

CS 6905: Designing for Multimodality

Designing The Front End: A Concrete Example

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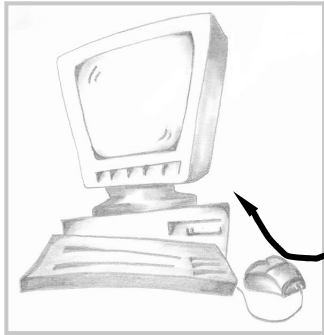
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practical session

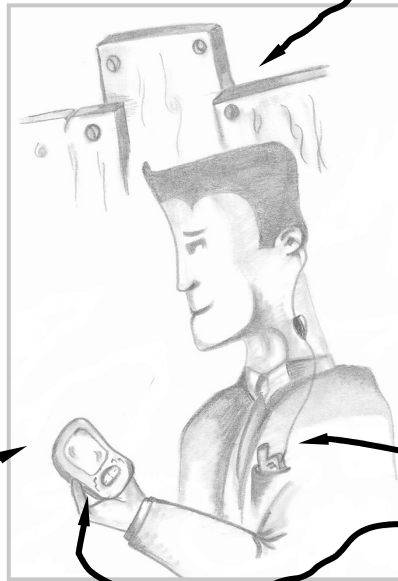
work through the design for a multimodal interface
based on the AEC scenario introduced in Lecture 6

reminder of the scenario...



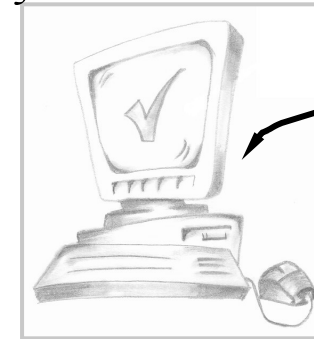
You have been working on project docs at your desk; you leave for a site visit...

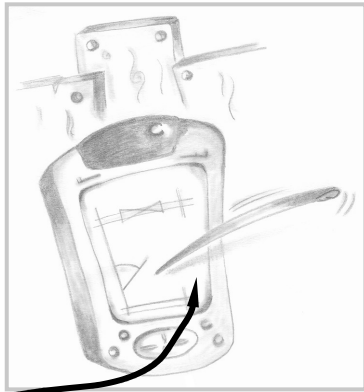
On site, you are asked questions or are required to make immediate decisions about changes to plans: you simply connect your cell phone and mobile device and access the necessary information – decision made!



wireless technology

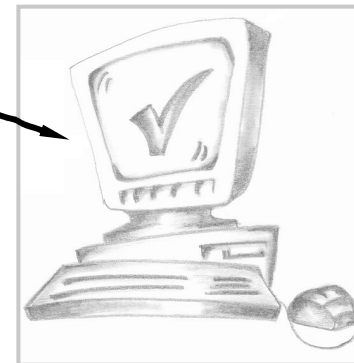
Circumstances on site mean that decisions made at the office need to be revised – but extra info is required prior to confirming the changes: instead of a costly return visit, you access the information remotely, make an informed decision and relay the information about your decision back to your PC. All collaborative partners immediately see the changes – they are notified in real time...





*You are on site and
fundamental changes
need to be made to
plans...*

*You annotate representations of the plan on a
mobile device : changes are made directly to the
master plan and all relevant parties are notified
instantly – no inconsistencies – no transcribing
notes when you get back to the office !*



scenario summary...

- application must allow an architect to design and develop plans at desktop
- application must allow an architect to query design plans & design decisions on site
- application must allow an architect to annotate and make changes to plans on site
- application must allow appropriate notification of changes to all relevant parties

reminder: complex context...

- revisit context of use as discussed in lecture 6

context = complex!



design ideas & discussion