

include other components that are not explicitly shown in FIG. 11, or can utilize an architecture completely different than that shown in FIG. 11.

[00100] It should be appreciated that the computing architecture shown in FIG. 11 has been simplified for ease of discussion. It should also be appreciated that the illustrated computing architecture can include and utilize many more computing components, devices, software programs, networking devices, and other components not specifically described herein.

[00101] The disclosure presented herein also encompasses the subject matter set forth in the following clauses:

10 [00102] Clause 1. A computing device, comprising: a processor; and a memory storing instructions executable by the processor to: present a user interface (UI), the UI comprising a canvas configured for receiving heterogenous objects placed on the canvas in an unstructured manner, the objects having associated logical representations, and a first region on the canvas, the first region being configured to present the objects in a first visual representation or a second visual representation based upon the logical representations associated with the objects; receive user input moving an object of the objects into the first region; and responsive to receiving the user input for moving the object into the first region, modify a logical representation associated with the object, and display the object in the first region in the first visual representation based on the modified logical representation associated with the object.

[00103] Clause 2. The computing device of clause 1, wherein the memory stores further instructions executable by the processor to present the object in the first region in the second visual representation based on the modified logical representation associated with the object.

25 [00104] Clause 3. The computing device of clauses 1 or 2, wherein the first region is further configured to modify the first visual representation based upon one or more capabilities of the computing device.

[00105] Clause 4. The computing device of any of clauses 1-3, wherein the memory stores further instructions executable by the processor to: receive user input for moving an object from the canvas to the first region; and responsive to receiving the user input for moving the object from the canvas to the first region, modify the logical representation associated with the moved object.

[00106] Clause 5. The computing device of any of clauses 1-4, wherein the user interface further comprises a second region on the canvas, and wherein the memory stores