

4/7/13

H/W 3

- don't take the entire gesture set and use it.
- explain to a person how to use it
- single touch only

Programming by Demonstration

At End User Programming

- customization for end users (non-programmers)
- preferences
- scripting languages
- macro recorders

Terminology

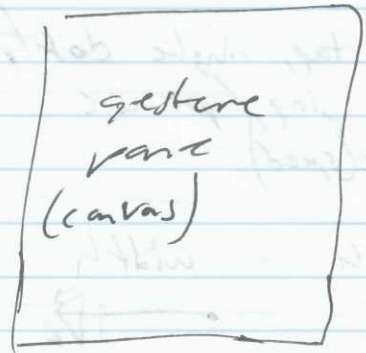
- PBE: programming by example
- PBD: programming by demonstration
- PITUI: programming in the User Interface
- Interacting

Pygmalion

SmallStar 89

Peridot

### Assignment 3 - Initial Design Ideas



can we overlap these two?



touch gestures  
done over video



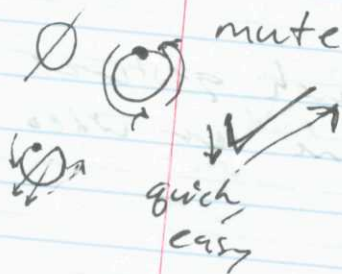
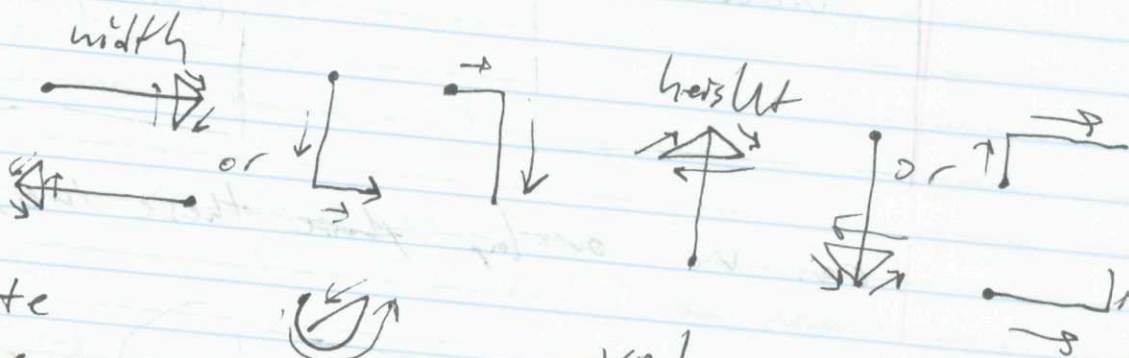
# Gestures

play  
 pause  
 seek  
 playback rate (speed)  
 volume

mute toggle  
 width  
 height

tap, single dot/point  
 play/pause

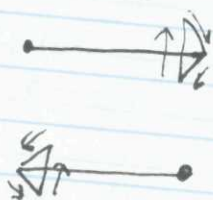
seek  
 seek (ff/rew)



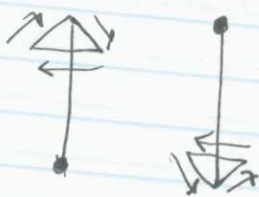
quick, easy  
 too long?

vol  
 up  
 down

Seek



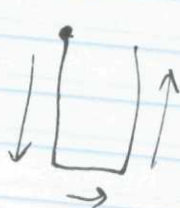
Speed



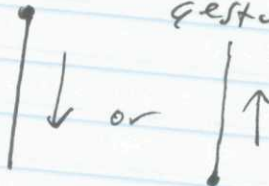
play



pause



play/pause use same gesture? implications?



get current time

// seek back  
currenttime - 10 sec

// seek forward  
currenttime + 10 sec

width + height

when you adjust one, the other scales automatically?

unistroke angle independent  
think about angle dependent gestures

\* - dollar f

Justify all design decisions,

- alert to show tell user that volume is at max or min value?



