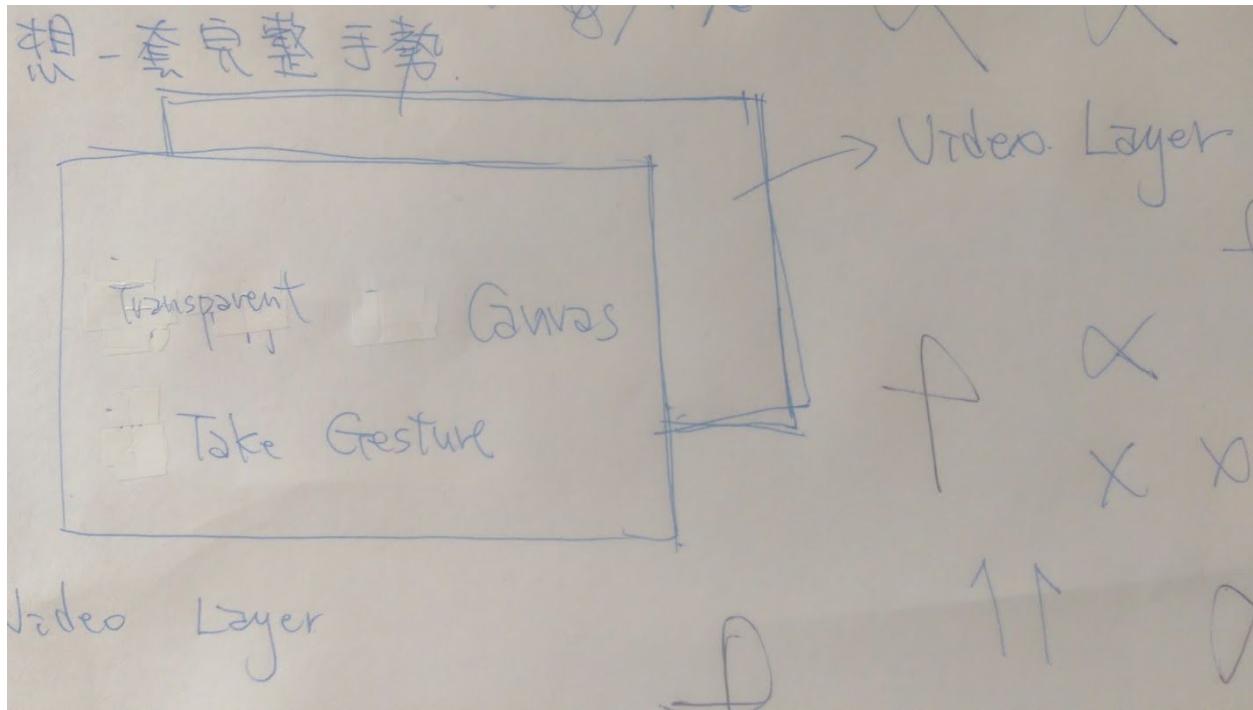


HW3 Documentation

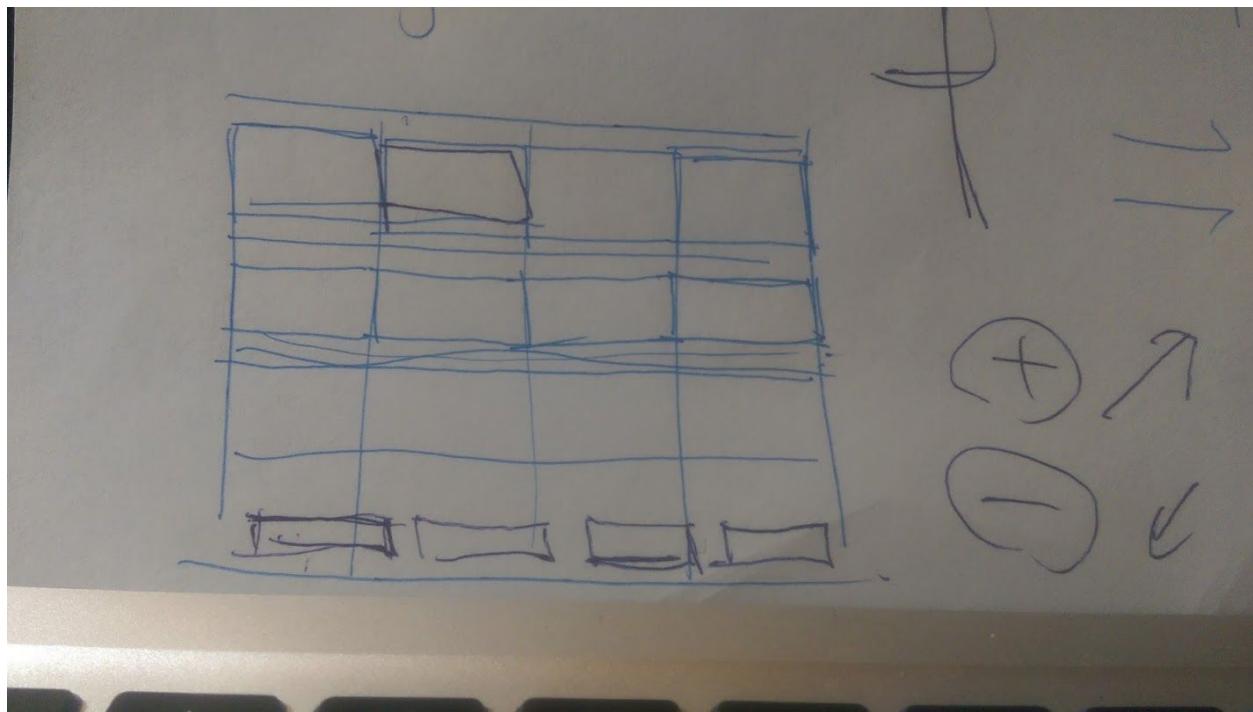
Chi-An Wang(cw2897)

