

# **Group BAMN's Project**

A re-evaluation of OpenOffice's Writer  
design

# Proposal

- Initially Menu interface vs Ribbon Interface - OpenOffice vs Microsoft Office.
- Scope of project too large.
- Instead focused on functionality of word processors and growth of this functionality.

# Requirements

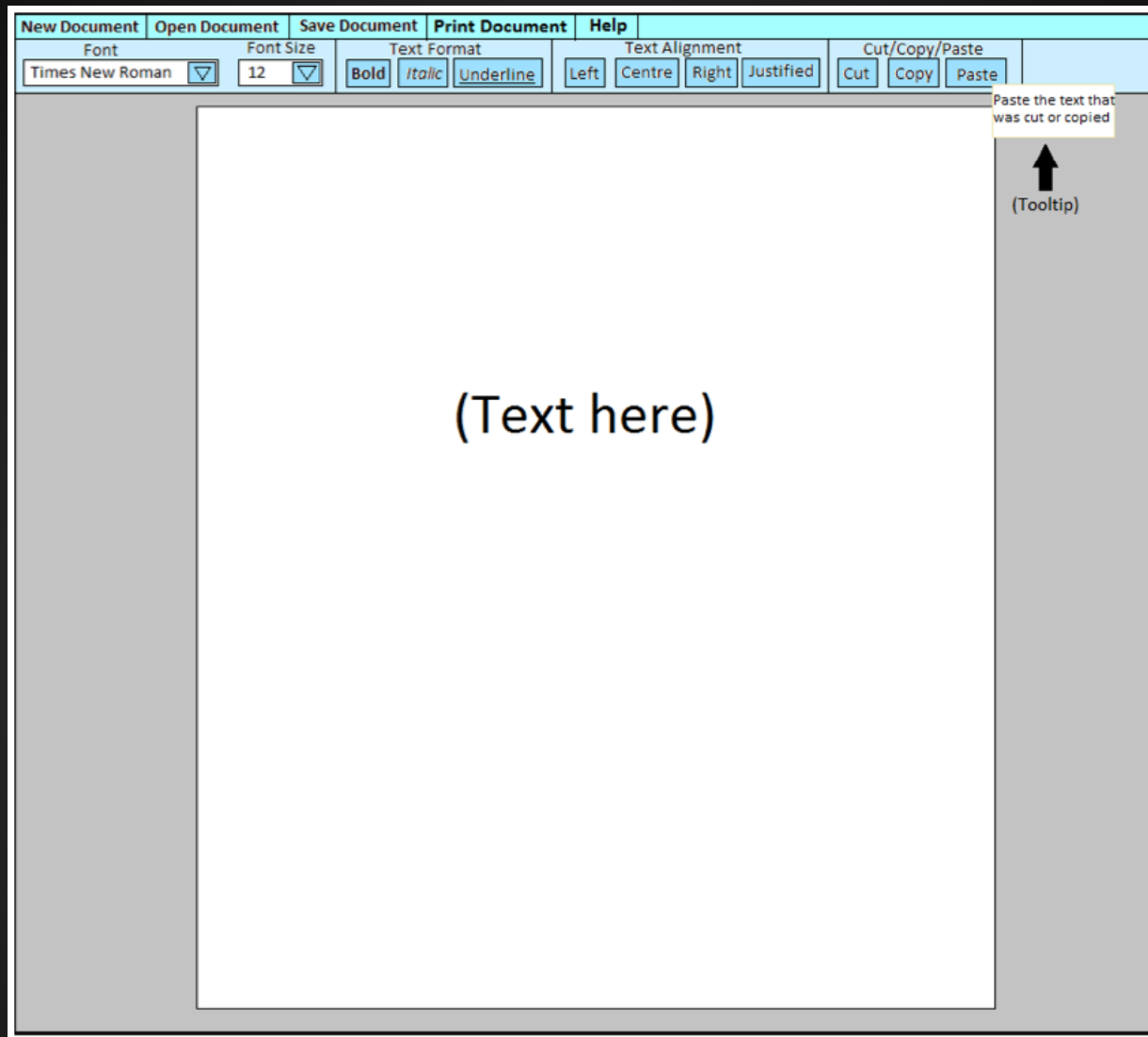
- Concern that users are able to quickly understand the OpenOffice software.
- Other interfaces used to describe functionality and how to use word processing software.
- Help us understand how communication has evolved into word processing.

