

Ideator: Android Practical

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KEYWORDS

Android, Tablet, HCI, Ideas

ACM Reference Format:

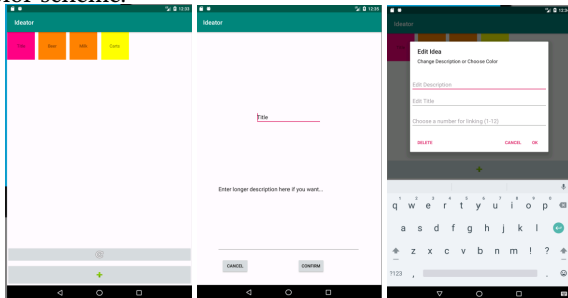
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1 INTRODUCTION

This application was developed for Android, specifically for a tablet. In it, I attempted to create an Ideator that lets you create items, edit them, link them, and delete them. The application makes use of two activities and a fragment used as a dialog.

2 DESIGN

The main activity is a GridView inside a RefreshLayout with a create button and refresh button. The second activity is used to cancel or confirm creation of an idea along with setting the title and description. The editing uses an AlertDialogFragment. The application uses the default Android color scheme.



3 FUNCTIONALITY

The GridView allows Scrollable content and should allow dynamic updating in the future. The create button at the bottom goes to an activity that allows a user to set a title

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and description and creates the idea when coming back to the main activity (adding an Idea element to an ArrayList). The editing function uses an AlertDialog incorporating a Fragment, making it a quicker process that allows for setting a color, title, and description for the ideas. Colors link the ideas and the refresh button at the bottom allows one to update the grid whenever they want. The application allows for easy views of all ideas while seeing clear connections between their ideas.

4 CONCLUSION AND NEXT STEPS

This application has good design in its simplicity and ease of use, but could use radio buttons to implement choices of colors so users know which color they are using. Furthermore, the delete being part of the dialog box options is not as intuitive and could use a trash can icon or something more clear. The creation of the idea should be a dialog box and have viewing an activity (along with editing) be part of the second activity. This allows for more clear use and design, along with making it easier to implement. Moreover, every app needs its own color scheme to stand out and be recognized throughout the app, which can clarify the design and use. There were also many aspects of implementation that had to be scrapped, even though they were close to completion, such as making the RefreshLayout work. Overall, the simple design allows it to be used easily, but there is no clear identity of the design, which weakens the overall brand. Further steps should be taken to unify the design and implement the Fragments and Activities more intuitively and easily.