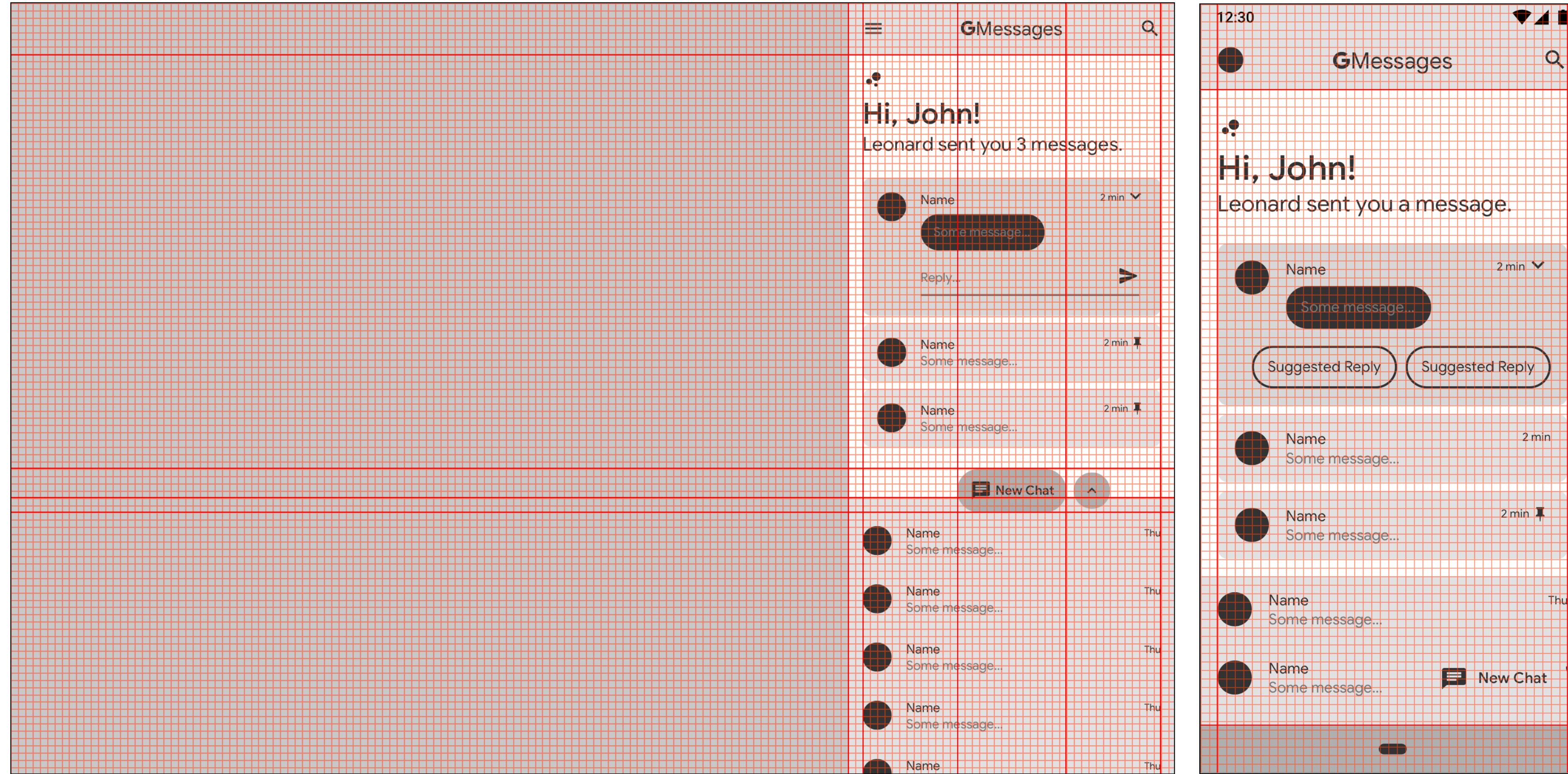


GMessage

Annotated Final Designs

Grid System



GMessage is built on an 8 dp grid with type aligning to a 4 dp grid. Margins are set to 16 dps with it being a smaller 8dps on the messaging interface. Mobile designs are built on the aspect ratio for the Google Pixel 3. Web interface is built off the height of the Pixel 3 with the width of 1280px.

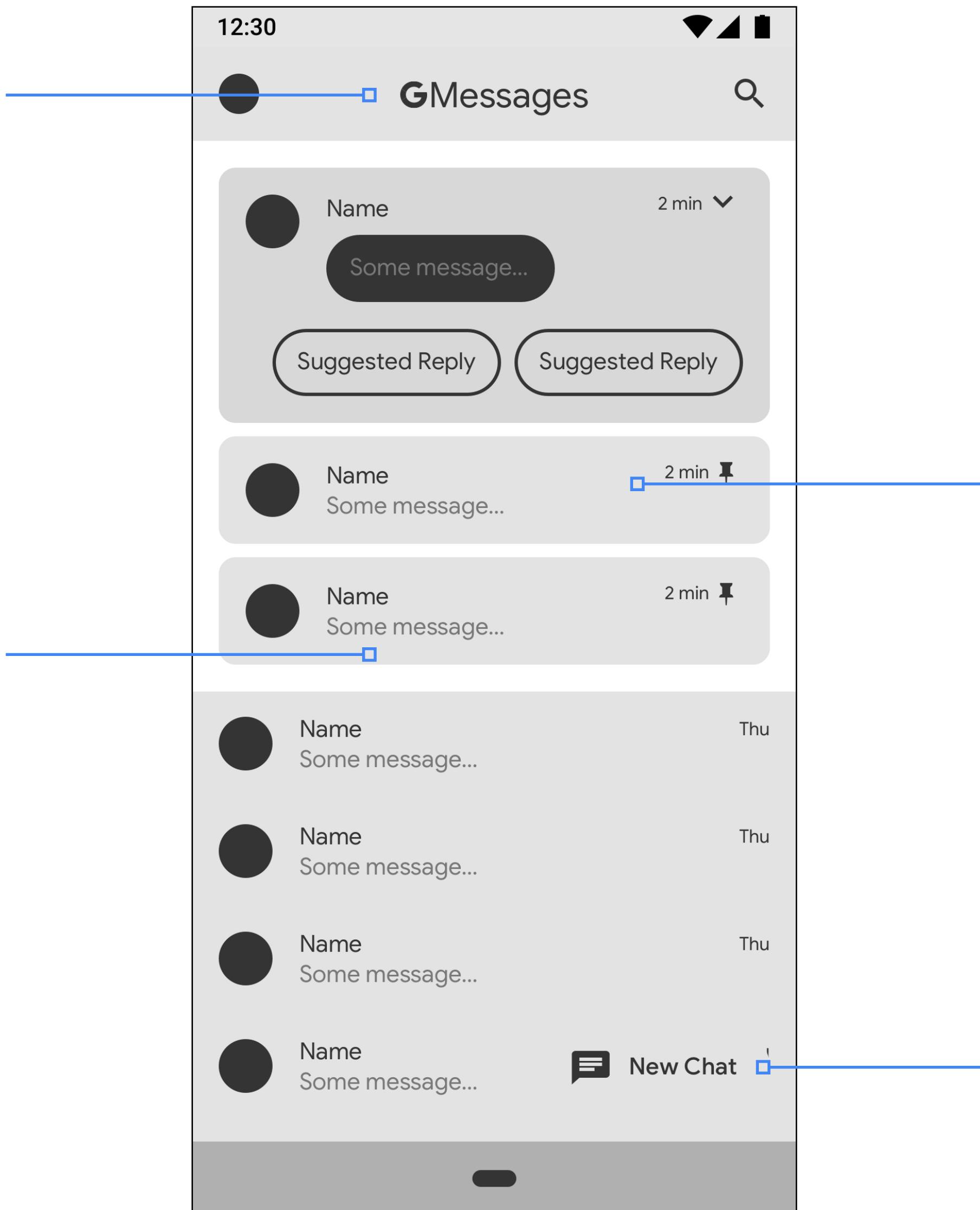
Wireframes

Mobile Wireframes

Home Pass 01

The App is called GMessage, however, the header denotes "GMessages." This is a subtle cue to the user telling them this is their messaging list, insinuating there are multiple messages here to be seen.