Prototypes

How to overlay canvas on videos

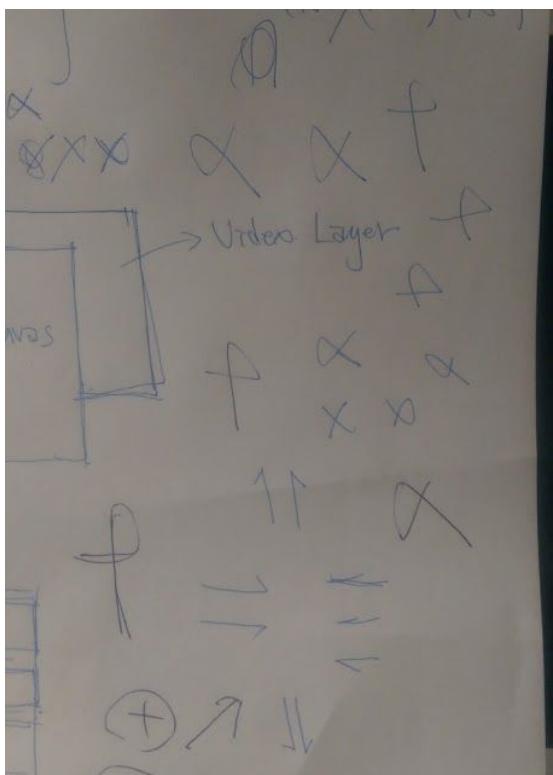


How to manage several (unlimited amount) of videos



The second sketch is a table with four columns and four rows, and sort them like a doorman's monitor. To be honest, I thought of this UI for a while, and I personally like it a lot so this is also how I implemented my final UI.

Gesture Prototype



Trying to figure out several different ways of drawing the same gesture. I considered using x and + at first. But figured that they got confused pretty often.

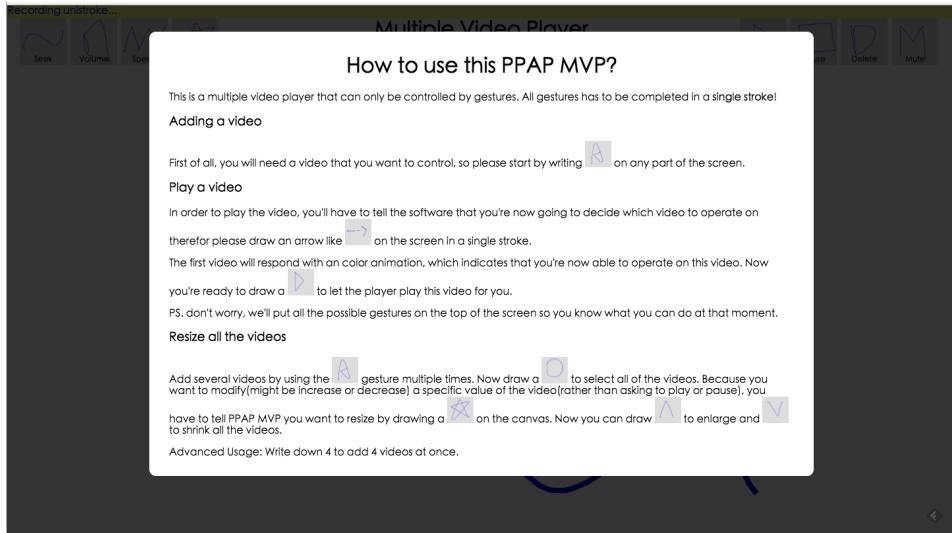
I also thought of drawing a single sided arrow (instead of wings on both sides), however, it's also not useful for several directions. They also get confused as well.

How does my MVP works?