# Design

- 4 metaphors:
  - pen and paper
  - index card
  - typewriter
  - oral communication

# Pen and Paper

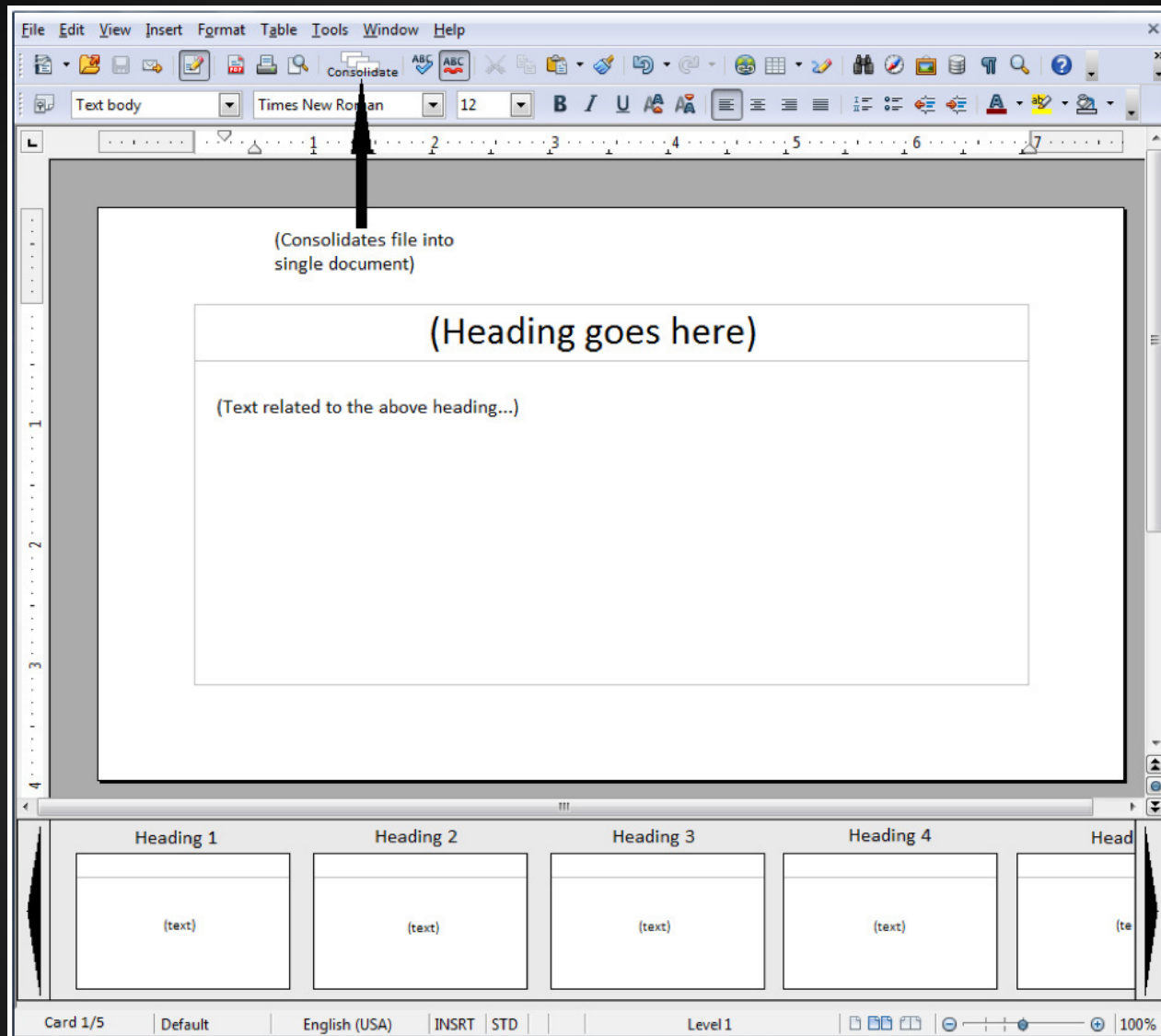
- Similar to current OO functionality
- Users can perform the following actions:
  - writing
  - erasing
  - cut/copy/paste
  - formatting



Lo-fi prototype of pen and paper design metaphor.