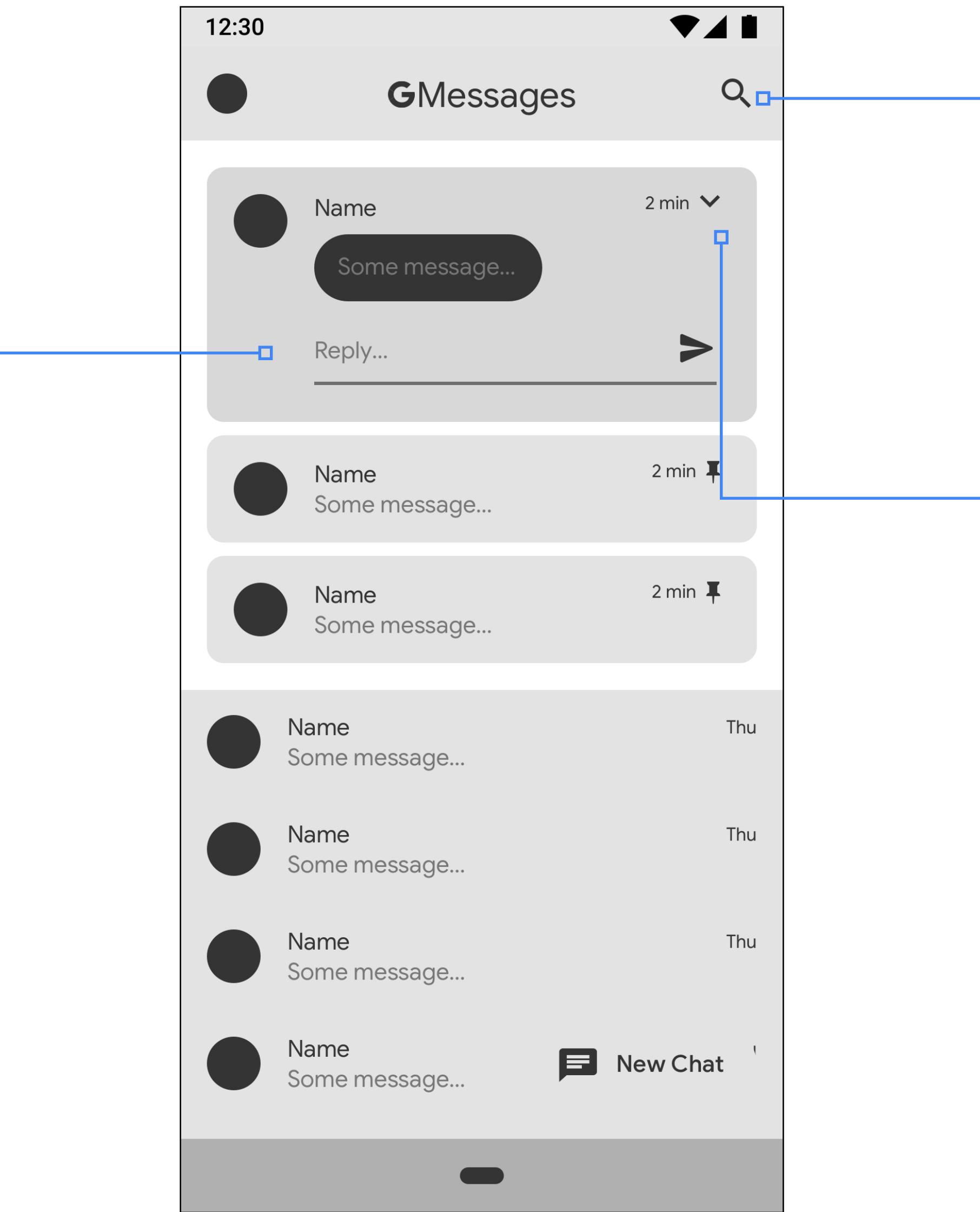
SmartChats rests on top of normal messages in order to denote clear hierarchy. They are separated cards as opposed to full length list elements to communicate as such.



Some SmartChats are able to be pinned to the top by the user, overriding AI generated elements. The top expanded card (and second card if needed) will always be AI assisted if in accordance with a new message being received, whether or not the card is a pinned chat or AI generated.

If a user pins more than two chats to expand the SmartChats section to more than three, the list simply expands downward, pushing the normal messages further down.

The FAB acts a new chat button, encouraging users to create new conversation with others. As the list is scrolled down, the FAB compresses to only the icon to enhance readability.