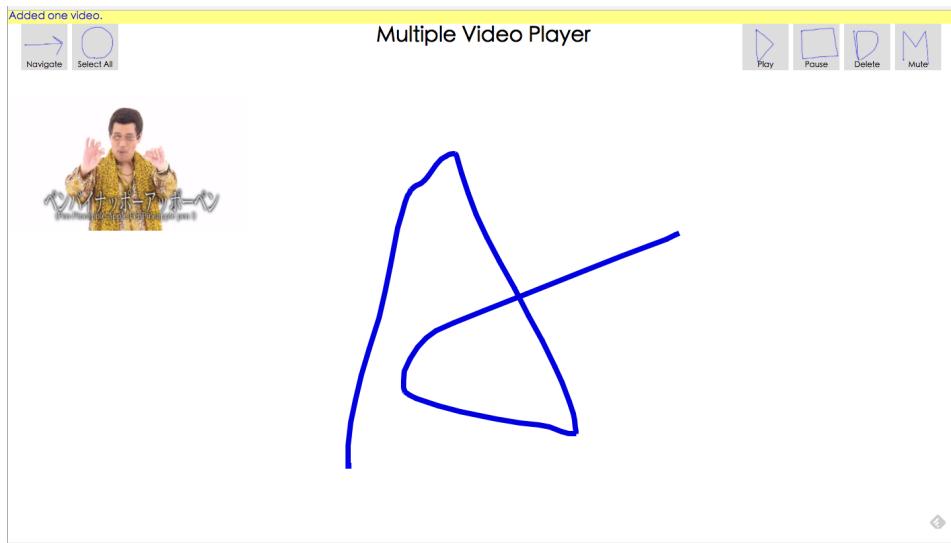
Hello Page: this page is the landing page of the application. It tells people to either to add video directly or to write "Q" for an instruction. A stands for add and Q stands for question.



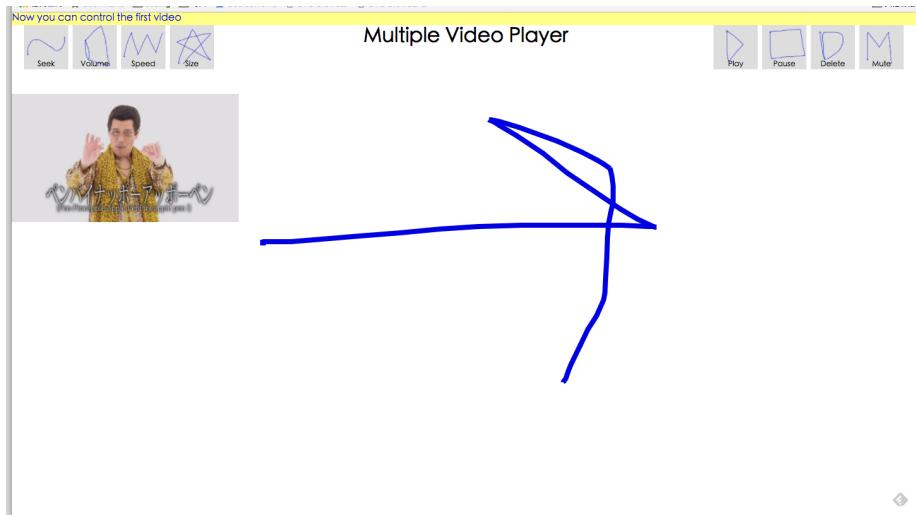
Gesture Q: By putting down this gesture, a popup will display and show users two simple cases about how to use this player. The popup will go away as long as user touched anywhere in the screen. (This is not a button or a click function, I do believe if an interface can accept gesture, it could identify whether user touched the interface, thus removing this tutorial)



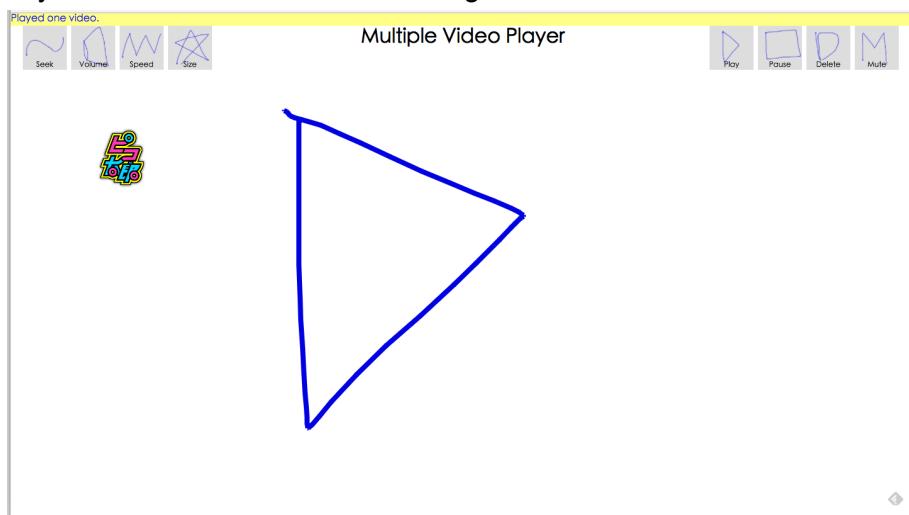
Adding a video: Writing A on the canvas, a video will be injected into the view with its poster appearing. The left upper part yellow row display information about what users did as a real time feedback about what command the user has done and also as a confirmation.



Playing a video: In order to play a video, the user have to navigate onto that video and let the system make sure which video the user is operating on. As users put down the navigation gesture: "->", the focused video shows a gray overlay and the overlay disappears in 2 seconds as a feedback that the system now knows which video to operate on.

