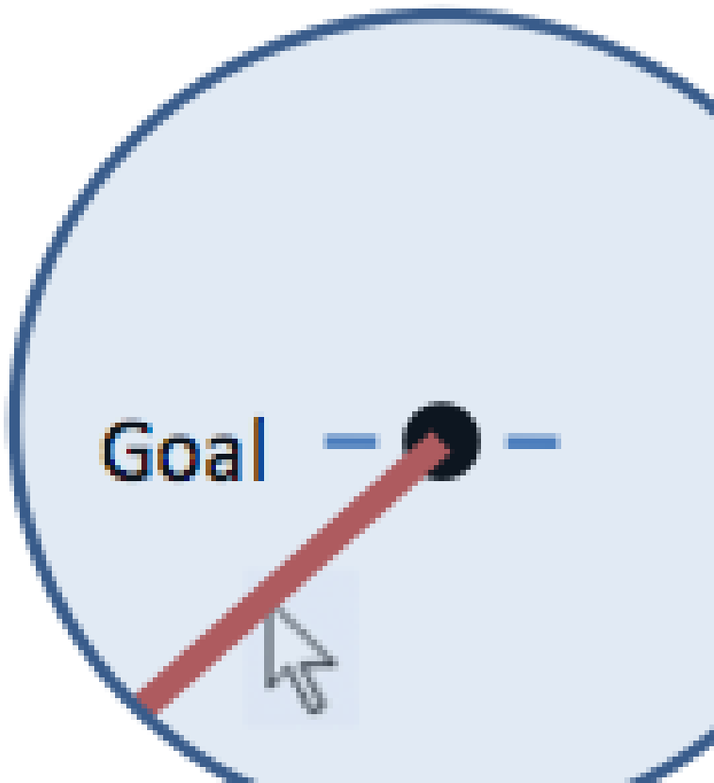


SKETCH 03 FORCE FIELD CURSOR

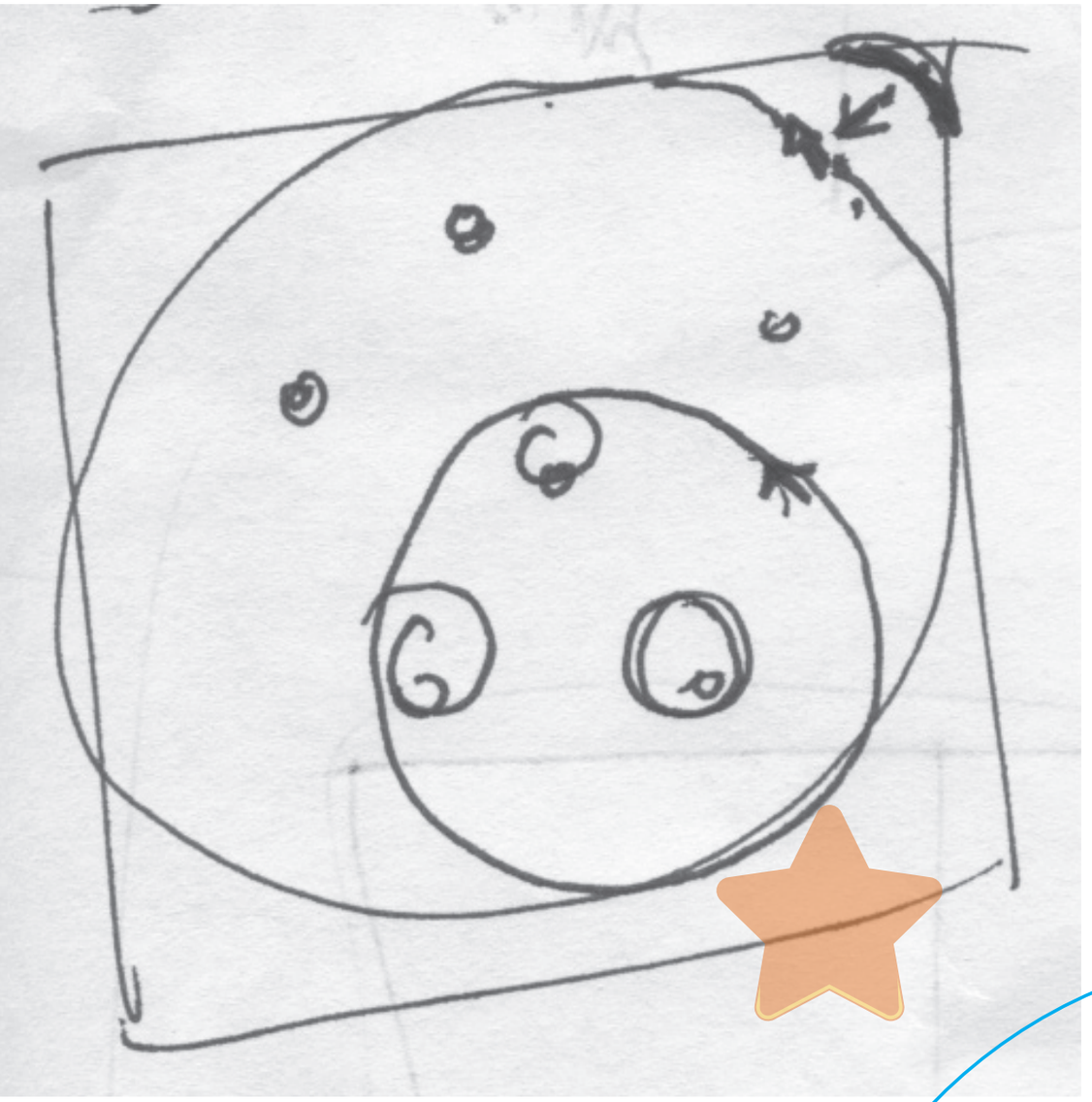


SKETCH 04 THE CLOCK