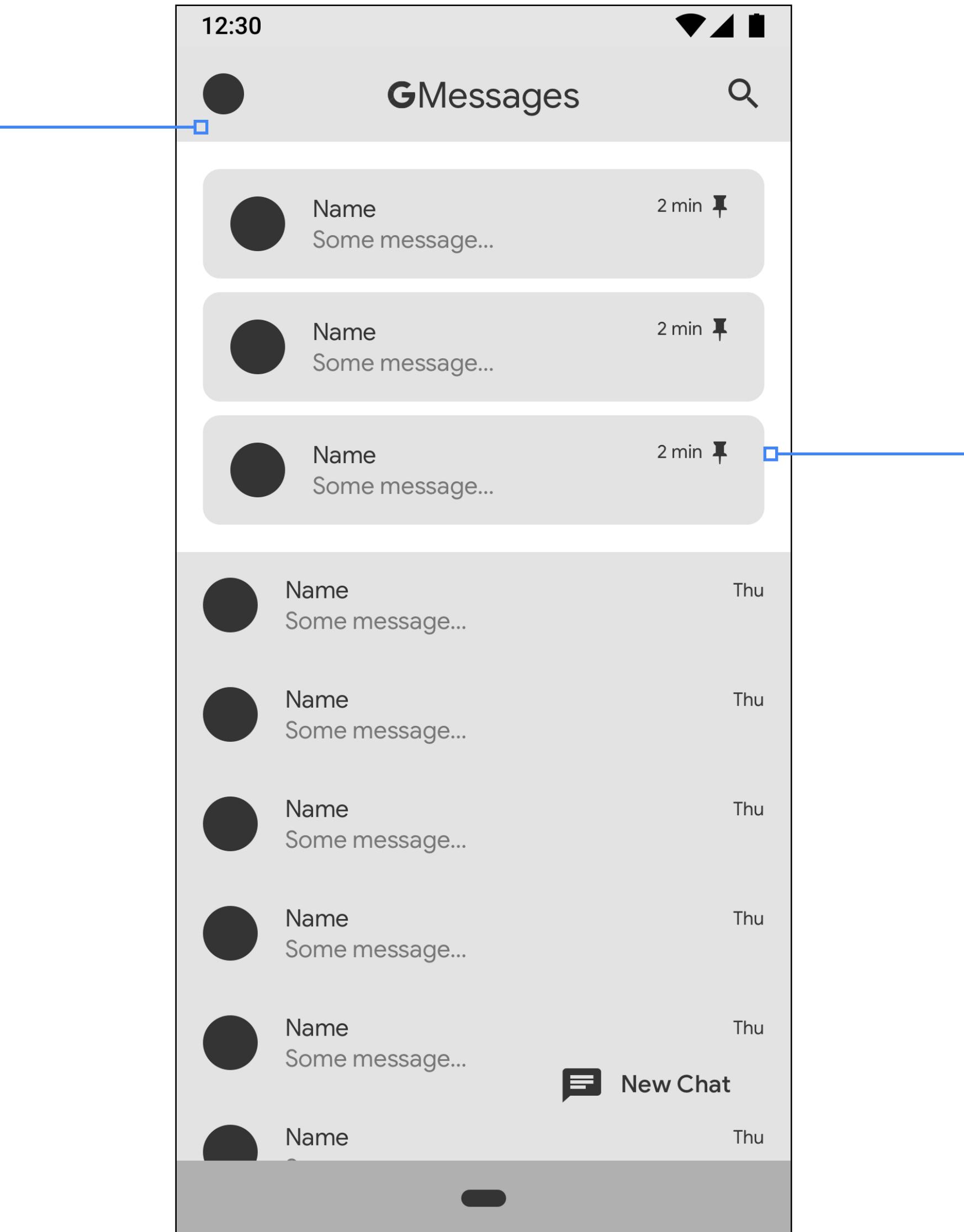


Expanded SmartChats are contextual. If a user receives multiple messages that are deemed complex, rather than suggesting short succinct replies, a reply bar is offered for the user to input their own response.

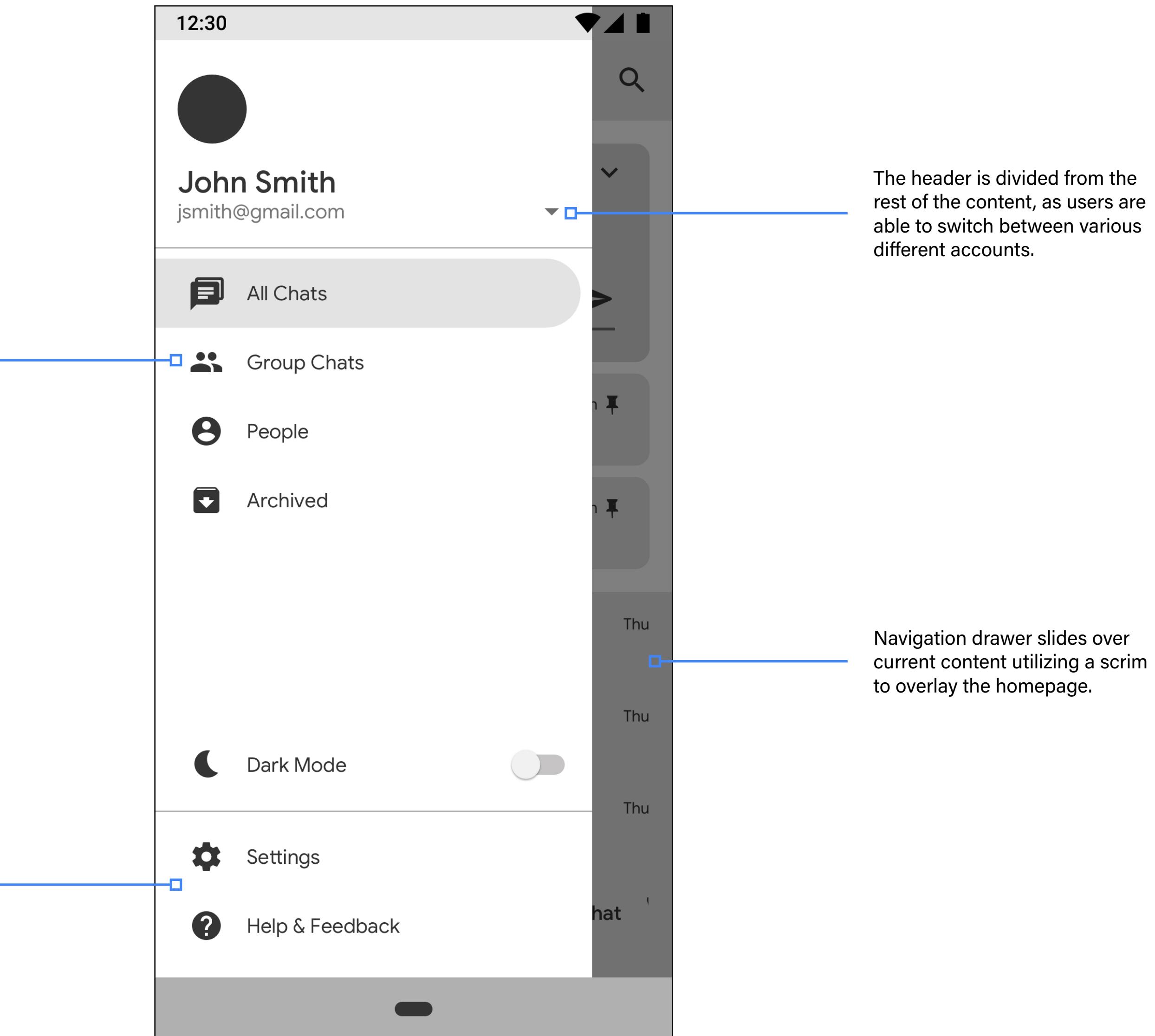
Search replaces the more typical three dot menu at the top right. These more granular settings change based on user profile, since GMessage is cloud-based. Therefore, they are hidden within the profile icon at the top left.

Expanded SmartChats have an option to further expand. This opens the chat to show more than just the previous message, but also the last few messages deemed important to the current conversation by the AI.

Rather than use a hamburger icon, GMessages shows the user's profile image. This works two-fold: It promotes the user-centric focus of app and hides away more granular settings that aren't the focus for the user while keeping it in reach. By hiding these settings, it also promotes user exploration if needed.



If there are no recent chats, SmartChats defaults to small cards of pinned conversation or other AI identified important conversations.