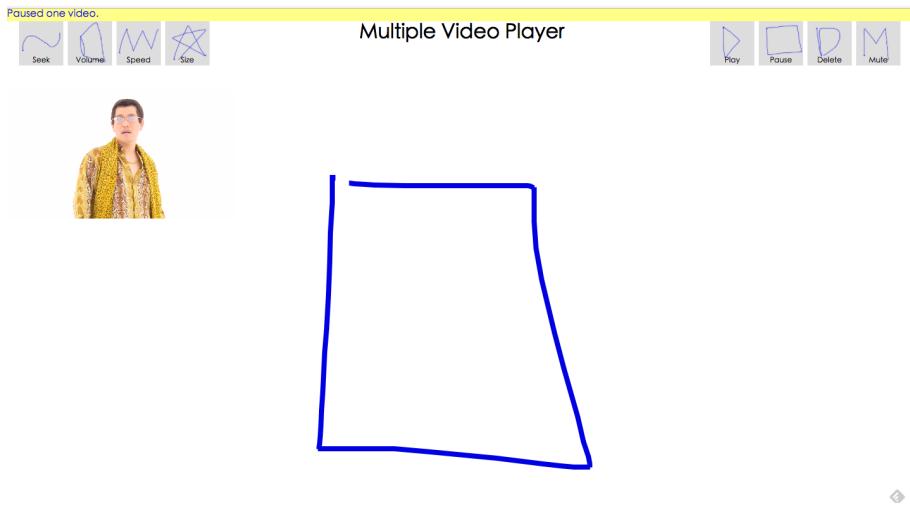


Play the video: now, we draw a triangle, which is a common icon that represents to play.



And the video starts playing. This moment, the above gestures are all the operation you can work on the video.

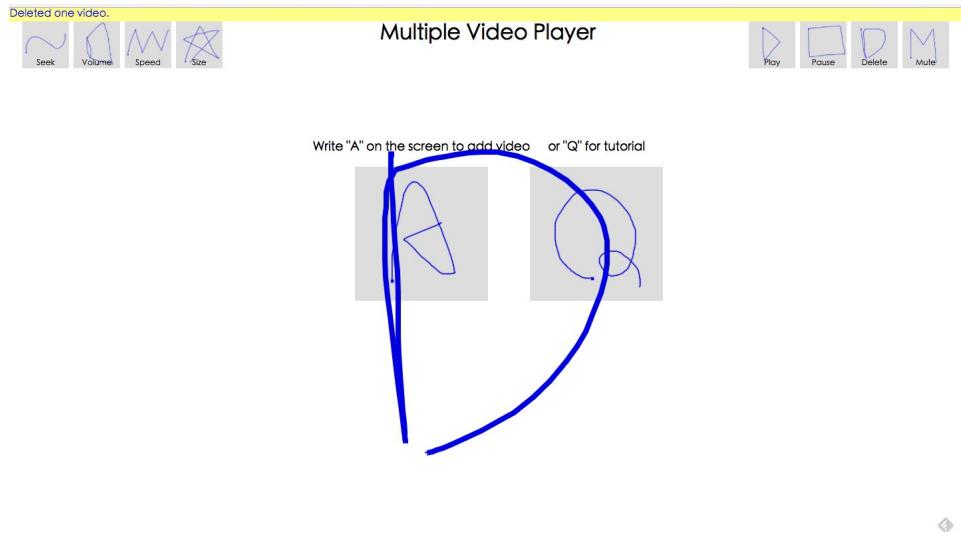
Pause the video: While at this moment the focus is still on the same video, you can operate other operations on this video. For example, suddenly I want to pause the video, I can put a square on the canvas.



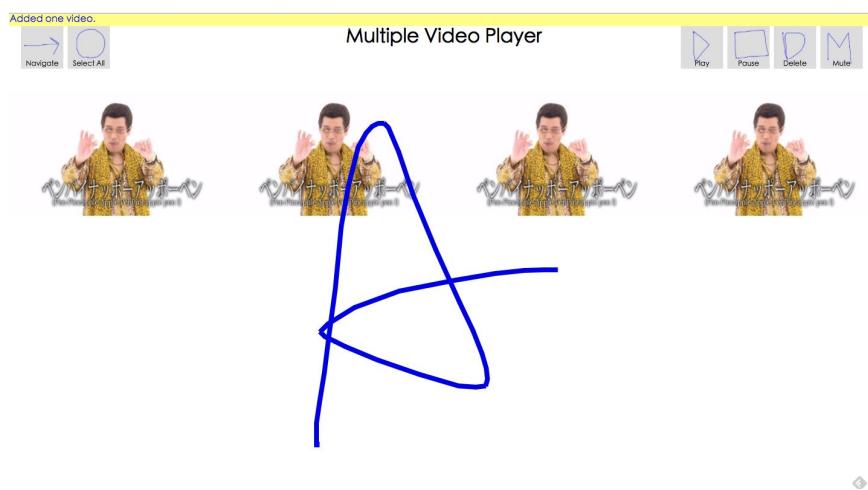
Mute the video: after replaying the video, I might want to mute it. Users can draw "M" on the canvas and the video mutes.



