

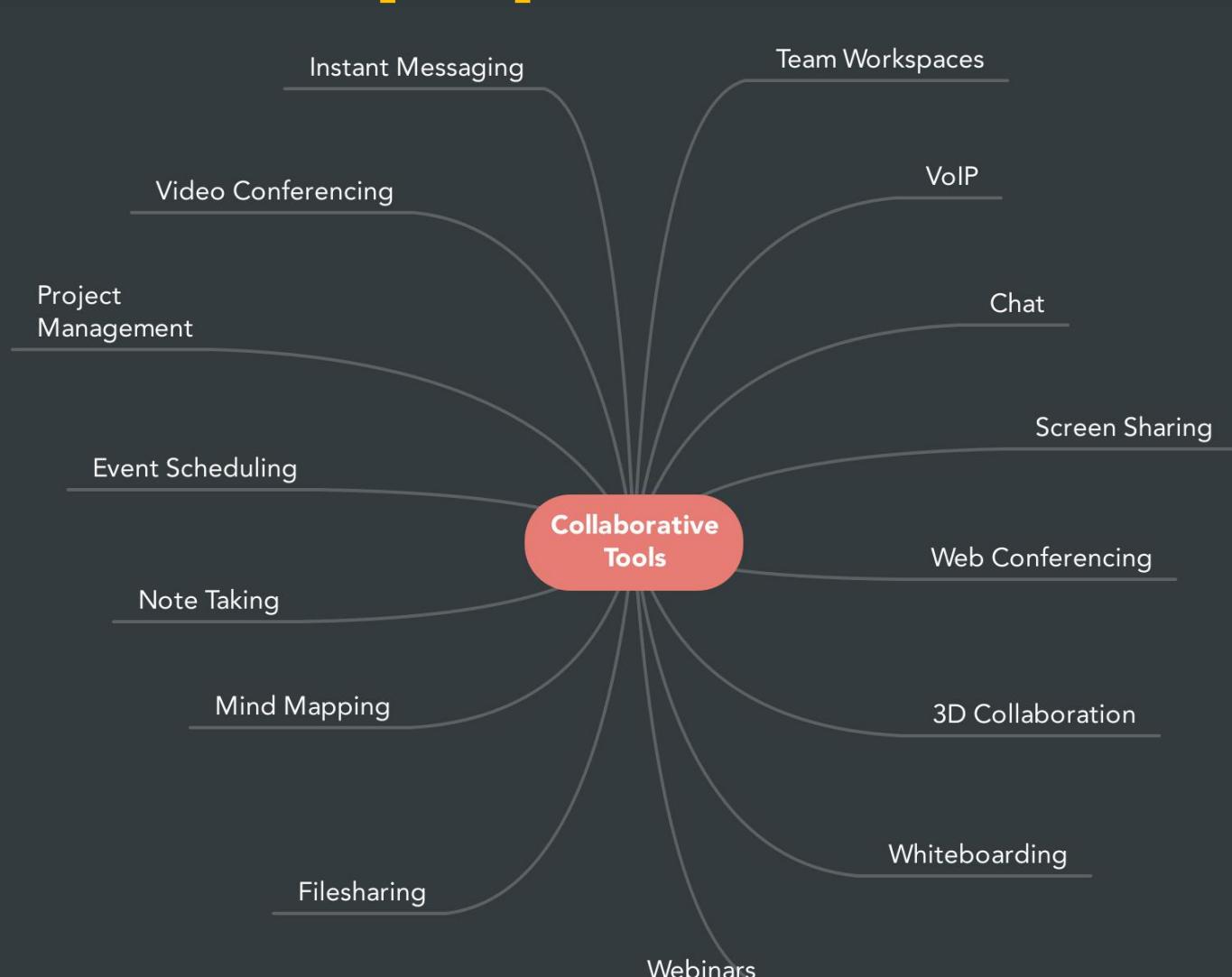
# **STICKIE**

Jaskirat R.  
Thesis Studio 2

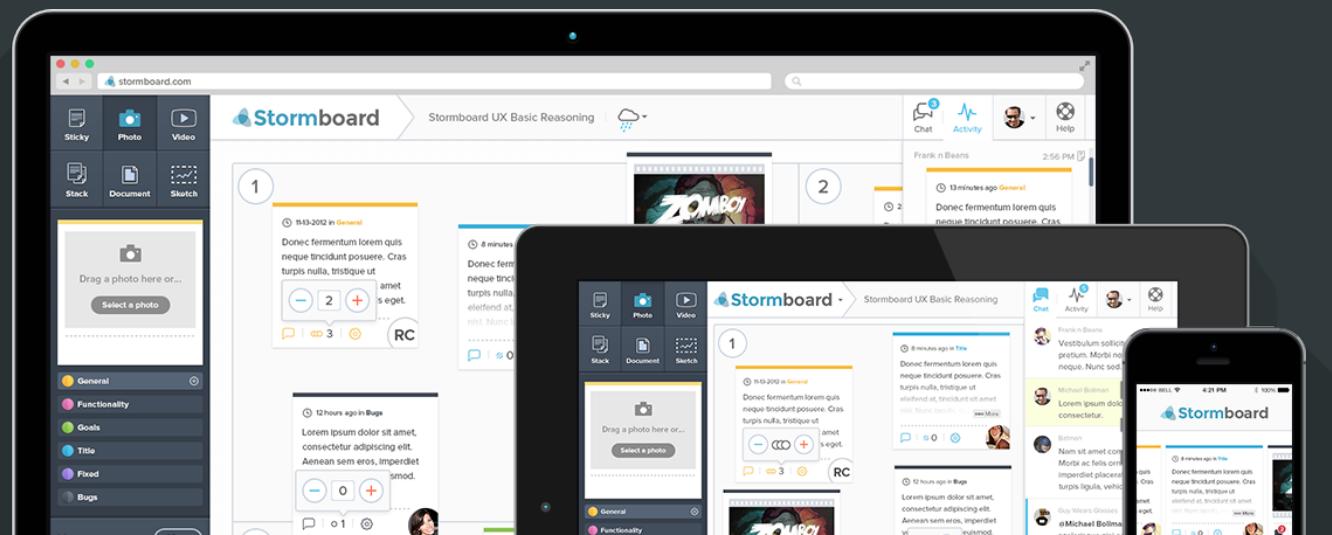
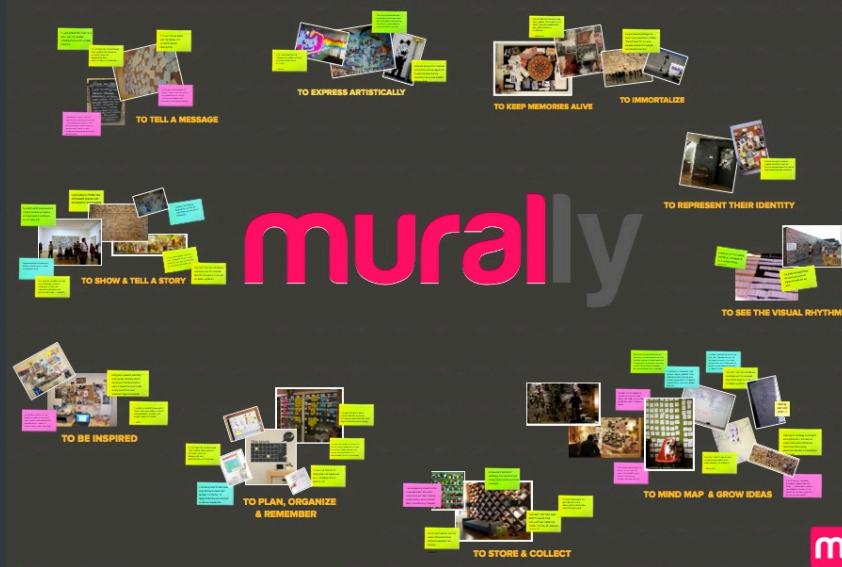
**Stickie** is device-supported collaborative environment for working over the Internet.