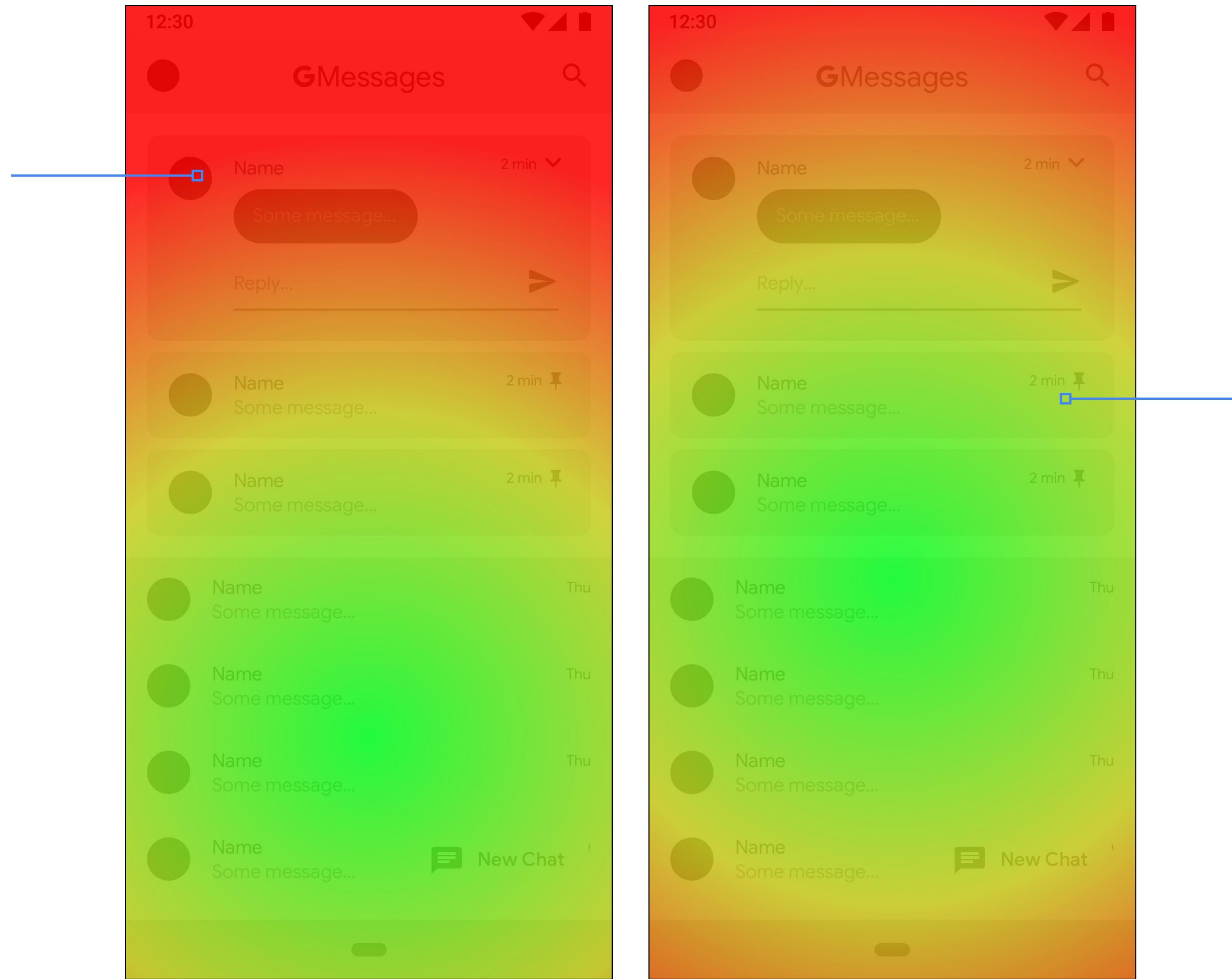
Users have the option to filter their homepage view. By default they will see all messages, but can select only groupchats or view individual contacts they have message threads with.

The header is divided from the rest of the content, as users are able to switch between various different accounts.

For more granular settings and ability to tinker, the standard setting and help items live below the standard content within their own block.

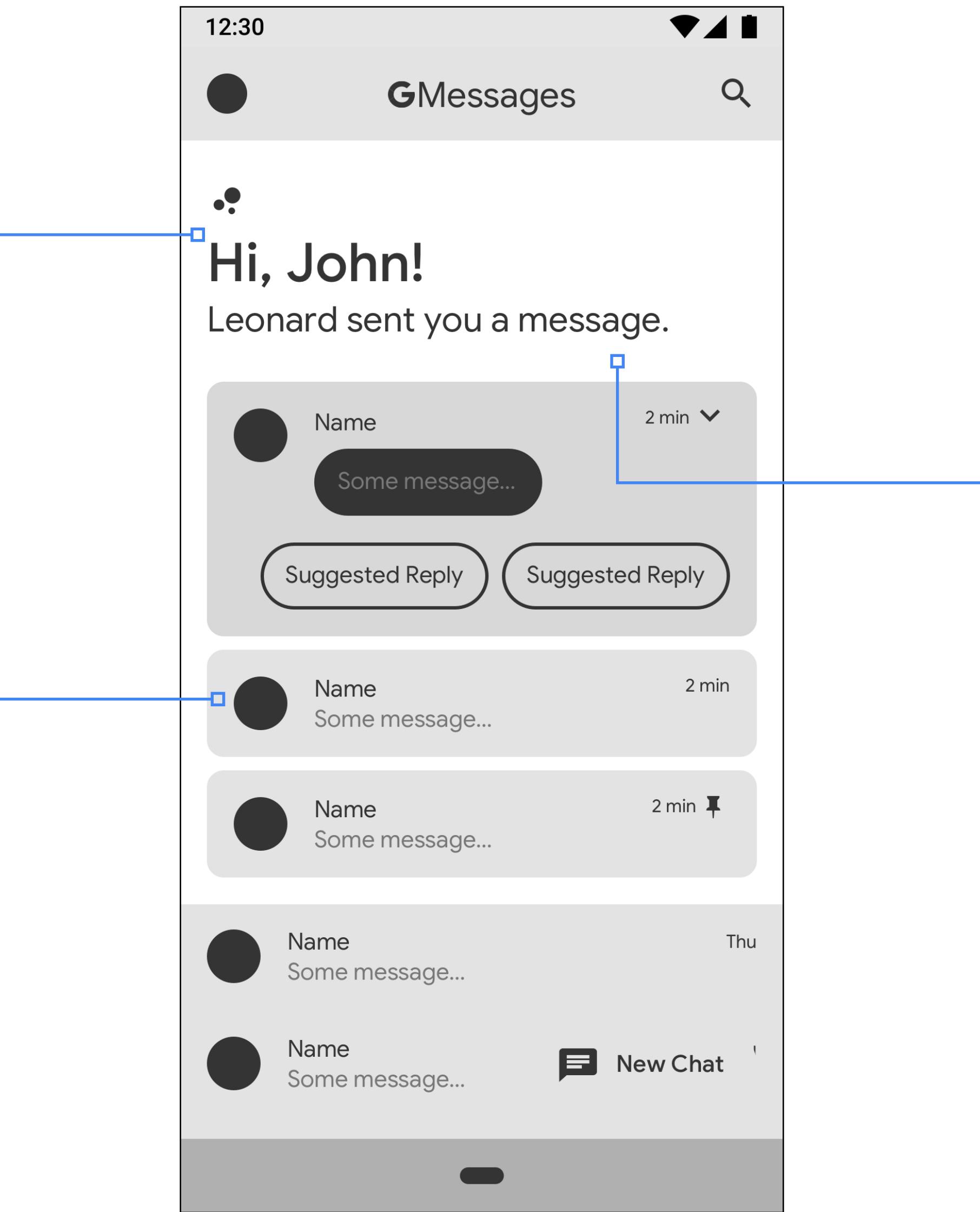
Navigation drawer slides over current content utilizing a scrim to overlay the homepage.

