

# OpenPatterns

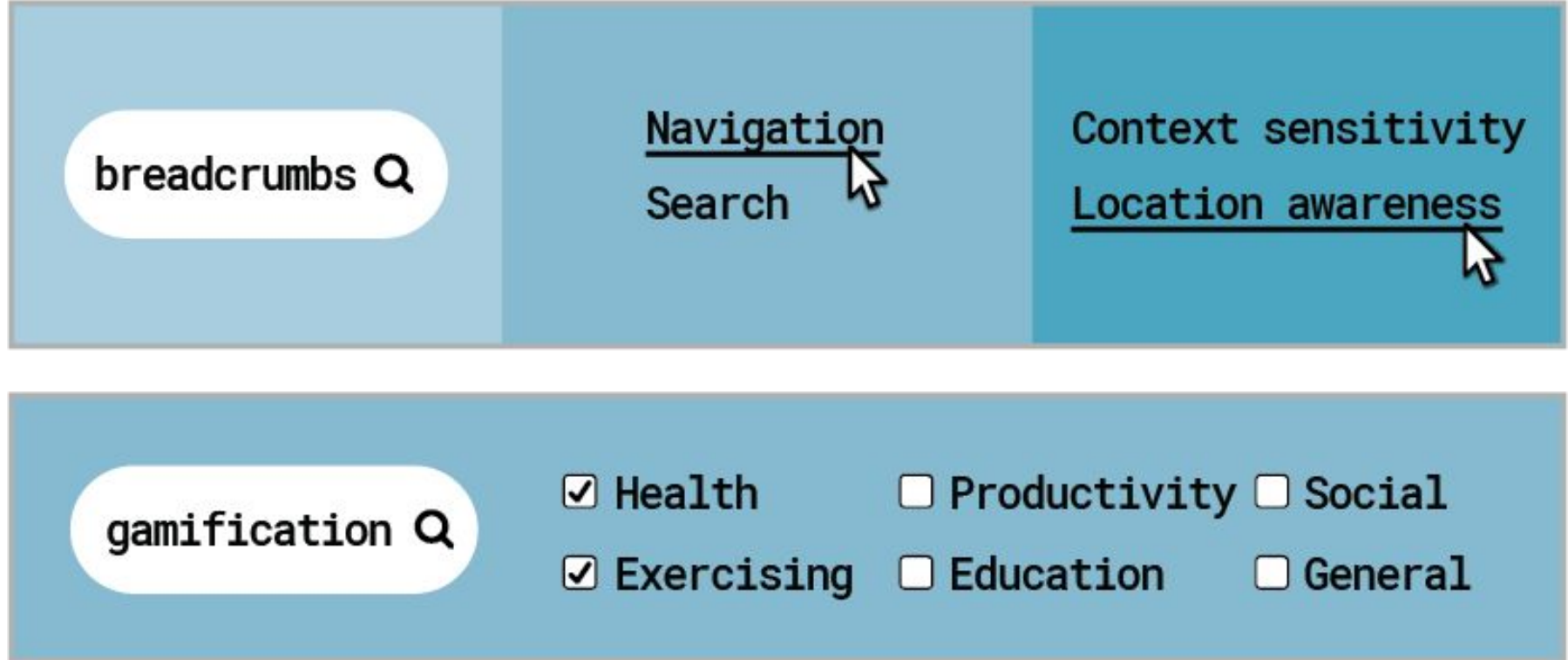
The platform for bridging the gap between industry professionals and academic researchers

**Feature mockups slide deck**

# Search

Top. A sequenced, assistive search experience.

Bottom. More filters to facilitate search (this could also be solved using ML).



# Patterns

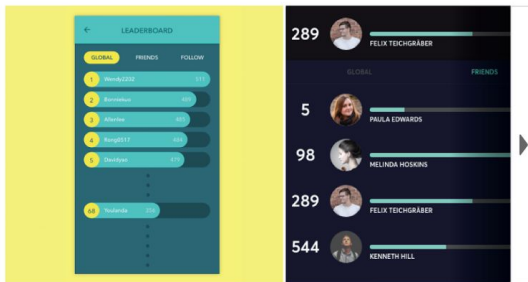
The right design of actual patterns to communicate scientific knowledge was identified in past studies conducted by the research team.