The research is manifested as a workspace in which people can externalize their ideas by digitally annotating them in a physical space.

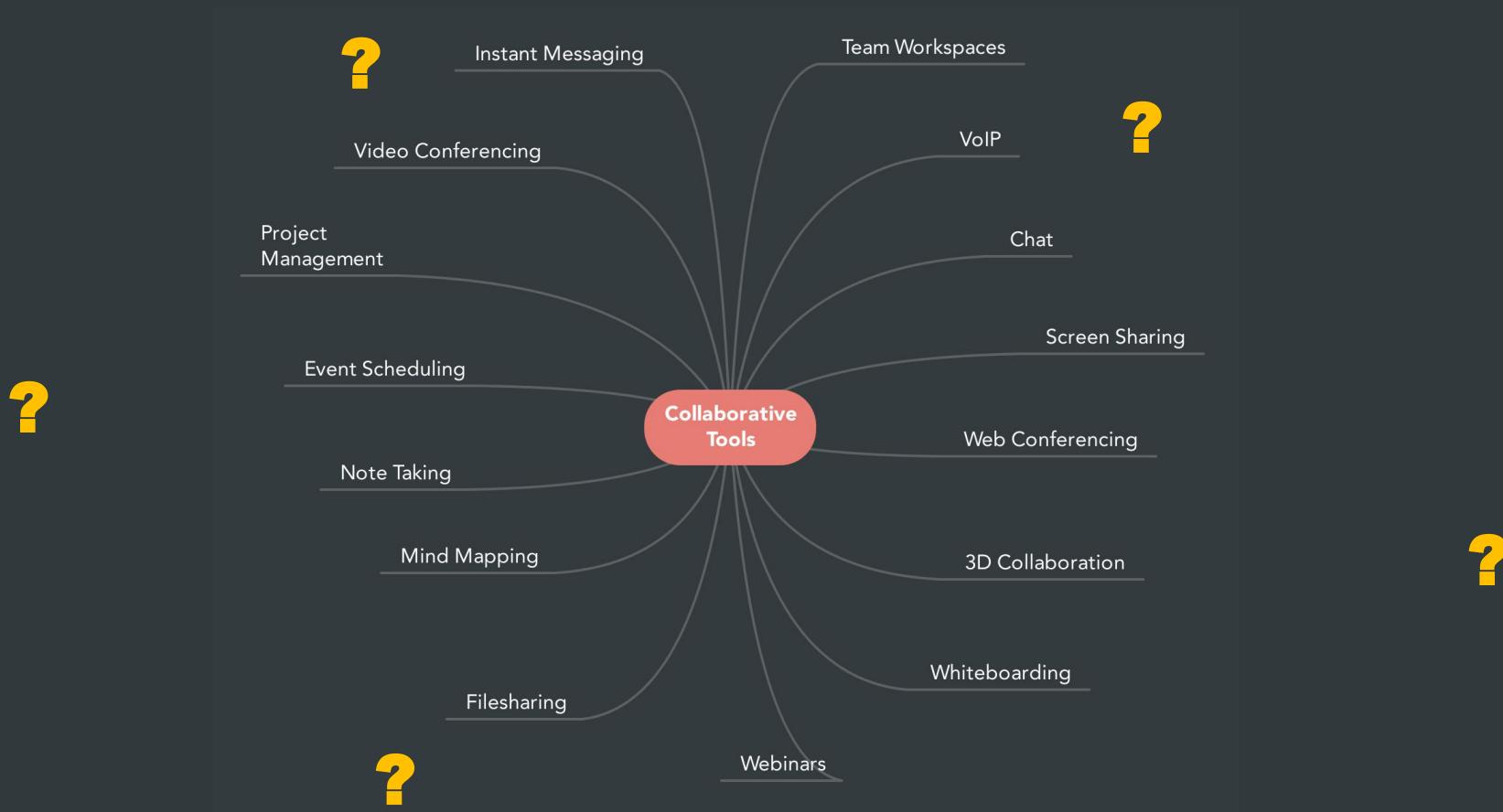
# For people who use...