SKETCH 05 THE SPOTLIGHT



SKETCH 06 TRIPWIRES

NARROWING: SELECTING TOP TWO CONCEPTS

SIMILAR TO EXISTING IDEAS?

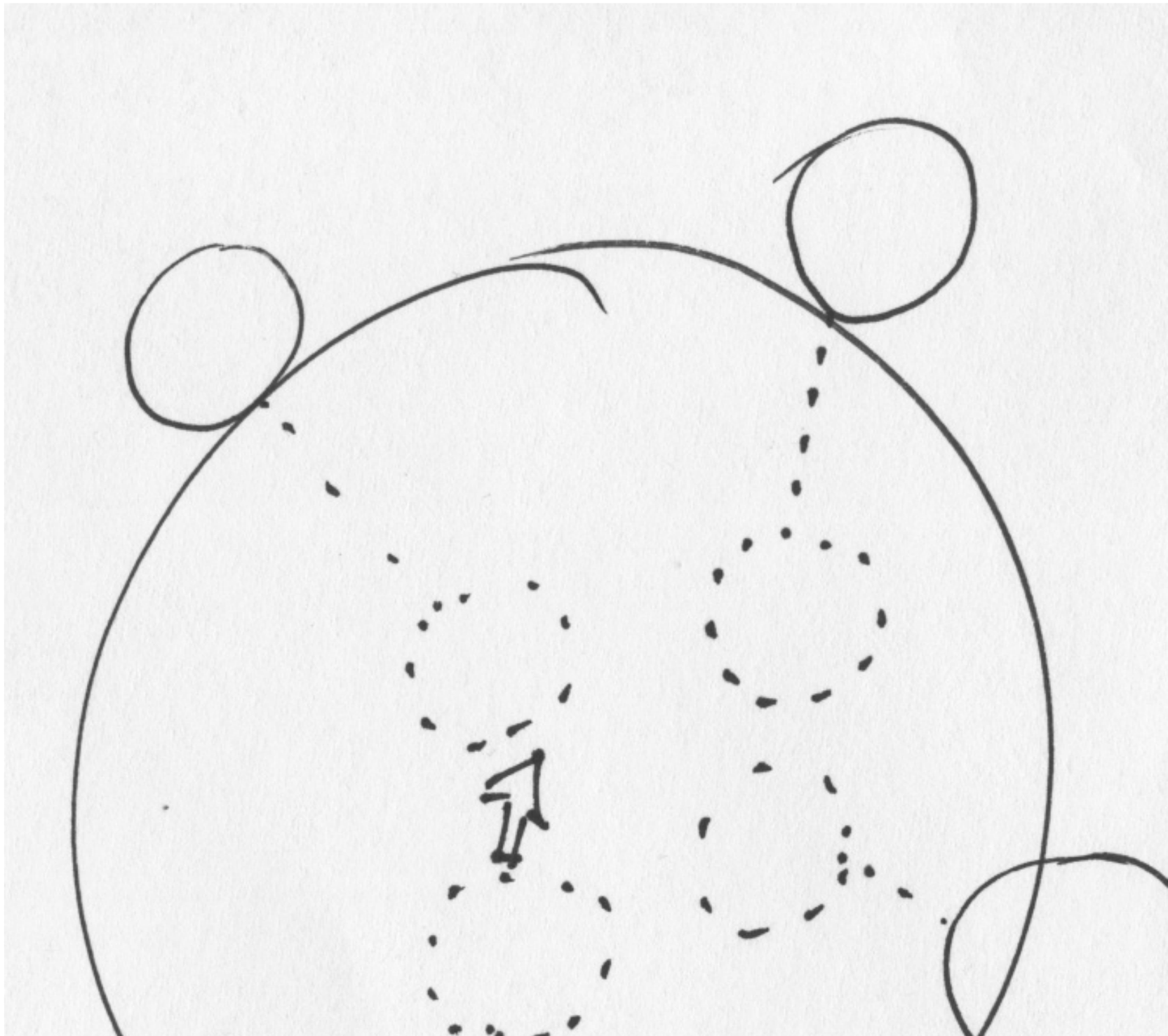
PLAUSIBLE?