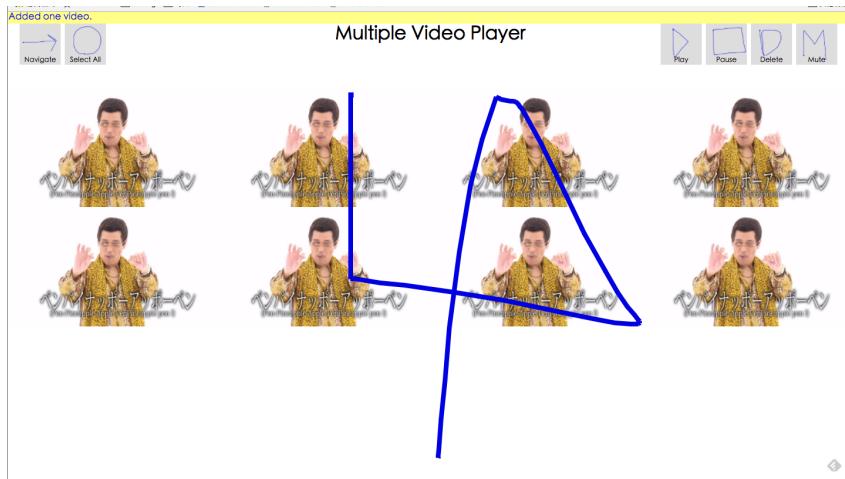
Delete a video: At any time, any status of the video, no matter it is playing or it's not even started. By focusing on it and putting the gesture "D". Which is a capital letter d representing delete. This time, the original hello message, will appear again, reminding people that they should again, add another video.



Adding multiple videos: By using gesture "A" several times, we can generate a lot of videos in the view.

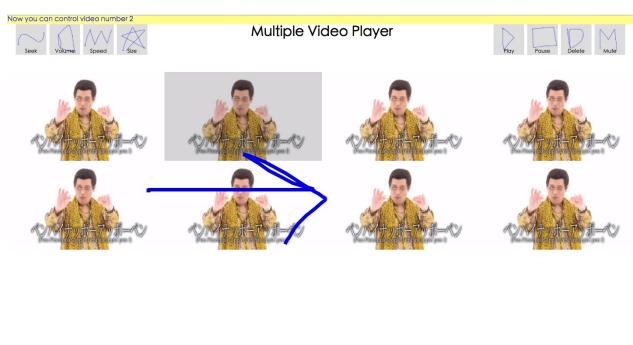
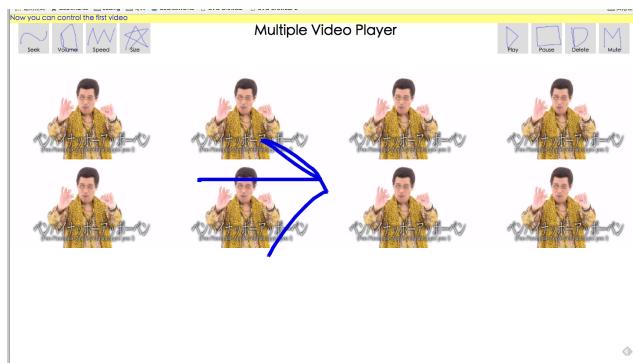


Adding multiple video with a advanced instruction in the Question section: because there might be users who need to add a lot of videos. We support a "4" operation that adds four videos at the same time.

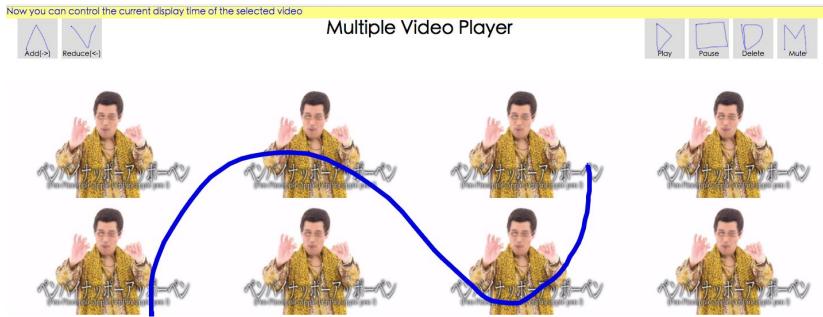


Modifying attributes of videos

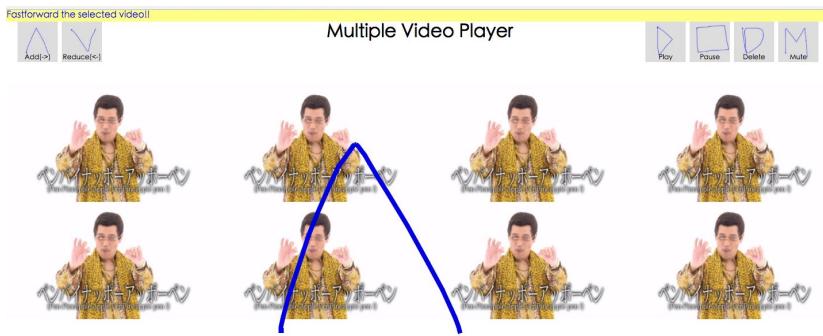
Fast forward the video: With a lot of videos in the screen I have to specify which video I want to fast forward first. I used the arrow twice to focus on the second video.