# 100+ Existing Tools



# Physical Interfaces?



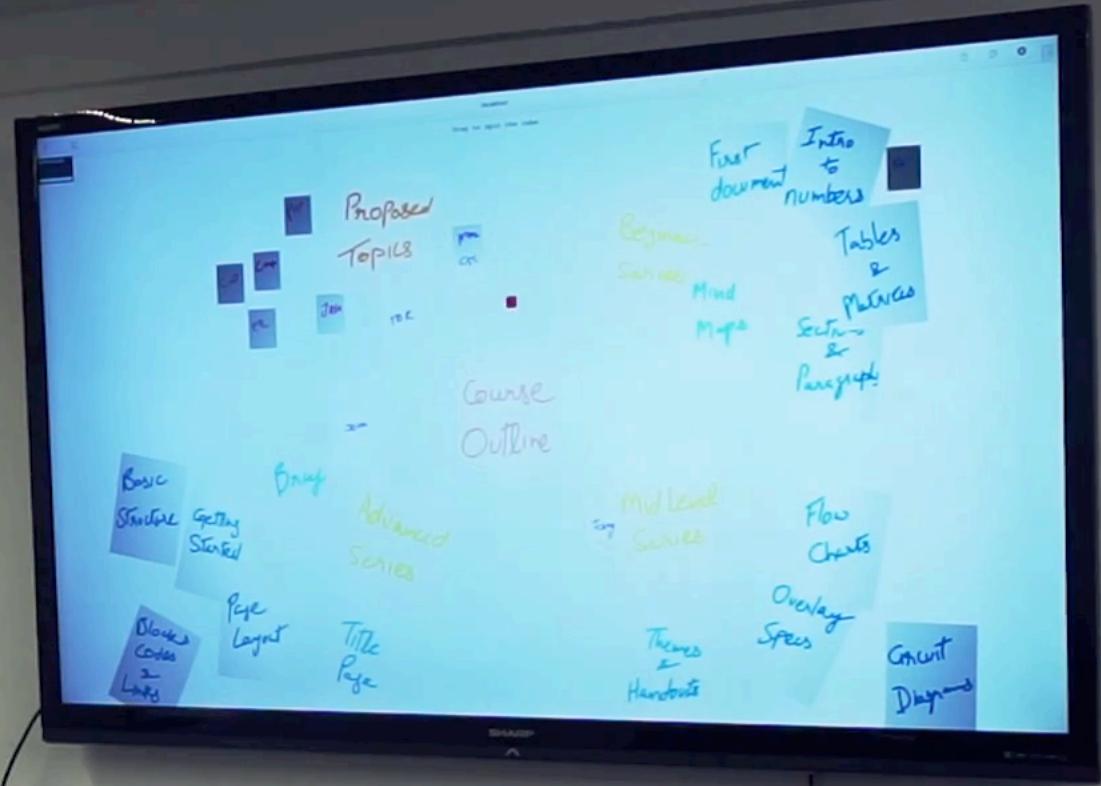
# Spatial Qualities

Reveals Leadership  
Makes room for creativity  
Enhances social attitudes  
Fosters Engagement