CLEVER?

CANDIDATE 1: FORCE FIELD CURSOR

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

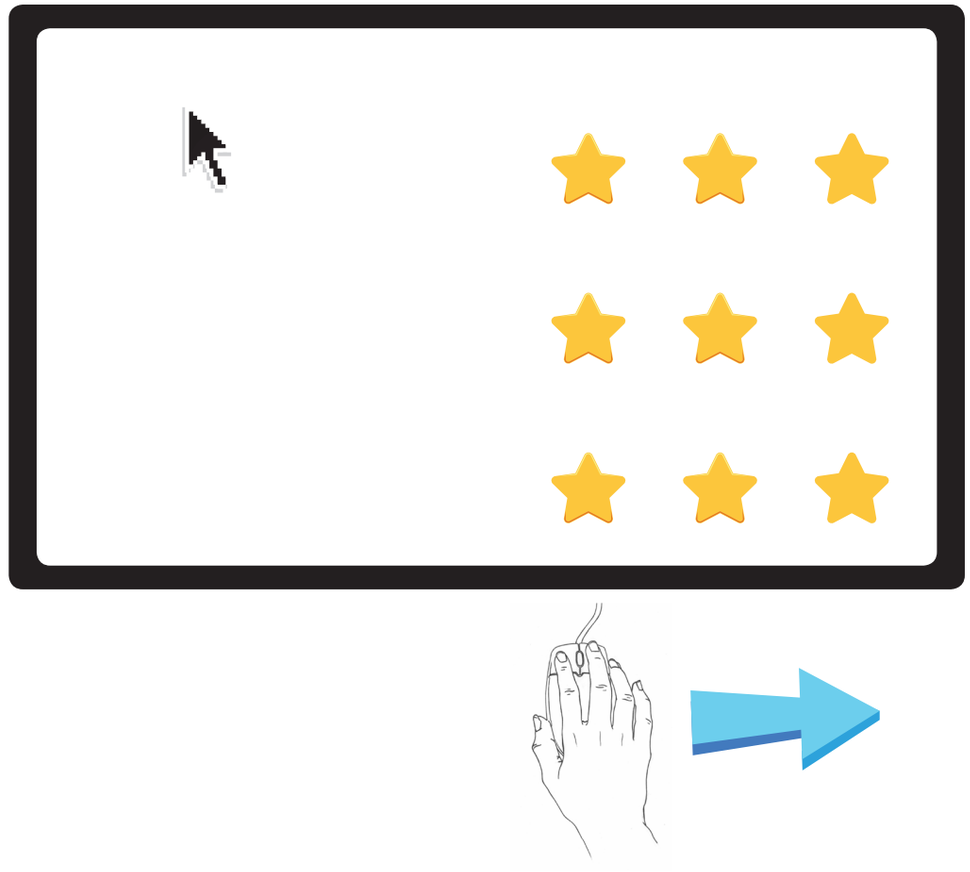
