Media Framework Interactive Documentary Graphical User Interface Specification

5.7.16

Current version of GUI (by Brendan) implements most of this design but not all.

Existing Functionality to maintain and build upon

* Presently the GUI is structured around initial state nodes: three central nodes (City -People -Movement) plus a node for each city.
* Presently the GUI and navigation model is considered to be “continuous” as the GUI does not provide separate control buttons other than the graph structure itself. This is desired.
* Presently the navigation is also “always forward” meaning at each step the user is presented with nearest neighbours for further selection. The “always forward” navigation style is desired, but will be modified so that the display and selection is not limited to nearest neighbours.
* The GUI does not provide explicit function to navigate to a node that is not visible on the screen. There are no “back” or “zoom “ buttons. This is desired – no extra buttons should be introduced.
* The GUI displays text labels of nodes in an automated animation cycle. (This is to make up for the absence of a roll-over display.) Node label display should be maintained and improved if possible by introducing node roll-over for label display.

Functionality to be changed

* The present use of automated zoom-in to display the nearest neighbours of a selected node is the primary GUI function that should be modified.
* The present absence of a roll-over or “mouse-over” should be revisited. This was adopted due to limitations of the web interface library.

New Functionality Desired

* The GUI should provide a node roll-over function separate from node selection, to reveal text (node names).
* Roll-over of a node that has not been selected should also display the edges to the nearest neighbours of the node, and/or highlight the nearest neighbour nodes, which may be widely distributed in the current display. For any node that is not currently selected, the nearest neighbour nodes may not be displayed at a visible size nor displayed in close proximity. Roll-over of a non-selected node should display these nearest neighbours.
* Magnify view should replace the current zoom-in function when a node is selected. When a node is selected a Magnify area should appear around the node showing nearest neighbours, however this Magnify view should not fill the entire display field. Instead the Magnify view should display in a dominant region while the remaining field of nodes is displayed in the background. At all times the initial state nodes (City People Movement) should be preserved in their central orientation. Also the full field of nodes remains visible outside of the magnify area and remains available for node selection. Design of the Magnify view occlusion rules needs to be discussed, to determine how the Magnify region will occlude or displace the view of the full field of nodes. As stated above, except for occlusion the full field of nodes should be available for display and therefor available for node selection, even though these nodes are not nearest neighbours to the selected node in the Magnify view.