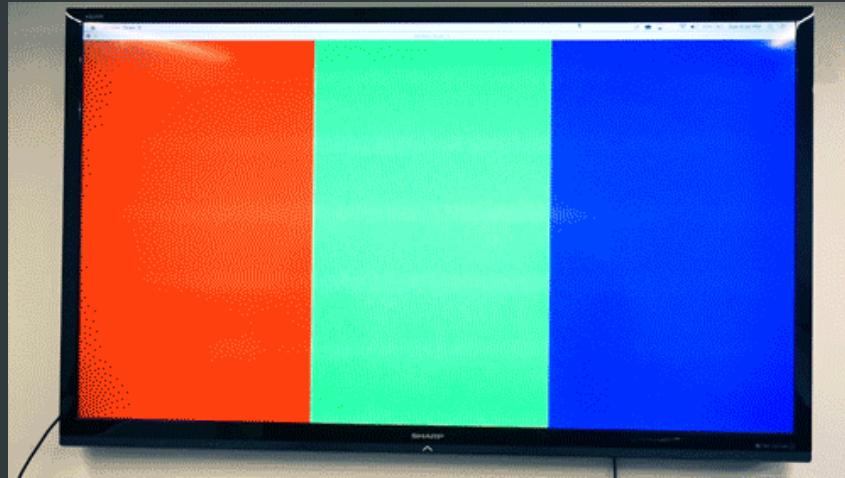


## **Value Propositions**

- Truly spatial collaboration
- Scalable number of participants : Diversity of ideas
- Digital Content
  - Content Distribution : Share it with co-workers
  - Version Control : Re-visit ideas
  - Vast pool of data : Include rich content available on the internet
- Digital database :
  - Backup your sessions and restart them at your convenience
  - Querying a large dataset

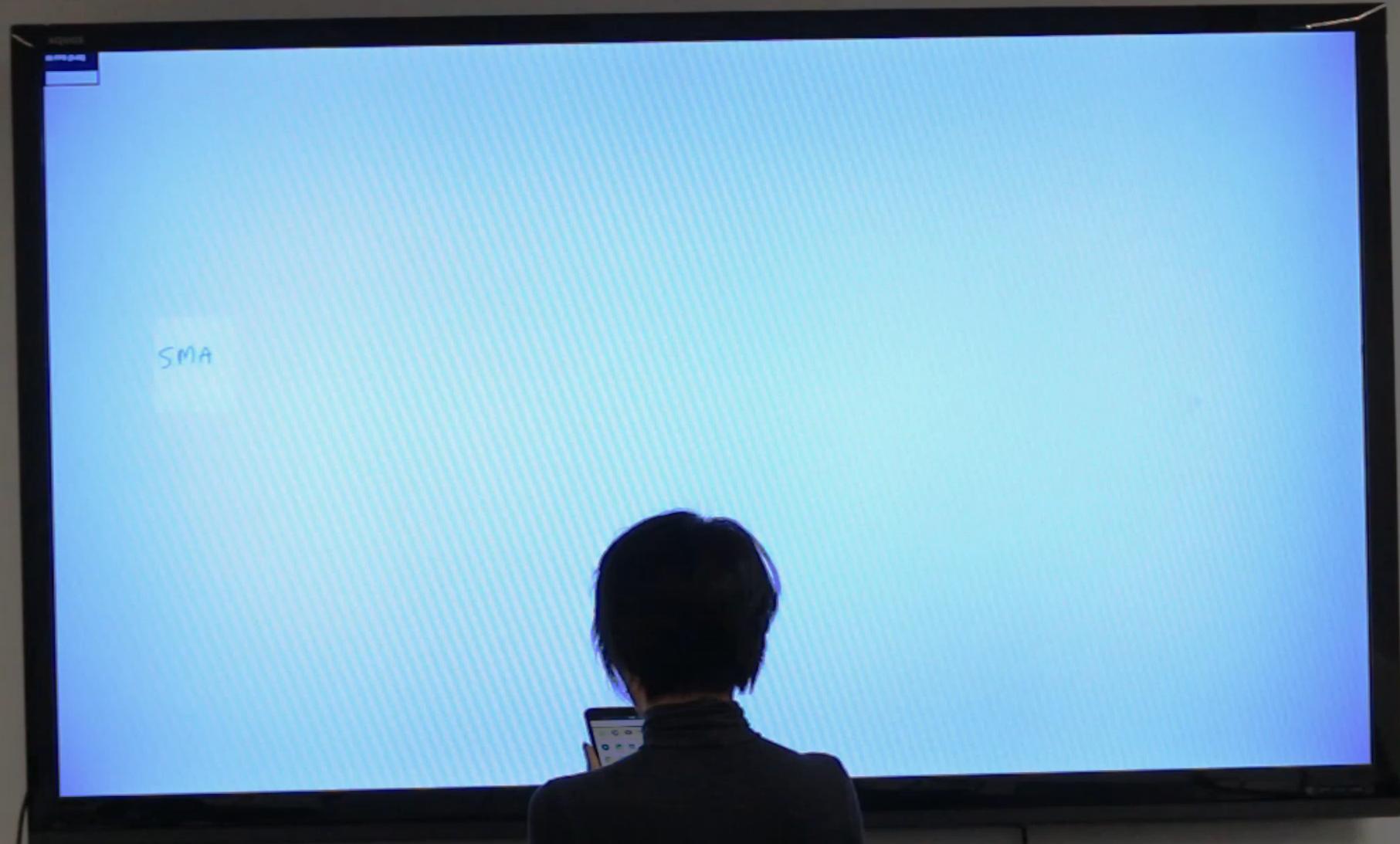


# **Current Prototype**





- *Swipe to post*
- *New Canvas*
- *Pen Stroke*
- *Eraser*
- *Pen Color*
- *Add Image from Gallery*
- *Add image from external App*



A black and white photograph showing a group of people in what appears to be a workshop or meeting setting. Several individuals are visible, some in the foreground looking down at a table, others in the background. A man in a patterned shirt is prominent in the center. The scene is dimly lit, with a bright light source from the side creating strong shadows.