# Index Card

- Simulate the writing method of gathering thoughts on index cards to then be organized into a written document
- Functionality required for implementation:
  - current text processing functionality
  - menu for the viewing and organisation of index cards
  - a method for consolidating index cards into a traditional, structured document



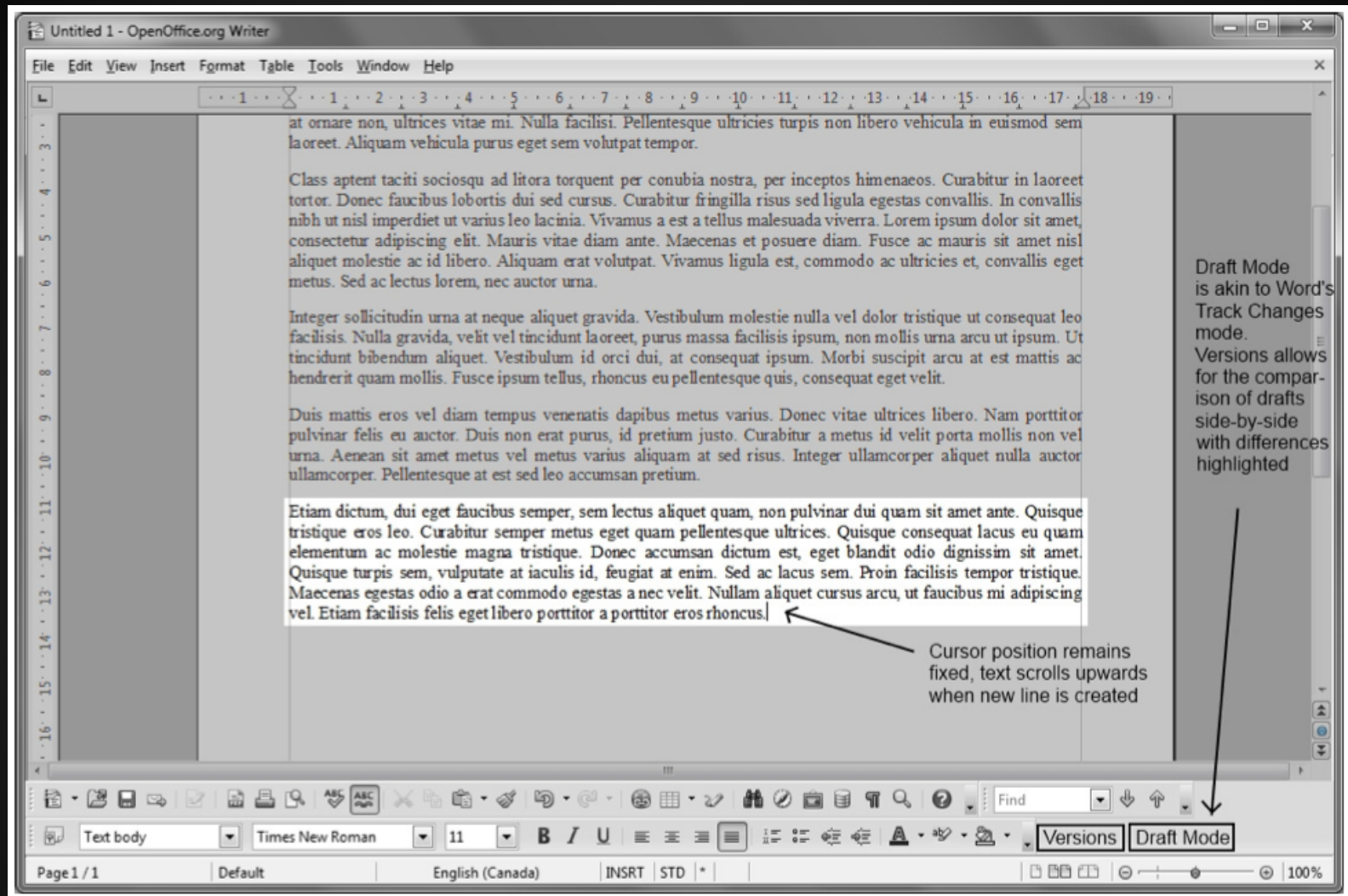
Lo-fi prototype for index card design metaphor. Shown is the scrollable list for index cards as well as the consolidate button for collation of document.



# Typewriter

- Bring features of typing on a typewriter to computer software
- This includes replicating a typewriter's...
  - singular focus - eliminate distractions, run the application fullscreen, draw attention to current line of text (subtly)
  - commitment to written ideas - instead of disabling backspace key, imitate the typewriter's paper scrolling effect

- stream of consciousness writing style - emphasis on putting thought to paper and consider multiple drafts instead of a master version, compare versions similar to WinMerge (side-by-side) or Unix's diff command
- physicality - physical accessory to accompany software (impractical), non-distracting animations (could be difficult to implement in a non-intrusive manner)



Lo-fi prototype for typewriter design metaphor.