User research showed that while perhaps visually the top card is the most important in terms of organizational hierarchy, it was the hardest to interact with.



Even when users held their phone in the middle of the device and had a more centric reach, most of the actions of the card fell just outside the touchable area.

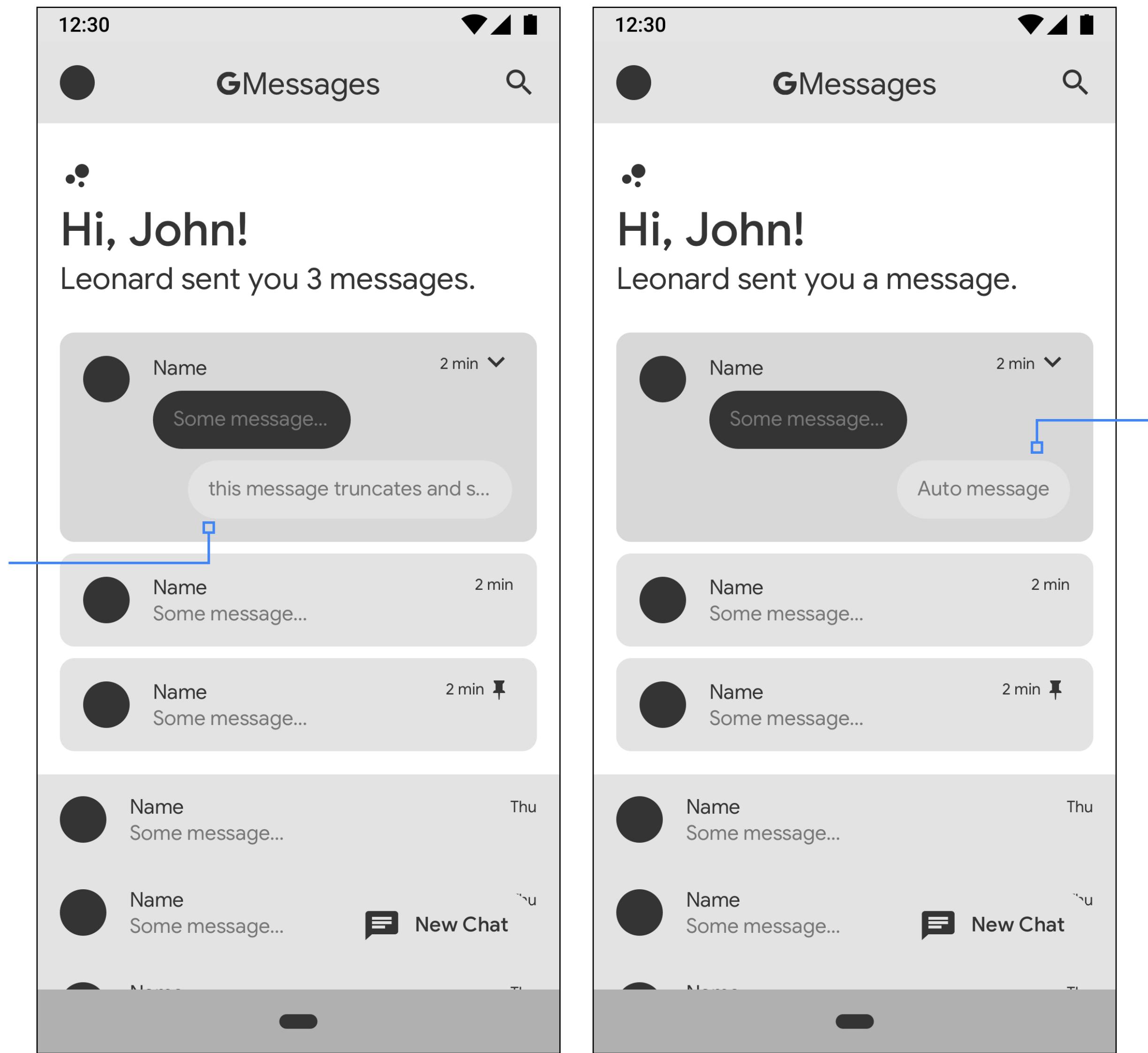
Home Pass 02



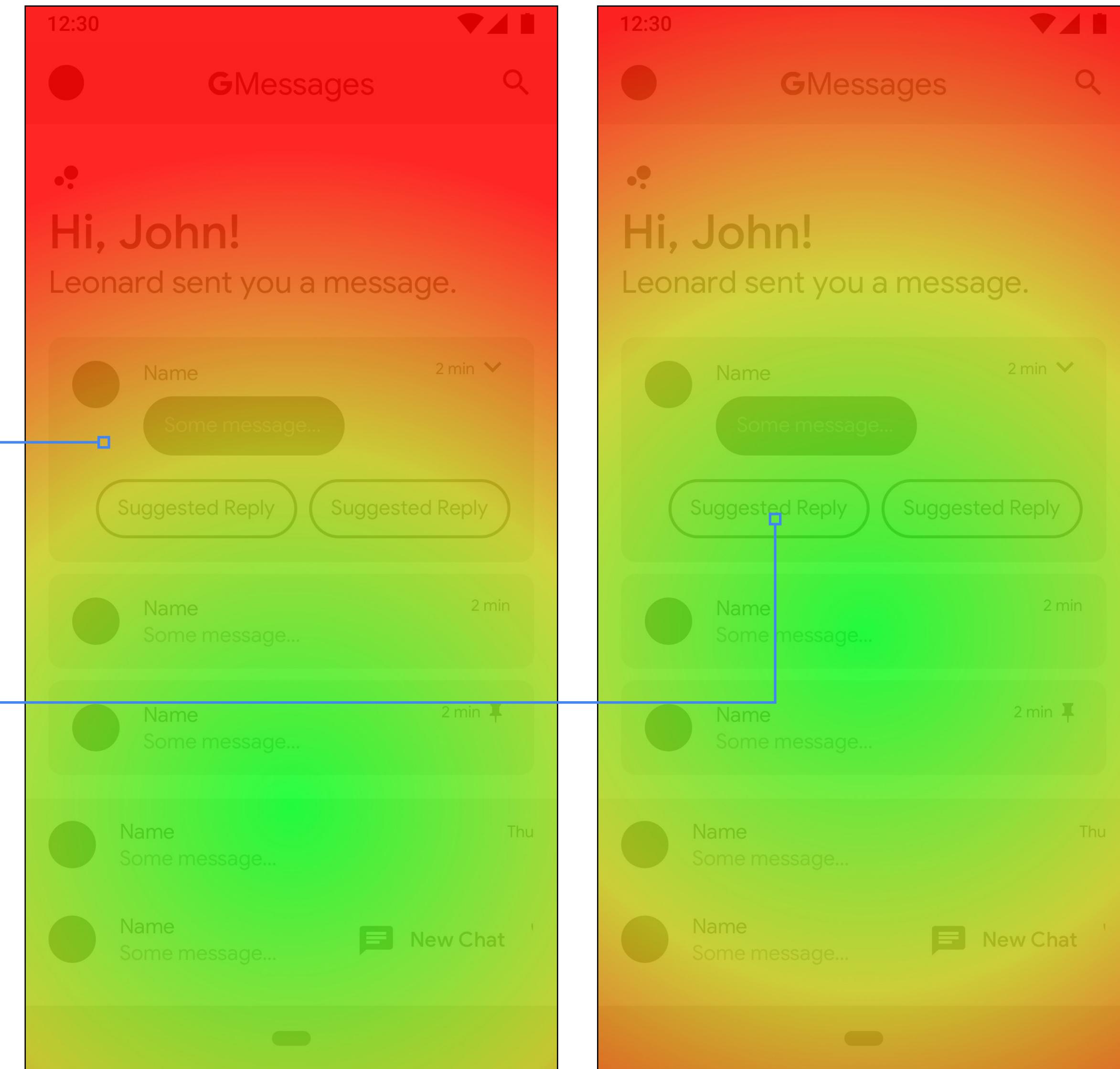
The Google Assistant is added visually to fill the top space and push the important content down while keeping it at the highest order in the hierarchy.