# 20 User Tests

- Students
- Educators
- Engineers
- Architects
- Visual Designers

# Hypotheses

- Physical experience of sticky notes
- Revisit ideas and share it
- Posting images will save significant time
- Improvement in the quality of content generated
- Infinite space of digital canvas influences creative judgement
- Multiple displays enhance creative flow and management

# Feedback

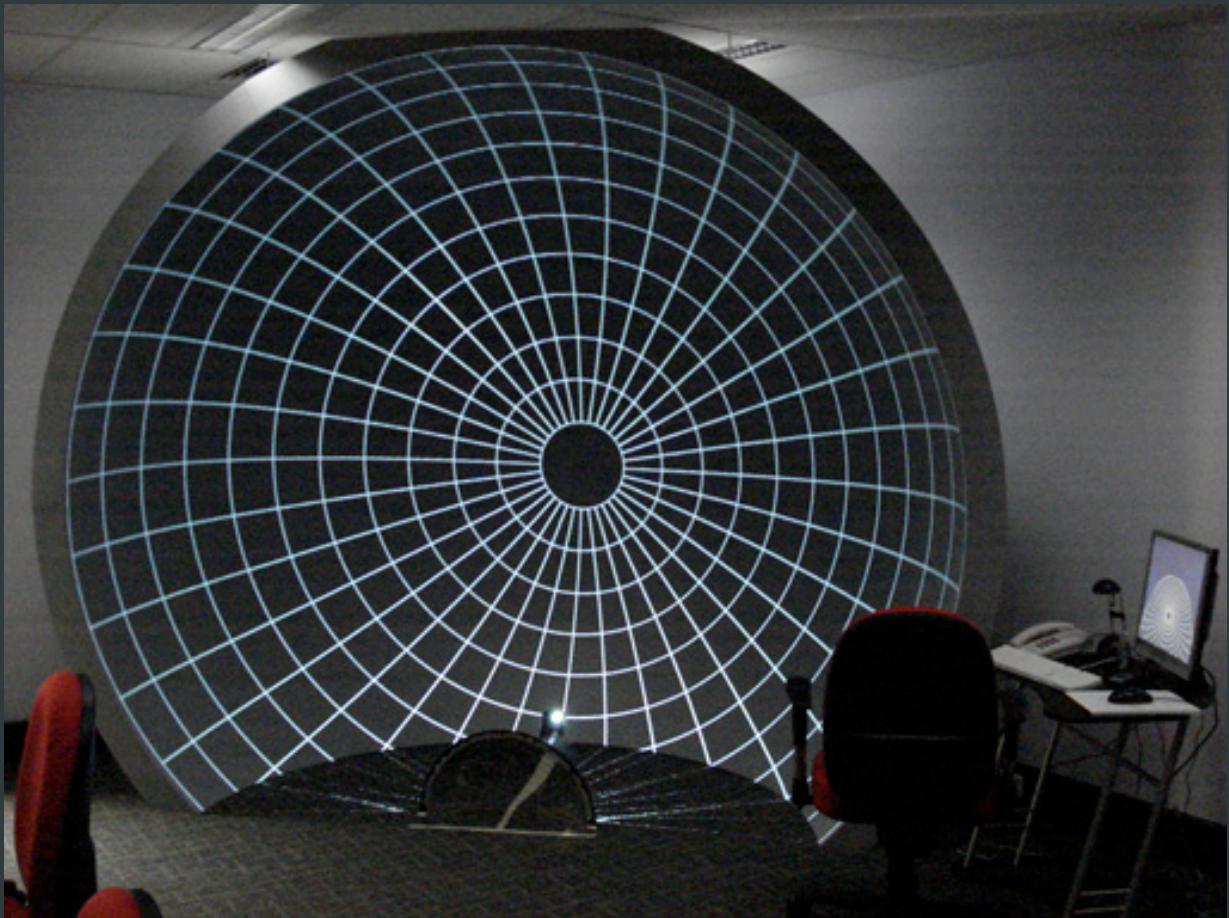
- Do a realistic survey of spaces people actually use and the method as well.
- Marking notes as important needs more work. Add a trash can for discarded notes
- Remove white space to make it a collaging application.
- Rainbow is initially confusing. Need better hints. Make it more relevant to posting
- Silent Brainstorming : Write, collect, post one by one.
- Not sure about images. Swipe feels weird.
- Move notes around. Zoom in/out
- Multiple displays might be confusing for new users.
- Being able to classify things and query.
- Show example of content improvement.

# Validated / Invalidated

- The interactions of Stickie will retain the physical experience of sticky notes
- Digitizing information will encourage people to revisit ideas and share it
- Inserting images will save significant time, compared to printing and pinning
- Accessing to digital media will improve the quality of content generated
- Infinite space of digital canvas influences creative judgement
- Multiple displays will enhance creative flow and management

# Dome design

- Low-Res Prototype
- Geodesic dome for immersive experience
- Positioning based on orientation
- Studying Radial geometries in display interaction
- Tangible Holograms