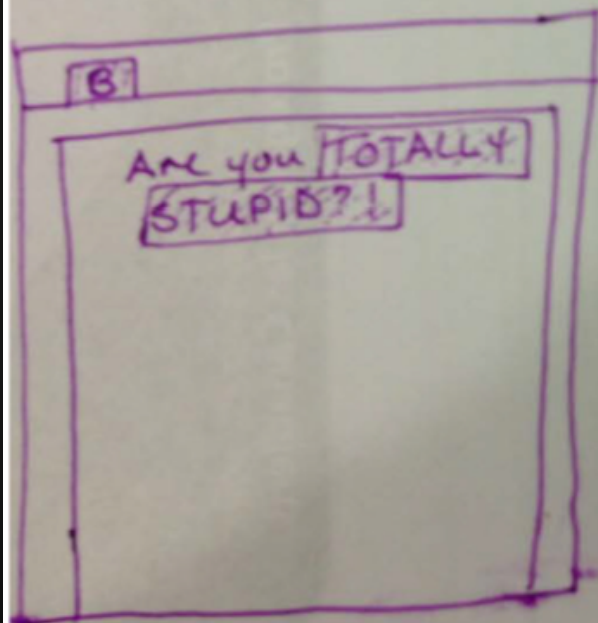
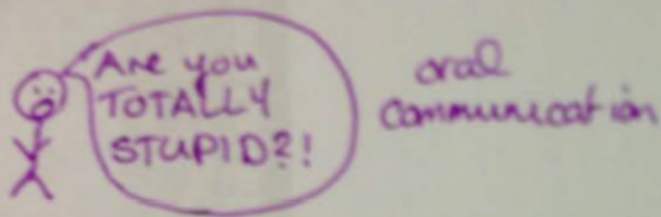
# Oral Communication

- Our most ambitious design metaphor involves advanced voice recognition and transcription
- All text formatting and styling is inferred from voice intonation and volume
- Speakers/writers can correct themselves  
i.e. - "Scratch that, replace '...' with '(some better phrasing)' "
- Proper grammar and punctuation are added as needed

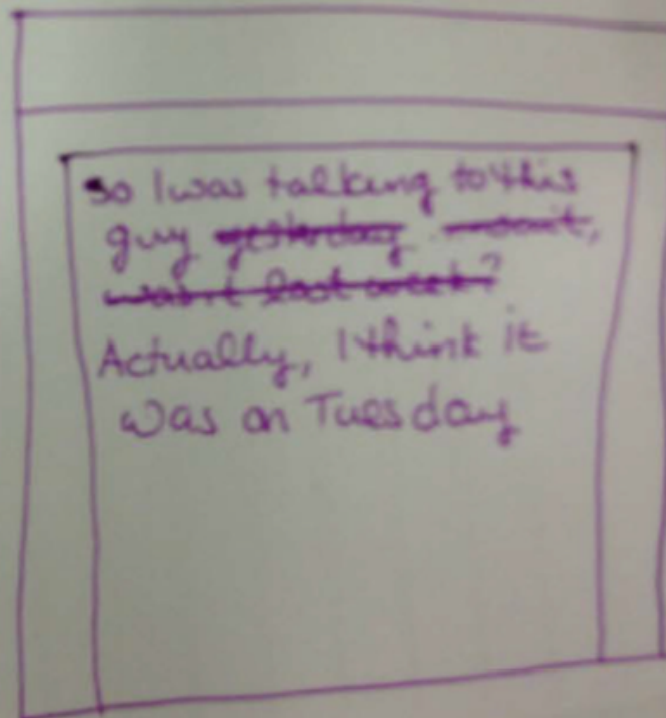
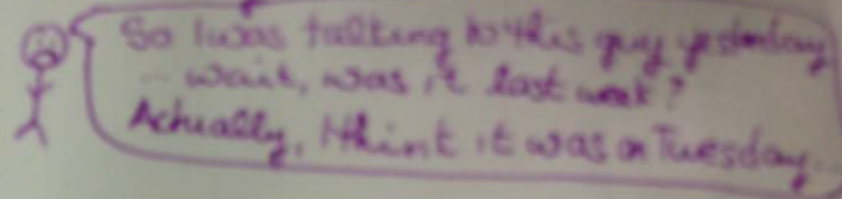
- A few factors prevent this interface from being implementable currently...

- lack of sophistication of voice recognition
  - spelling/grammar/punctuation comprehension is limited
  - differentiating between dictation and instructions is difficult without specific command keywords, "DELETE 'It was the blurst of times' "

## Emphasis



## Deleting



Lo-fi prototype of oral communication design metaphor.