After focusing on the second video, I can tell the system that I want to modify its current play time attribute by using the "~" gesture. As a very well-designed system, it tells me that, I can control the "current display time of the selected video" on the yellow bar. Also, it showed me the two gestures to control the value on the left upper corner of the view. One is "^" and the other is "v".

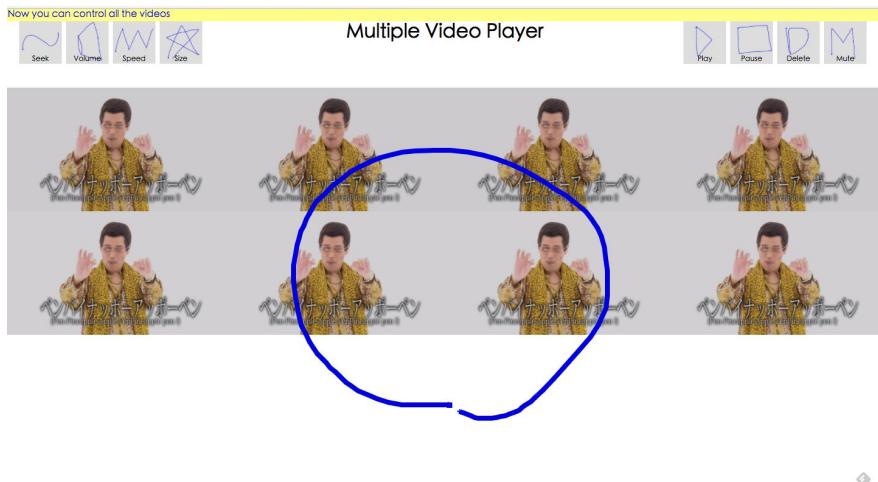


I put down the gesture "^" several times indicating that I want to add the value of current playing time, meaning fast forward.

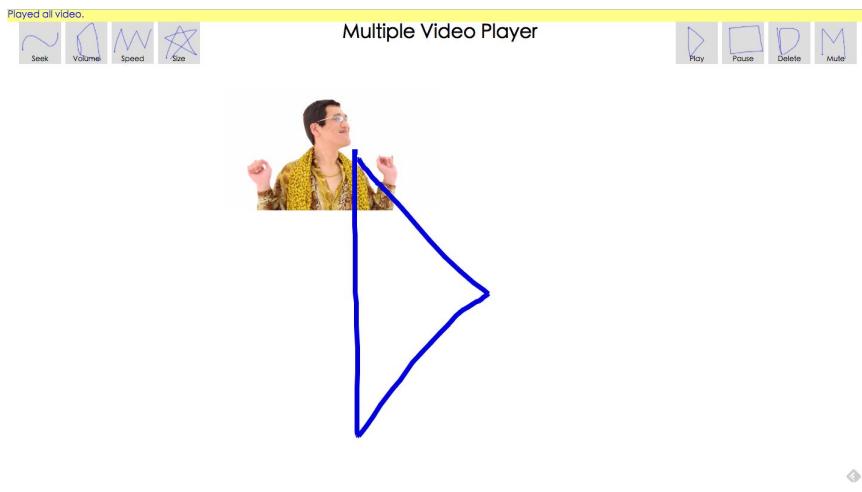


Select all videos:

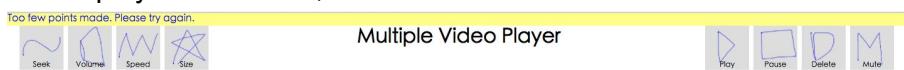
Proof: To proof that I did successfully modified the value, I play all the video at the same time by selecting all and use play gesture. Circle gives people the sense of wrapping all stuffs up, selecting all of the videos.



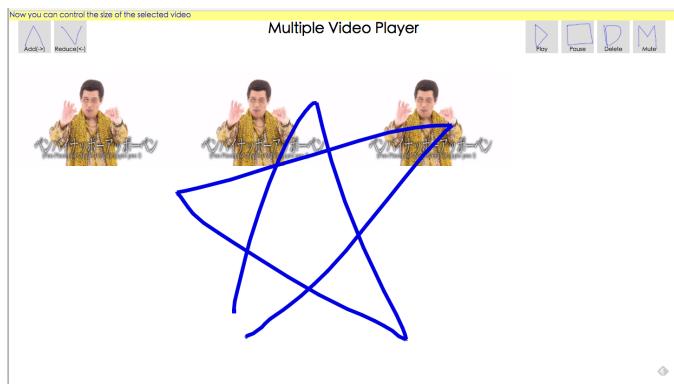
I put down the play gesture, and it's very obvious that the second video start from a totally different time.