# Mixed Reality

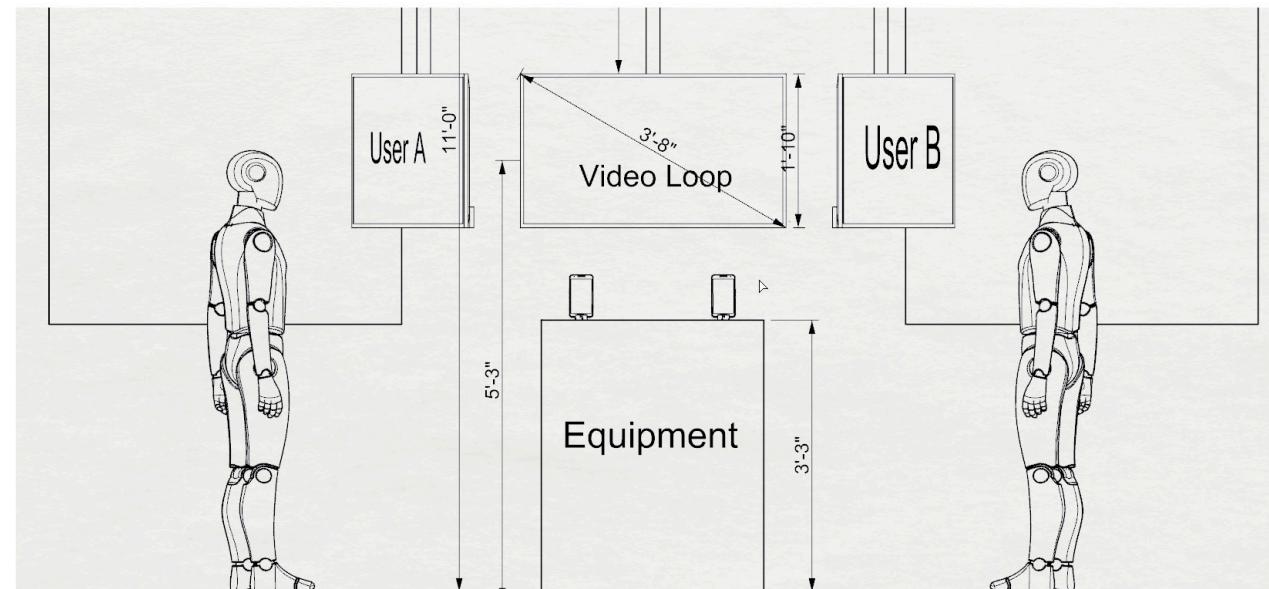
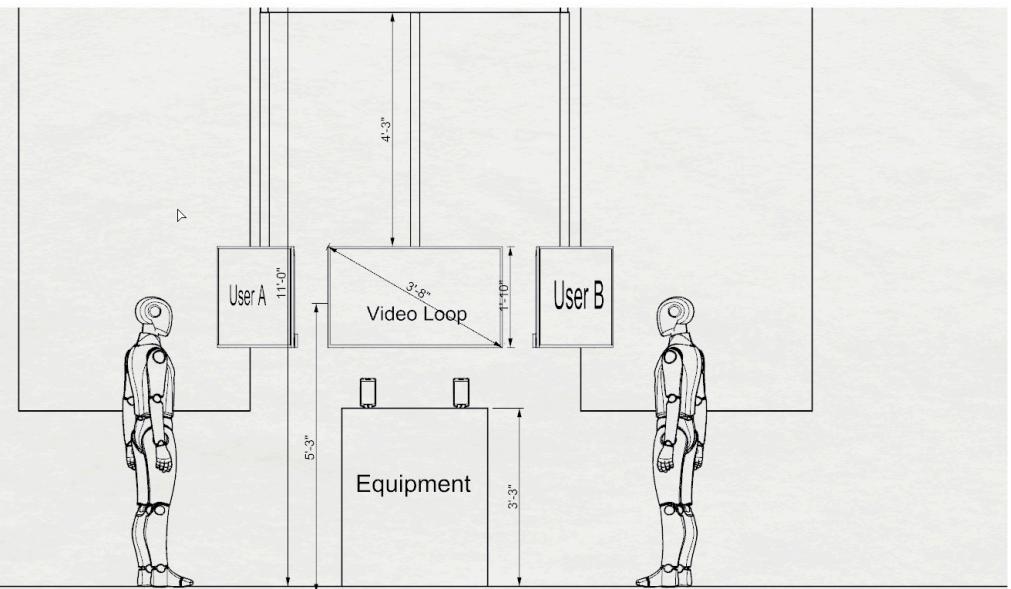
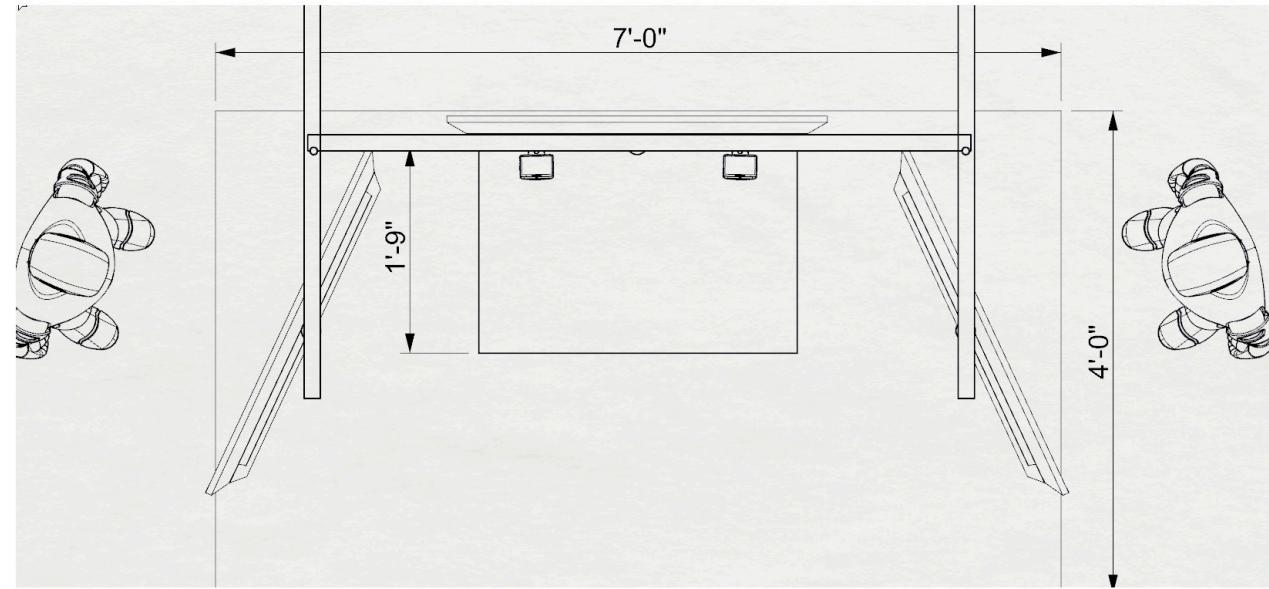