An example of a small card that a user has not pinned, but rather an AI identified important chat.

The Assistant gives pertinent information based off who sends the user a message and how many messages the user received. This fills the space at the top with an actual function, rather than fill it with empty space similar to Samsung's One UI.

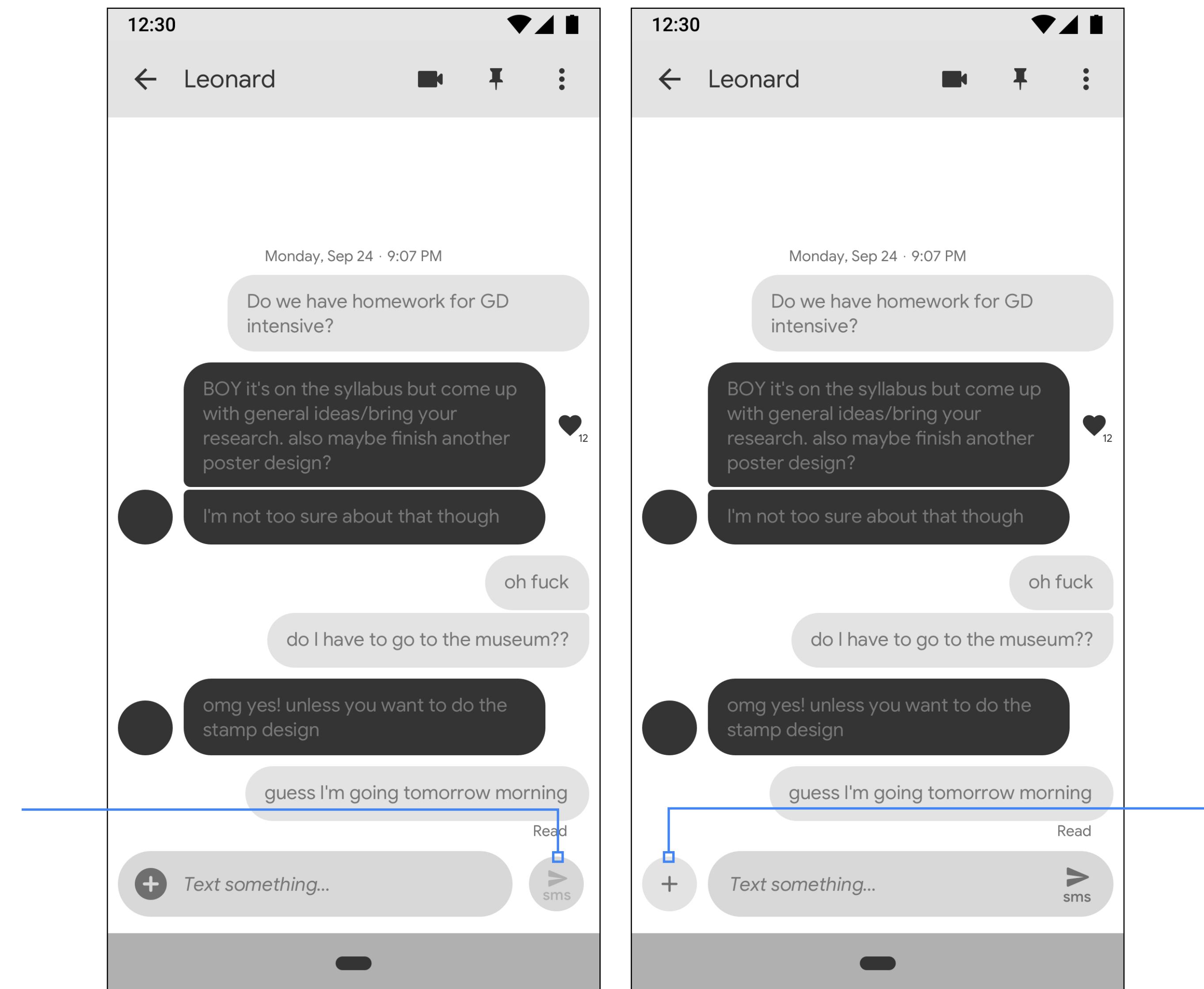


The expanded SmartChat now maintains hierarchy at the top and is now reachable for the user in any standard grip without the need for hand acrobatics.



Messaging

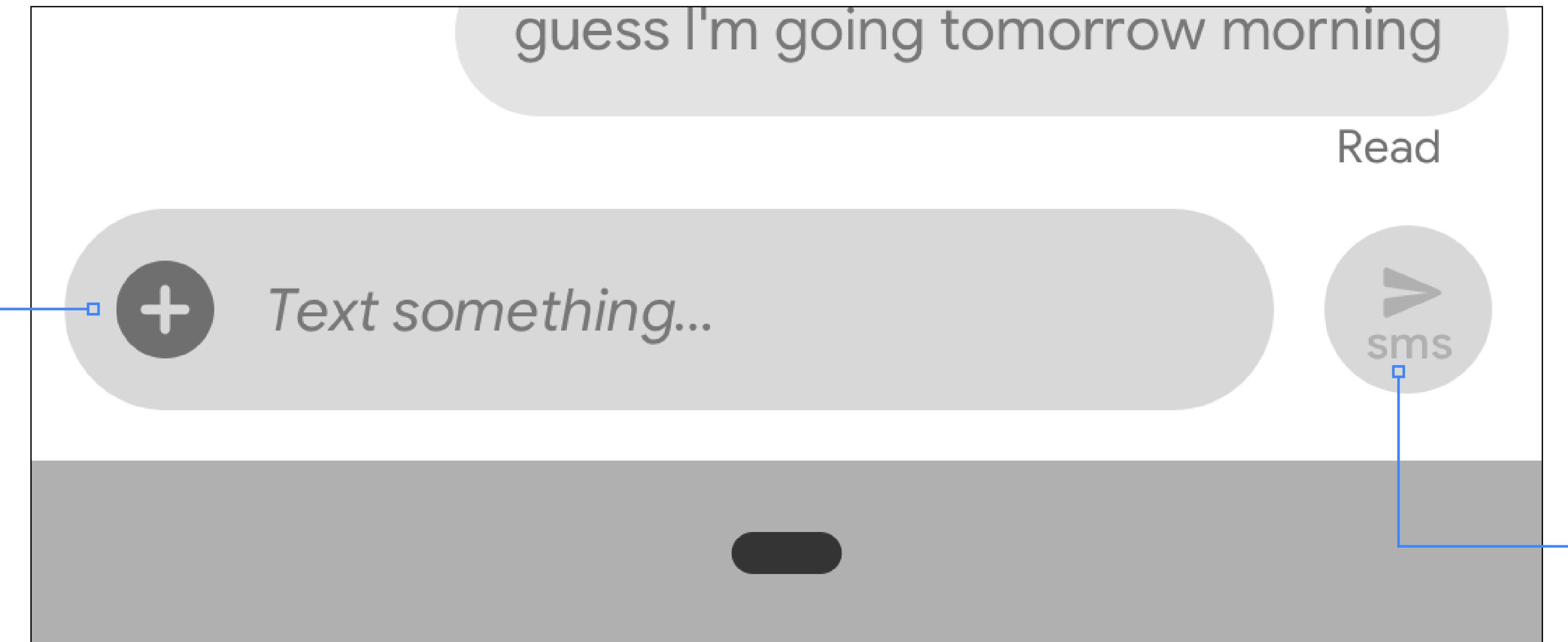
Much of the initial messaging ideation had to do with the organization of the send bar. After looking at all the references, it seemed there was no consensus on how to set it up.



