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Gestures

Randomizer Result:

Create [touch surface gestures] for a [email app] on a [tablet].

Actions:
1. Move Email to folder
2. Delete Email
3. Reply
4. Forward
5. Toggle Unread/Read
6. Archive

Brainstorming

Jaryd-

Gestures should make it quick and easy to manage the influx of emails that a user receives.

Touch screen means that we can't include device movement gestures. This means we have slightly less variation since some gestures could start to overlap.

The gestures can vary by varying swipe direction, tap length, number of taps, number of fingers, etc. But since the tablet is relatively large, avoiding multiple fingers/hands will be difficult to do while using a large device.

Emily-

Gestures should be different but work in a relatively small space on a screen.

Touch screens limit the amount of variation different gestures can have, since too similar gestures will be read as the same thing. The positive side is that these gestures are appropriate in most any environment as they are often small, frequently one handed motions.

The gestures mainly vary in number of fingers, direction, shape, and sequence of contact (such as double tapping)

Gestures

Sensing method: It's a tablet with a touch screen, so gestures will be sensed by the user touching the screen.

Consistency: The actions are consistent from being similar to each other but still independent motions

Appropriateness for context: Yes, the gestures are appropriate to fit on a screen and not be too difficult to achieve or too similar to each other.

1. Move Email to folder
    a. To move an email to a folder, the user swipes their finger from the middle of the line the email is on to the left.

      b. Metaphor: Typically an action dependent on device and application, therefore not tied to a specific familiar action.

      c. Mappings: Similar to grabbing a piece of paper and putting it into a folder to the left.

2. Delete Email

      a. To delete an email, the user first taps and holds the email then drags their finger down.

      b. Metaphor: Same as the action of scrolling up through a page.

      c. Mappings: Similar to throwing something in the trash or on the ground.

3. Reply

      a. To reply to an email, the user needs to double tap on the email on the screen.

      b. Metaphor: Typically an action dependent on device and application, therefor not tied to a specific familiar action

      c. Mappings: Similar to a user picking up a letter to respond to it.

4. Forward

      a. To forward an email, the user swipes their finger from the middle of the line the email is on to the right.

      b. Metaphor:

      c. Mappings: Similar to passing a piece of paper to someone next to you.

5. Toggle Unread/Read

      a. To toggle between unread and read, the user taps and holds the email until the status changes.

      b. Metaphor: Typically an action dependent on device and application, therefor not tied to a specific familiar action

      c. Mappings: Similar to a user earfolding a page to get back to.

6. Archive

      a. To archive an email, the user first taps and holds the email then drags their finger up.

      b. Metaphor: Same as the action of scrolling down through a page.

      c. Mappings: Similar to a user putting a piece of paper into a filing cabinet.