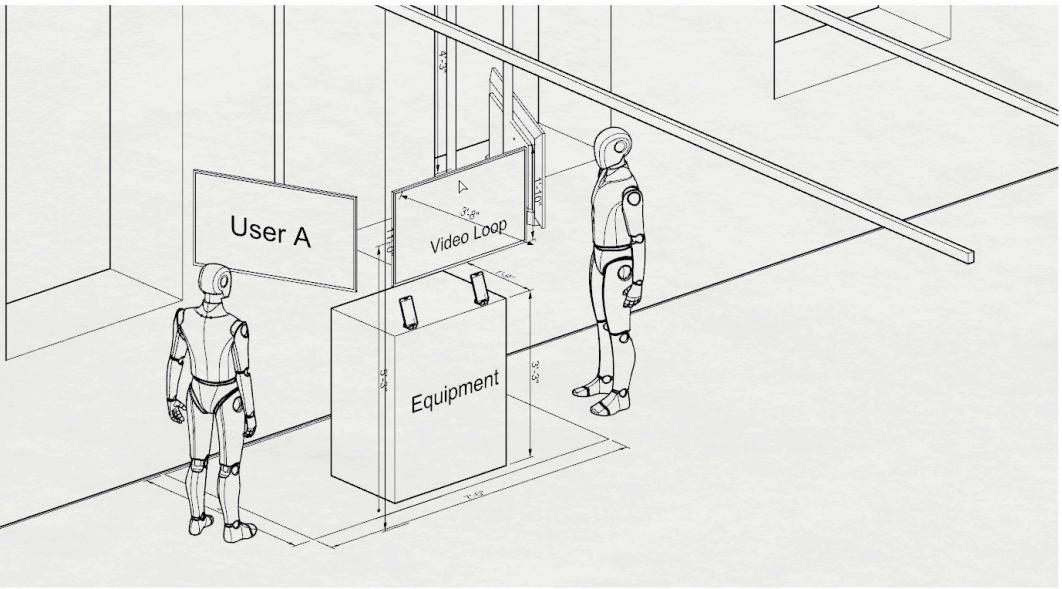
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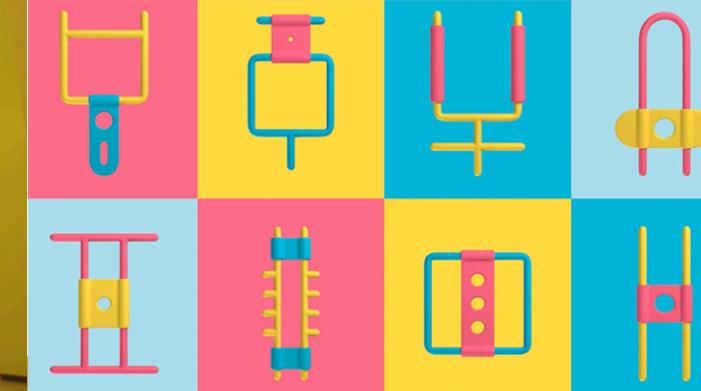