FLIPBOOK: FLASH

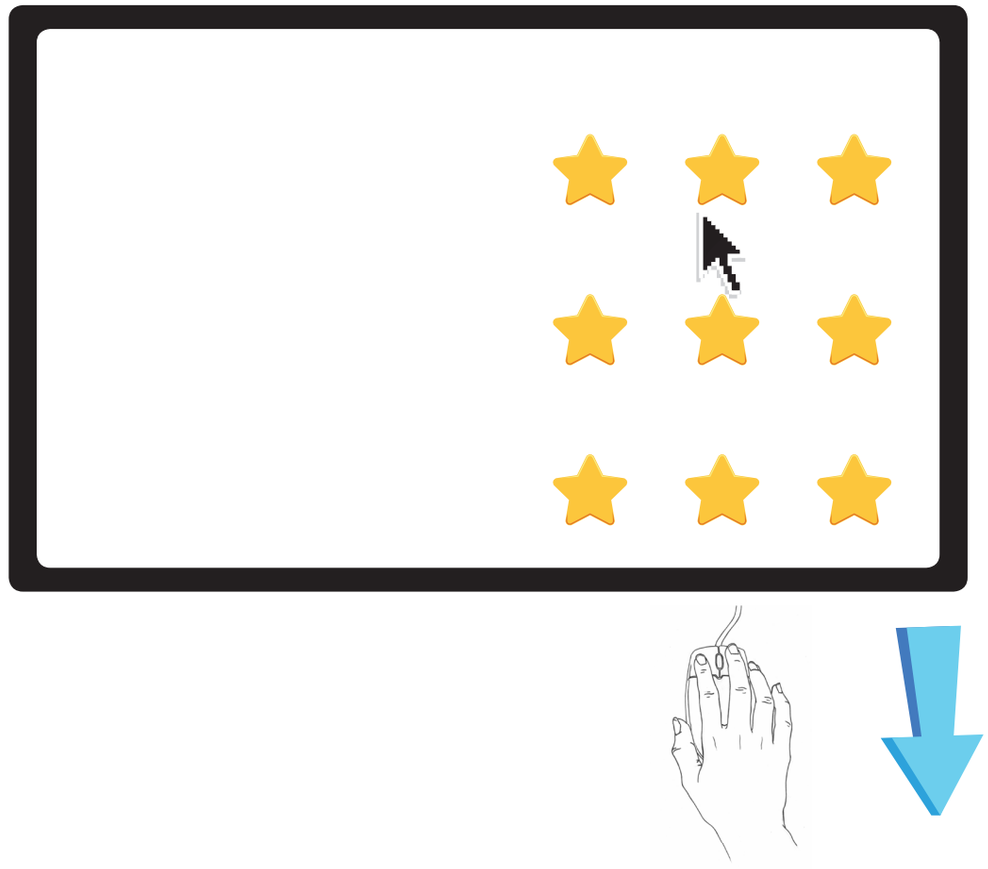


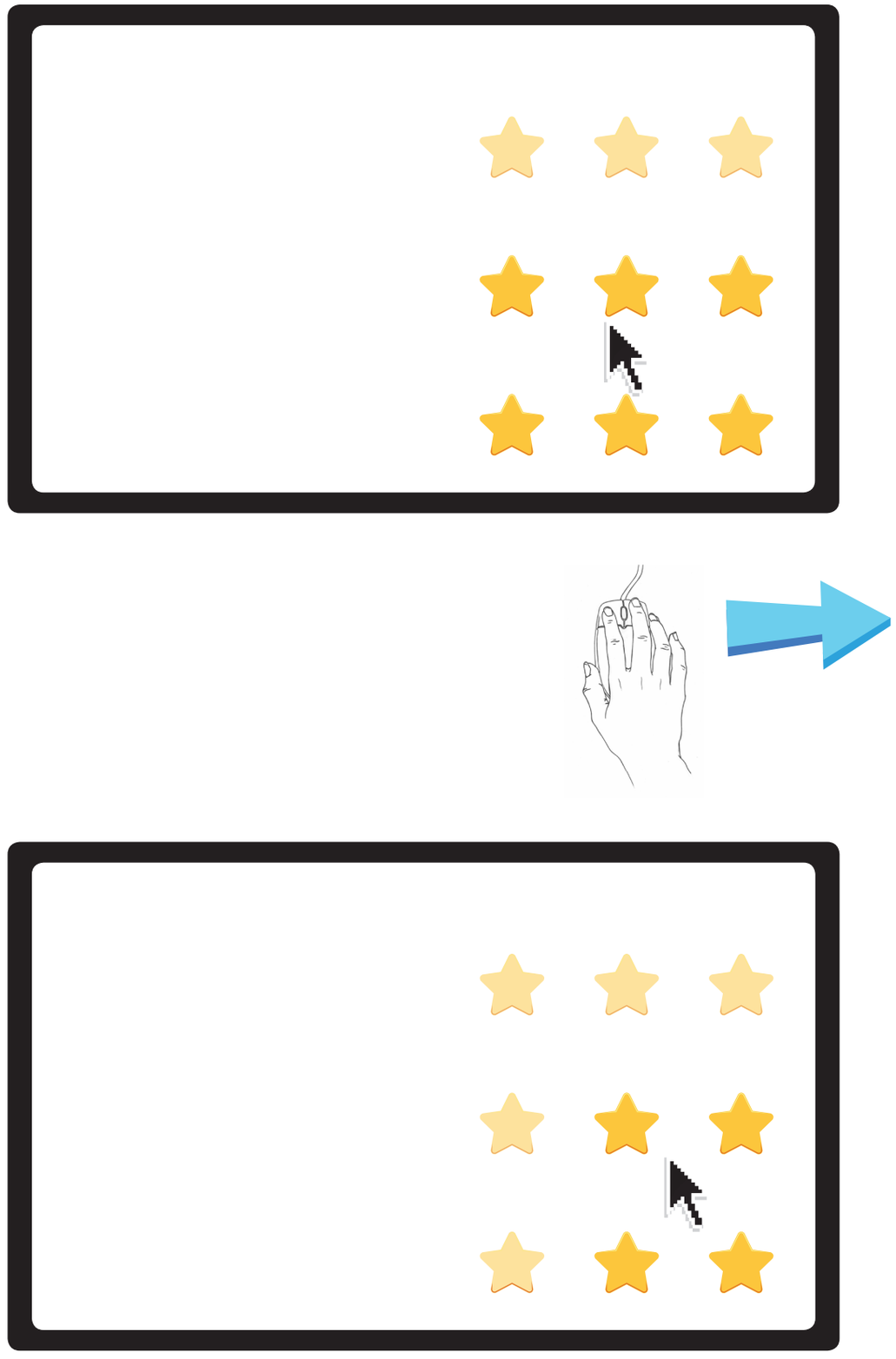
CANDIDATE 2: BINARY SEARCH CURSOR

