

Nearby Design Patterns

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From [Carrie at the Guardian Project](#), some great thoughts on nearby network communication design:

This document is meant to explore the needs for nearby functionality in various apps, and to discover UX patterns that can be used in app development to create consistency both in behavior and language. The goal is to increase the overall usability of nearby functionality in open source apps. Attached is an initial draft.

NEARBY DESIGN PATTERNS - DRAFT 01 CREATED BY CARRIE WINFREY, GUARDIAN PROJECT JUNE 2015

A. Main View to Mutually Discover People Nearby: F-Droid App Swap

USE CASE: F-DROID SWAP (2-WAY)

I'm at a training and need to share a set of apps with people in the same room.

INSIGHTS FROM TESTING

When people want to share apps, their first thought is who and what they want to share. Automatically looking for people nearby and displaying them, gives more immediate access to them; rather than requiring them to choose and setup the transport they want to use to find people.

PURPOSE

To select the person or people you want to connect with.

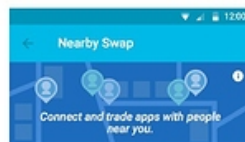


Illustration visualizes the concept of nearby and tells the user what they can do with it.

Tapping on the 'i' icon would give the user more information about the swap feature and any security risks involved.

Transport methods used to connect people. The user can choose to turn them on or off, see how their device name will appear to others, and change their device name.

For WiFi, users can tap on the WiFi name to switch to a different network.

App begins to look for people nearby, when this view is opened by the user.

Both users must have F-Droid to swap apps using nearby swap. Tapping 'Send F-Droid' starts the workflow of sharing the app via bluetooth.

Can't find who you're looking for?

SEND F-DROID

SCAN QR CODE

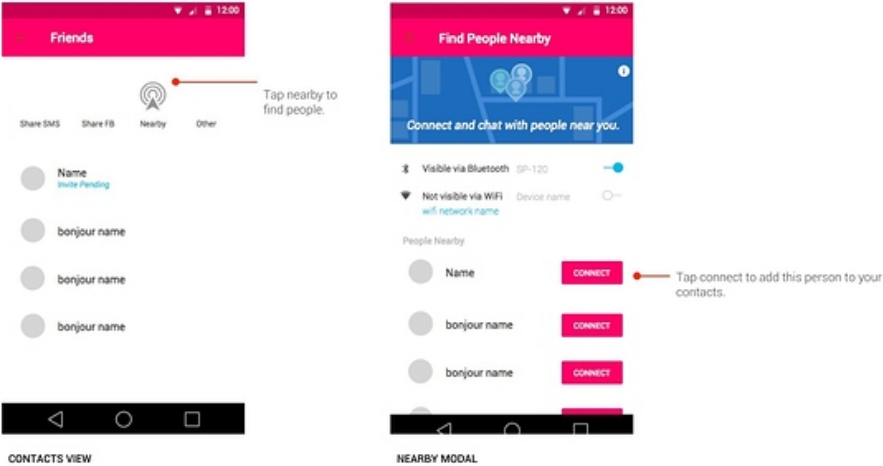
If the person you want to swap with doesn't show up in the list, users can select to swap over WiFi by scanning the other's QR code.

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B. Main View to Mutually Discover People Nearby: Chat

USE CASE: CHAT
I'm at a festival and want to chat with the other people here, but there's no internet, and my mobile connection is bad.

NEEDS
We need to verify the individuals you're connecting with.

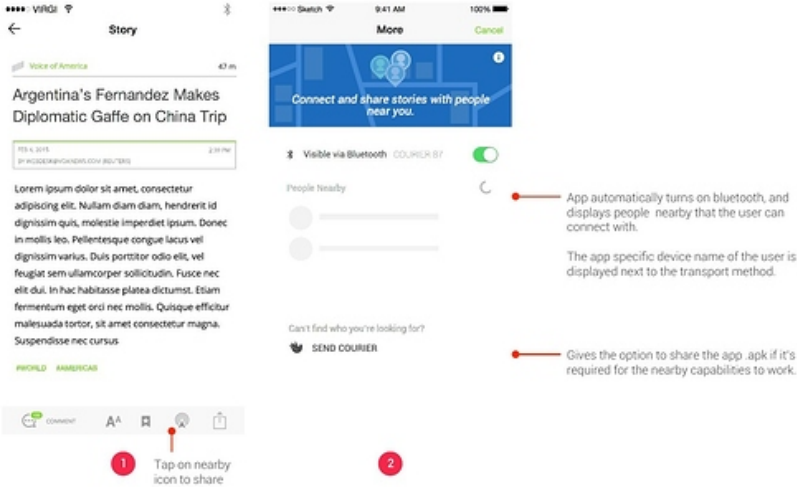


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C.1 Main View to Share: Courier RSS Reader

PURPOSE
To select the person or people you want to connect with.

USE CASE: COURIER RSS READER (1-WAY SHARE)
I have the most recent news stories. My friend wants them but is unable to sync his feeds in the app because he hasn't had an internet connection.

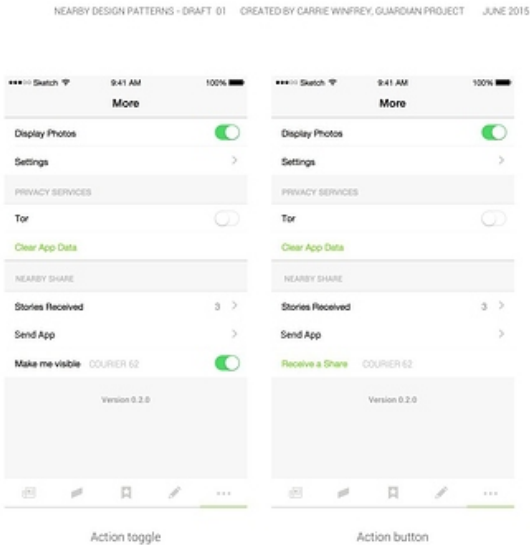


C.2 Main View to Receive: Courier RSS Reader

PURPOSE
To turn on the necessary transport methods for the user so that he/she can be discovered.

FEATURES

- Makes the user discoverable upon opening the view,
- Displays the users name of device



D. Action Buttons: Examples of Use

PURPOSE
To initiate a nearby connection, swap or share.

DISPLAYS

A. On-screen button

B. Action bar icon on Android; In some cases, a FAB button could also be used on Android

Note: Action buttons can be used in single and multi views



F-DROID SINGLE VIEW OF AN APP



COURIER SINGLE STORY VIEW