# Tech Specs

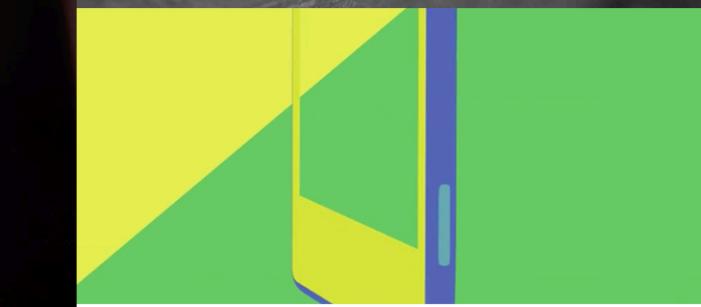
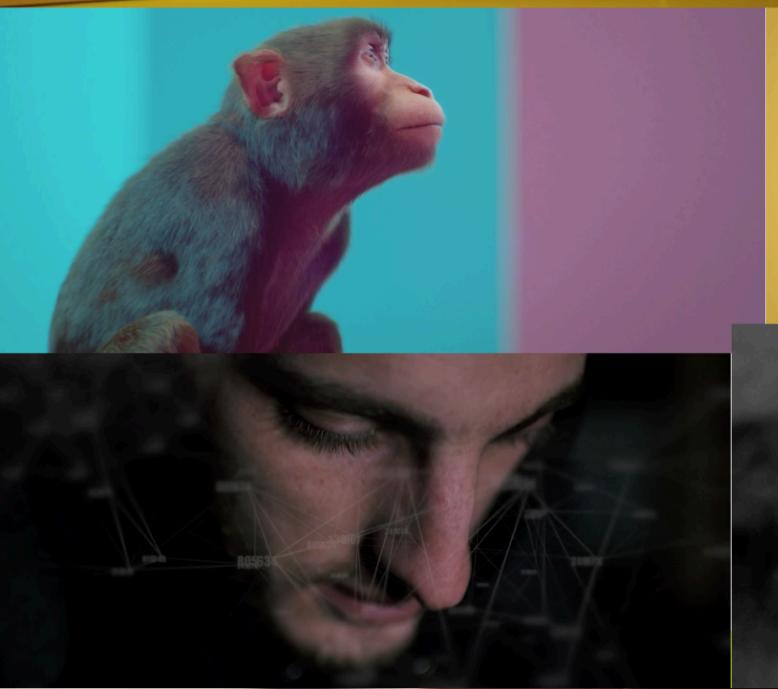
- Two 4K 40"+ Screens
- 2 Mobile phones + Android application
- Online server + Client Application
- 2 Computers
- Secondary screens







## HOW TO LOSE WEIGHT *IN* **4 EASY STEPS**





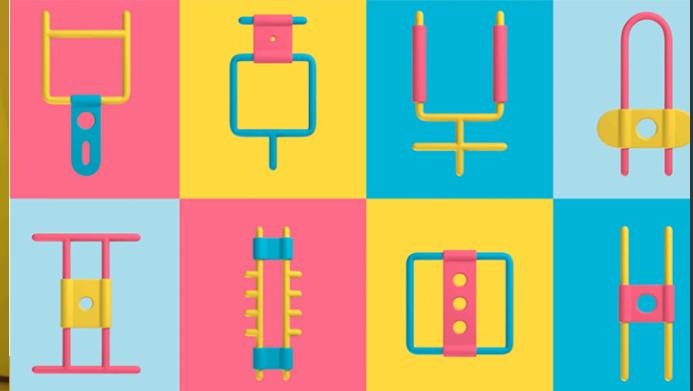
## HOW TO LOSE WEIGHT *IN* **4 EASY STEPS**



**PENCIL**  
THINK WITH  
YOUR HANDS.



*Step Two:*  
**PORTION CONTROL**  
Visualize the interactions  
Contextualize the use cases  
Prequel to demo



# Video ties back to ...

- Ubiquitous computing
- Corning Glass – A day made of Glass
- Multipurpose use of objects
- Maximizing the utility of devices



# Scope of interactions



*Community  
Voting*



*Social  
Communication*



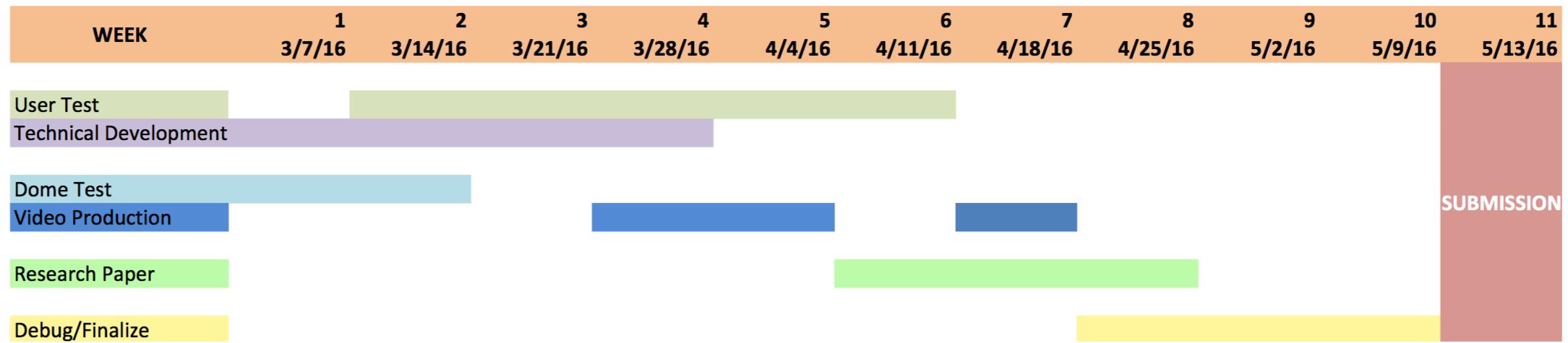
*Task  
Management*



*Personal  
Repositories*



*Public  
Opinion*



# Questions

## *Immediate*

- Diversity of applications beyond brainstorming
- Invest in 4K or Projector screen
- What is an effective length of a demo?
- How technically elaborate should it be?
- What is a scope of an open-source project in symposium environment?

# **Thank You**

**Jaskirat Randhawa**

**Grace Jun**

**Parsons School of Design**