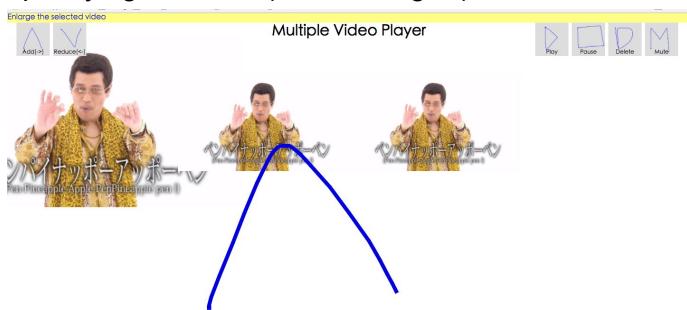
After it played for awhile, it looked like this



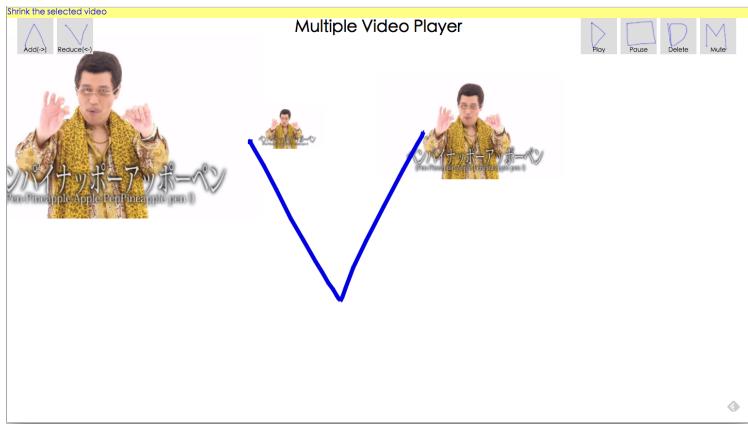
Enter resize a video Mode:



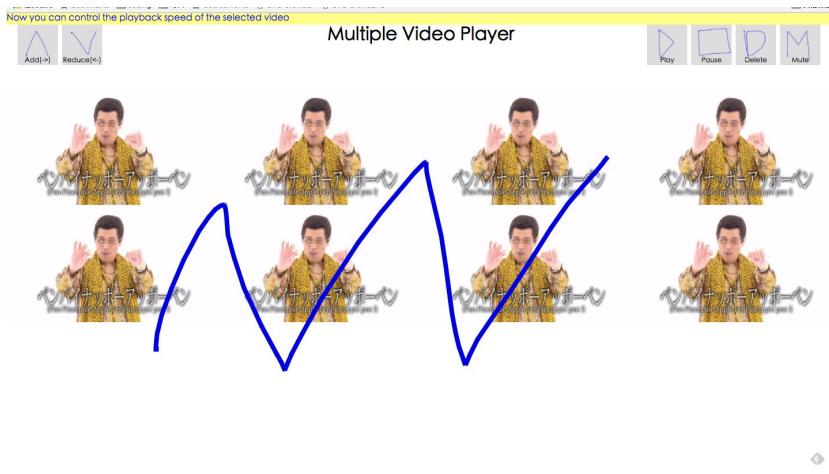
Specifying direction (Make it larger):



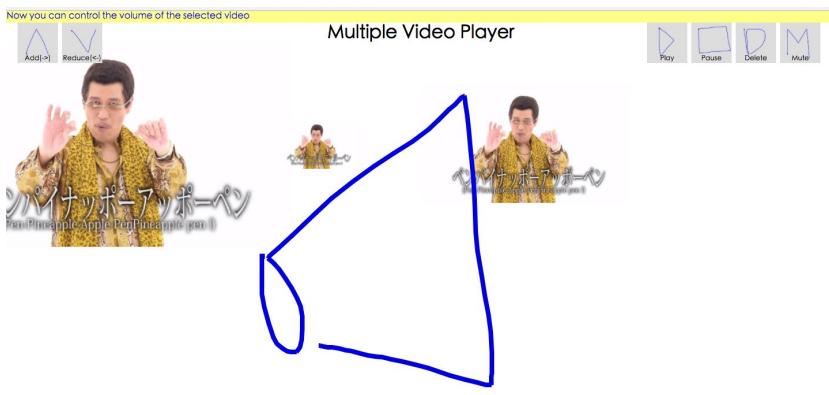
Shrink the size of a video:



Into Speed up video Mode: and you can use the up (^) and down (v) to control the speed



Into Volume Setting Mode: and you can use up (^) and down (v) to control the volume