## PROBLEM

Extreme comparisons discourage users when using social comparison displays

**Make users look closer to their comparisons**

[leaderboard](#), [comparison](#), [gamification](#), [engagement](#), [achievements](#), [games](#), [social gaming](#)



[more inspiration](#)

## RECOMMENDATIONS

- Visually upgrade users' performance so it looks closer to their comparison targets
- Compare users to friends or other similarly experienced users

# 5

**point increase due to comparing people to similar players rather than leaders**

[more evidence](#)

Academic research

A theory of social comparison

[Read discussion about this design](#)

Leaderboard

Vector wireframe of a leaderboard

[Download pattern](#)

# 93%

of users  
**dislike** receiving more than  
**3 notifications** per day  
from the same app

## USER'S ACTIVE TIME

20 mins

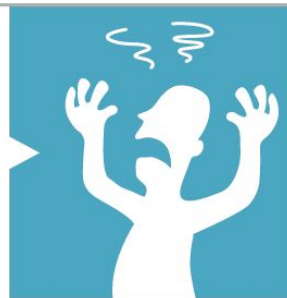
2 notifications

10 mins

3 notifications



I turned off notifications.


Now from this moment on, I EXPECT that I will not receive no other notifications on my phone again, right? Wrong. They kept sending them.



# Search results

The display of search results could already contain some visual information, to make professionals more interested in the resource.





Gary Hsieh

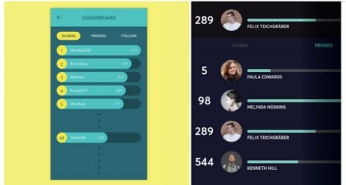
## Designing Closeness to Increase Gamers' Performance

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Authors Lucas Colusso, Gary Hsieh, Sean A Munson

Publication date 2016/5/7

Journal Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI)

Description **ABSTRACT** Designers often make use of social comparisons to motivate people to perform better. In this paper, we present the concept of closeness to comparison to improve the efficacy of social comparison feedback. Specifically, we test two design strategies related to closeness:(1) comparing users to a target described as a similarly experienced player and (2) adjusting the visual representation of performance so player scores appear closer to the comparison target. We evaluate the effects of these strategies for social comparison on ...

Total citations [Cited by 1](#)



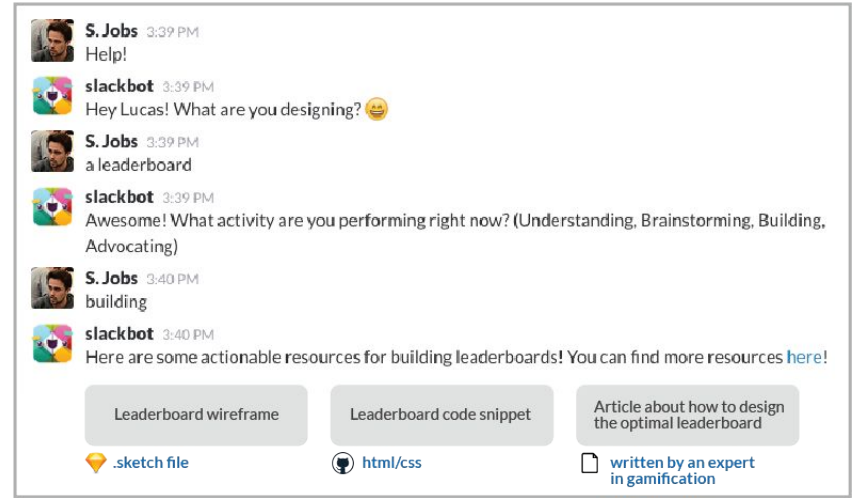
2016

Scholar articles [Designing Closeness to Increase Gamers' Performance](#)  
L Colusso, G Hsieh, SA Munson - Proceedings of the ACM Conference on Human ..., 2016  
[Cited by 1](#) - [Related articles](#) - [All 5 versions](#)

# Communication & Collaboration



Our API could be leveraged to include resources inside professionals' tools, such as Adobe Illustrator, Experience Design, Sketch, and others.



Integrating into widely used communication tools may facilitate search. In this example we show a bot assisting a professional.