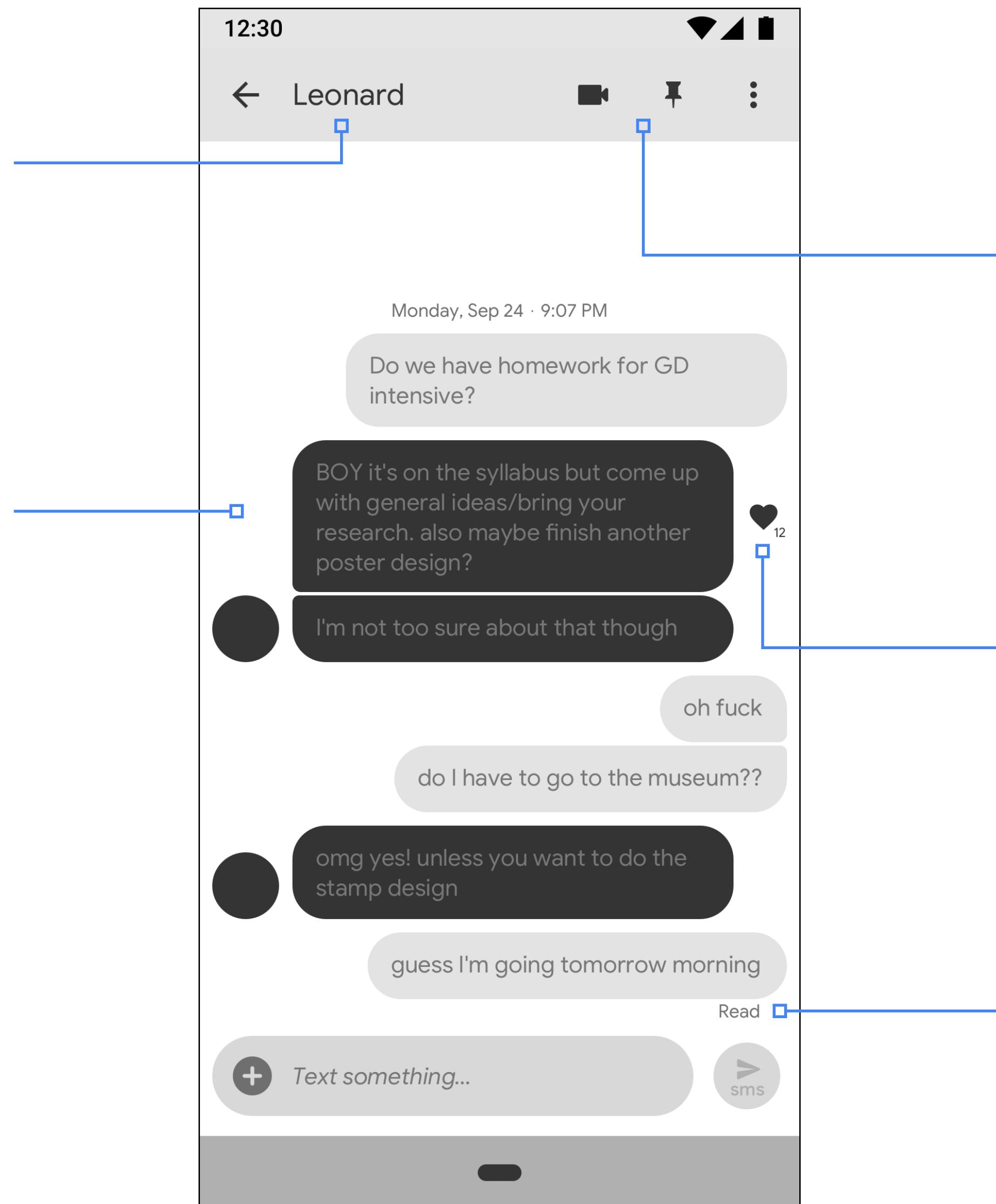
Option 01 has the send button act as a FAB, highlighting it as an important action in the interface. This also leads to putting the add media button (plus sign) into the message field.

Option 02 has the add media button as the main CTA. This now adds the send button into the main message writing action.

After a focus group and other user research, the responses seemed to favour the send button outside of the compose bubble. Most people thought the add media button was very much part of the composing process, rather than something to highlight for people.



In this case we are now promoting the idea of sending multiple messages, which is ultimately a good thing. We would rather encourage users to send multiple messages to keep conversations going rather than send a few images or stickers.



App bar highlights the contact's first name to keep conversations more personalized. If there are multiple contacts with the same first name, last names will be used.