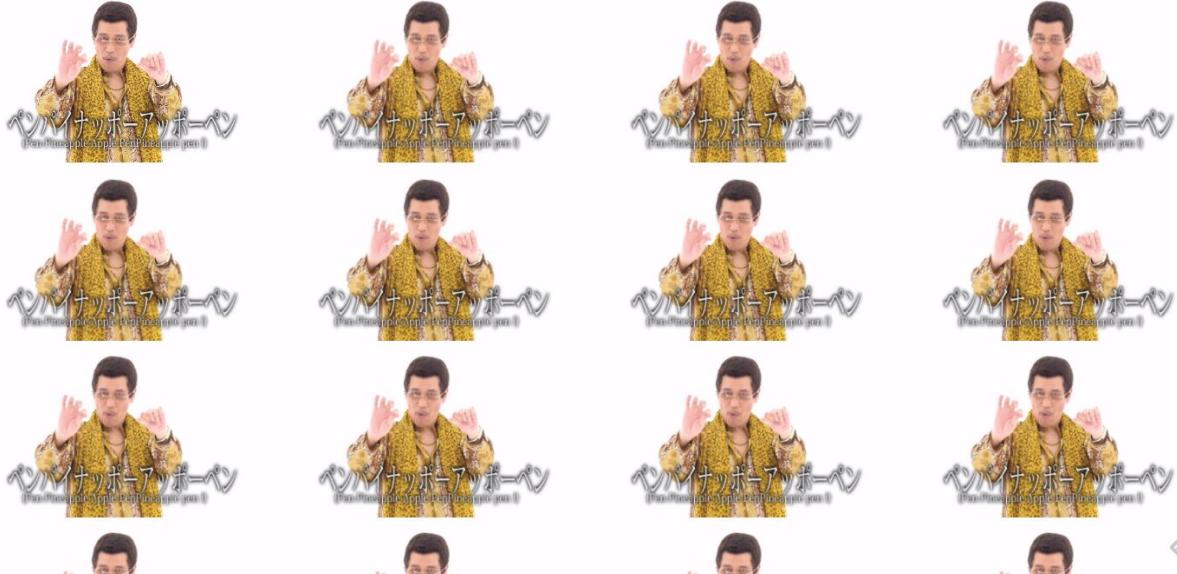
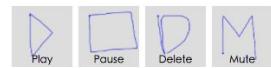
Justify Interface Design

Video List

In order to come up with a solution that supports unlimited video, I propose an endless scroll that holds infinite amount of PPAP videos. At the same time, because of this

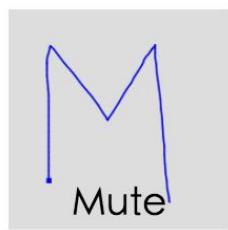
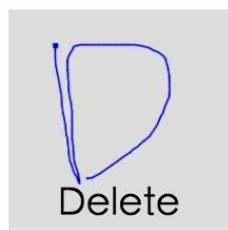
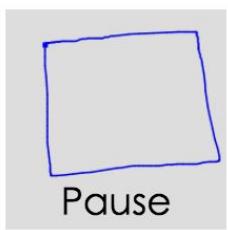
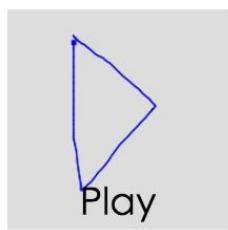
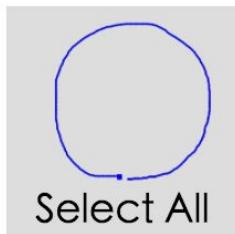
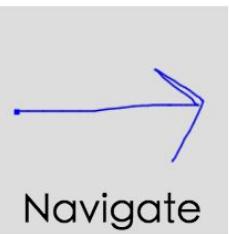


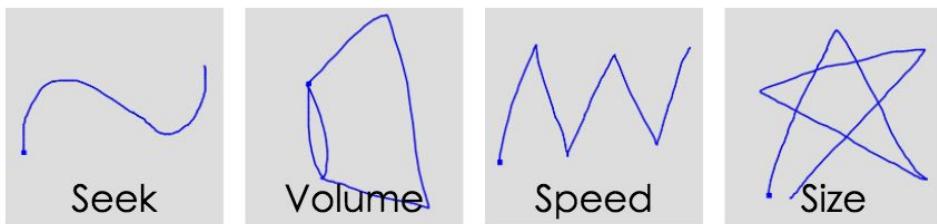
Multiple Video Player



There is also a problem with this design though, we can't really scroll without gesture.
(According to my current design)

Gesture Hint





The display of gesture at the header position is a design that helps user have a reference at the specific state. It gets updated everytime user make a decision. I considered using beautiful icon before, however, after testing by my friends, they didn't know that what are those buttons for. I decided to use something that is obvious drawing by hand to give users a more intuitive information.

Information

How to use this PPAP MVP?

This is a multiple video player that can only be controlled by gestures. All gestures has to be completed in a single stroke!

Adding a video

First of all, you will need a video that you want to control, so please start by writing on any part of the screen.

Play a video

In order to play the video, you'll have to tell the software that you're now going to decide which video to operate on therefor please draw an arrow like on the screen in a single stroke.

The first video will respond with an color animation, which indicates that you're now able to operate on this video. Now you're ready to draw a to let the player play this video for you.

PS. don't worry, we'll put all the possible gestures on the top of the screen so you know what you can do at that moment.

Resize all the videos

Add several videos by using the gesture multiple times. Now draw a to select all of the videos. Because you want to modify(might be increase or decrease) a specific value of the video(rather than asking to play or pause), you have to tell PPAP MVP you want to resize by drawing a on the canvas. Now you can draw to enlarge and to shrink all the videos.

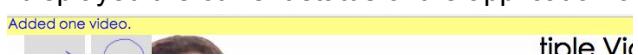
Advanced Usage: Write down 4 to add 4 videos at once.

A lot of website and application put their information into either another page or using a popup, and I decided to use a popup since

1. I won't be displaying a lot of information, the size don't need to be big
2. Redirecting between pages sometimes confuses the user

Information Dialogue

I displayed the current status of the application on the top yellow bar.





This interface shows information right after a user's input, I also designed it to clean itself up every time after a certain amount of time so that it won't distract our user.