play/pause



quick, easy,  
intuitive

mute



quick X connotes  
not destructive  
action

Vol



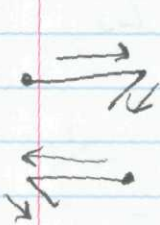
up

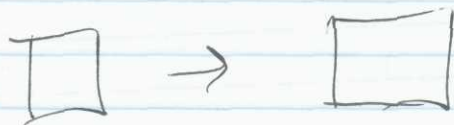
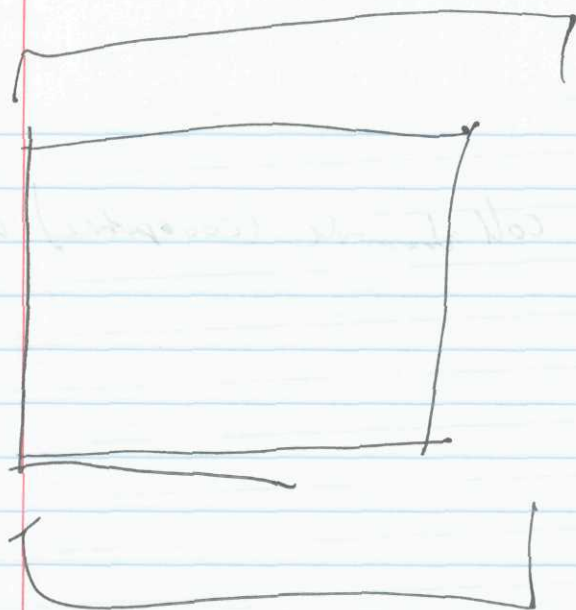


down

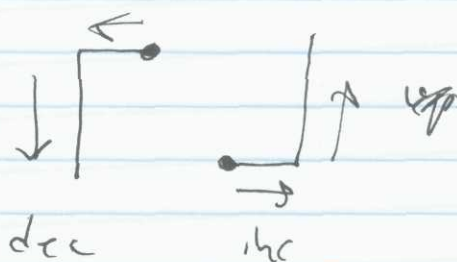
carrots similar to  
arrows. Allows me  
to use arrows for  
another ~~or~~ toggle/light

width

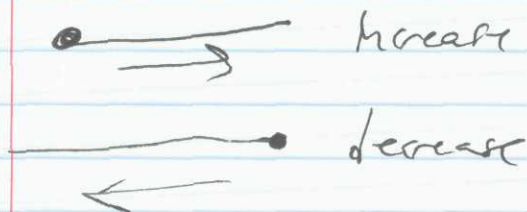




ideal



pitch 2-finger



up movement indicates increase, down = decrease

too similar to "check"



ALERT

VOL MUTED

VOL MAX

VOL MIN

MAX SPEED

MIN SPEED

Progress bar for volume?  
would be cool.

video ~~player~~ and canvas  
make own div

make canvas transparent over video window

put canvas in video div  
size 100% !important

11/17 mute gesture  
circle?



better than x?  
smoother,  
like

resize



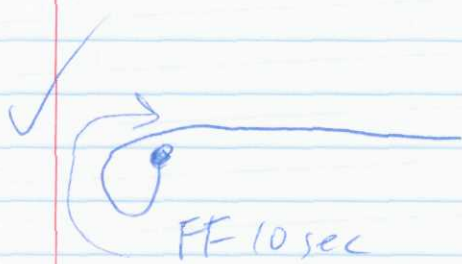
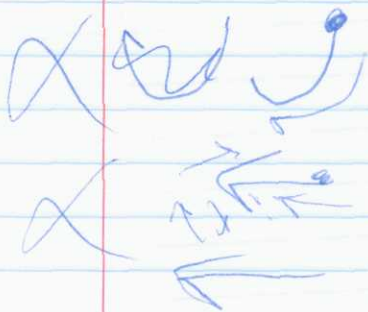
only allow the user two sizes  
default and large  
 $320 \times 240$        $640 \times 480$   
 $480 \times 360$

- increasing height and width manually could cause confusion for the user.
- most mobile video players only support two sizes anyway

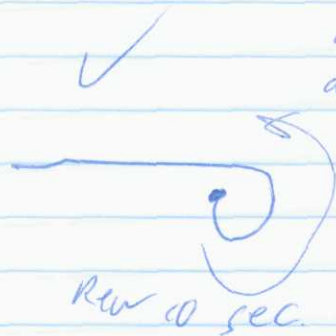


REW

FF



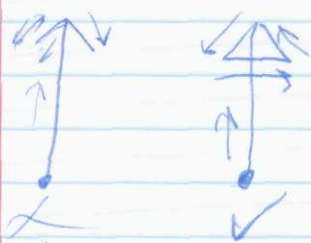
FF 10 sec



Rew 10 sec.

almost like turning  
a knob  
- directed (forward  
back)

playback speed



flows better