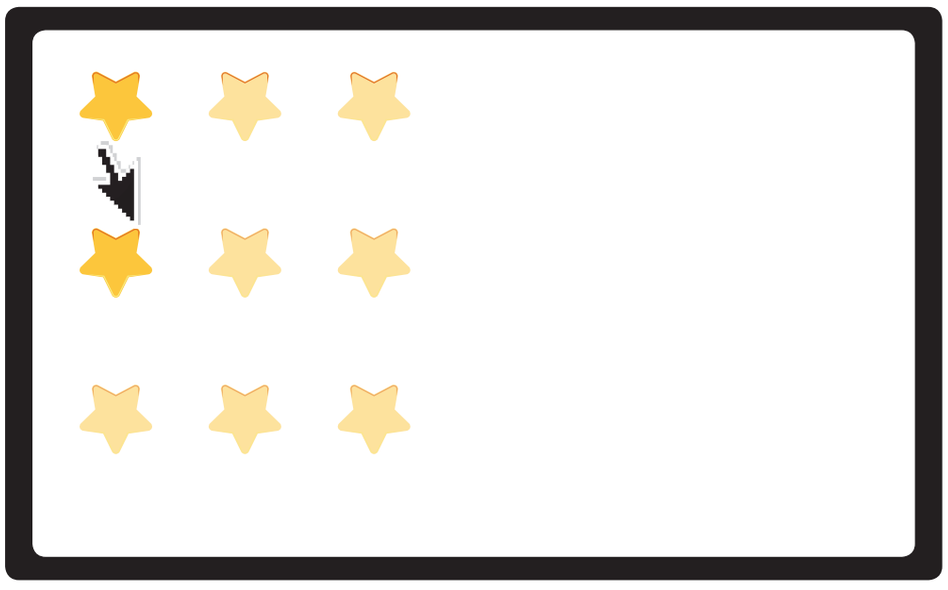
STRENGTHS: SAFETY & EASE OF USE
CONCERNS: SCALABILITY & EFFICIENCY

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