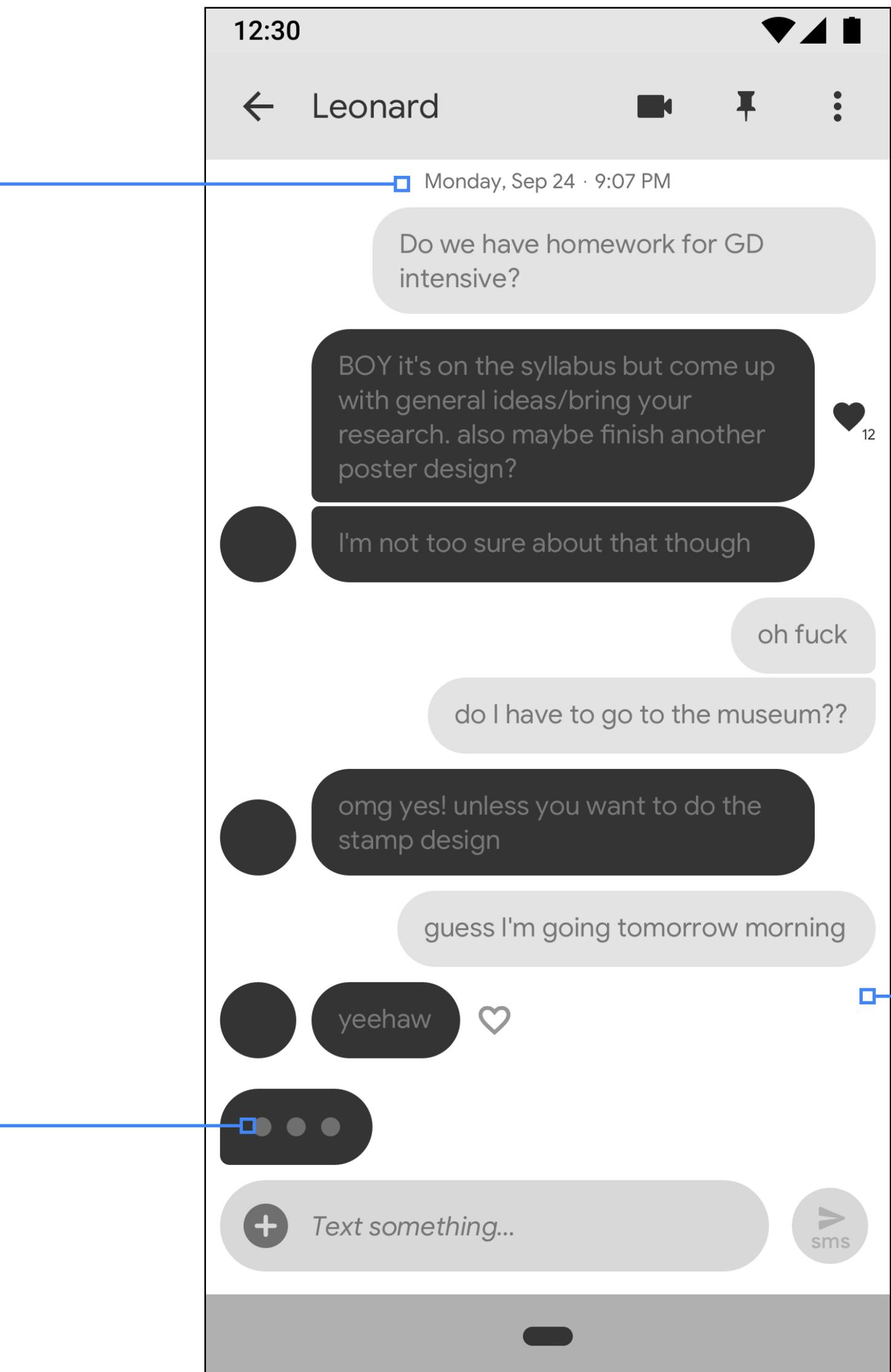
Messages received in multiples have rounded corners to insinuate them being together in a unit.

Rather than a standard phone call icon, GMessage highlights the ability to video call and pin conversations. The idea is that GMessage has Duo built right in (or preferably have native video calling), so users don't have to think about having separate apps.

Messages can be liked by the user. In groupchats, a number is show to represent how many people liked a message (shown here purely for representation).

Users will know when their messages are read by the contact. They also receive other message states here, such as sent and delivered.

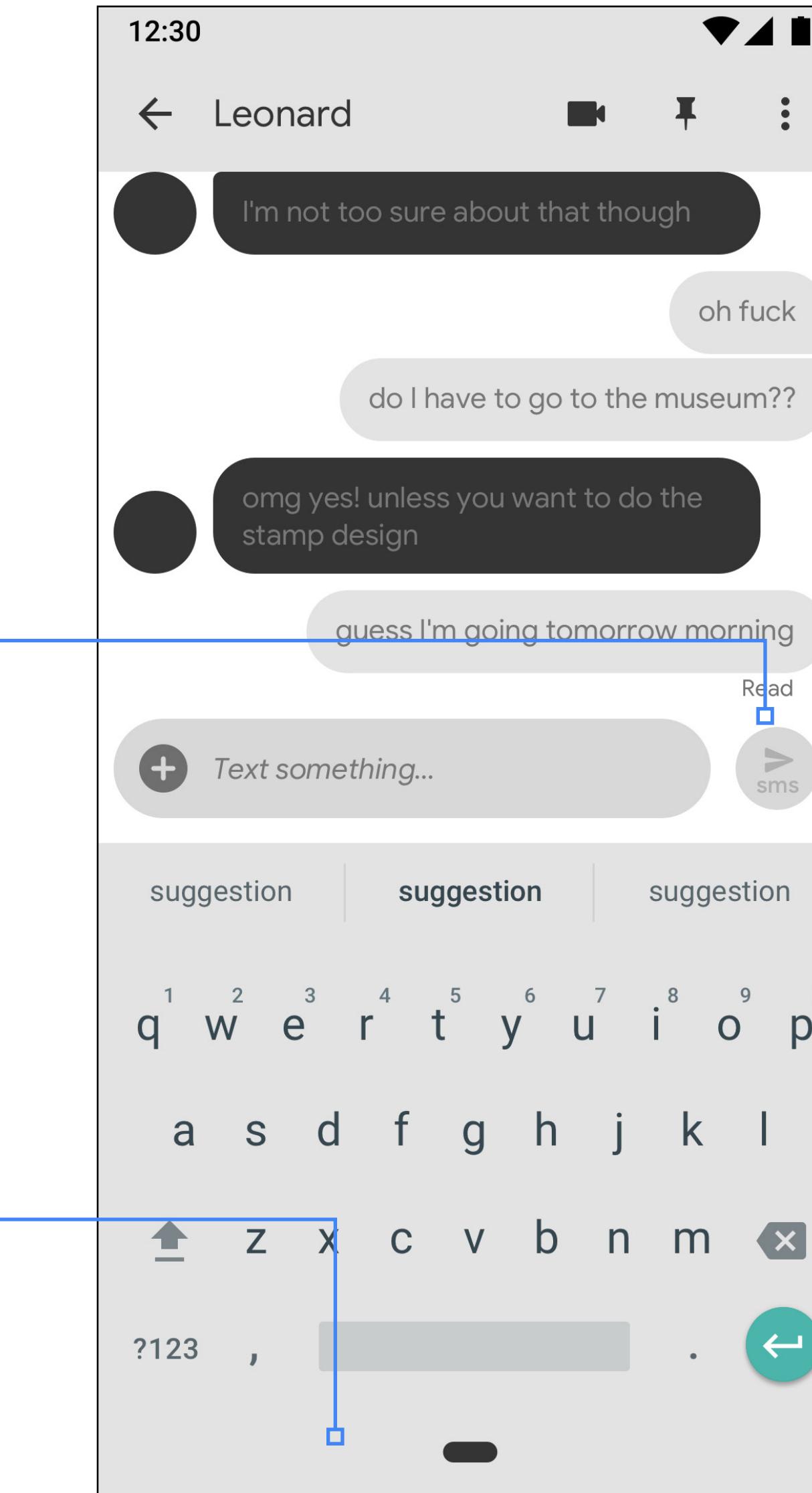
Conversation headers are created after a period in which no messages have been sent or received. This denotes breaks in conversations and helps the user keep track of when they've been talking.



Users are able to see if a contact is responding with this intermittent animation. This along with message states are only available if both users are connected to GMessage. If SMS is used, SMS appears as the message state and there is no composing animation.

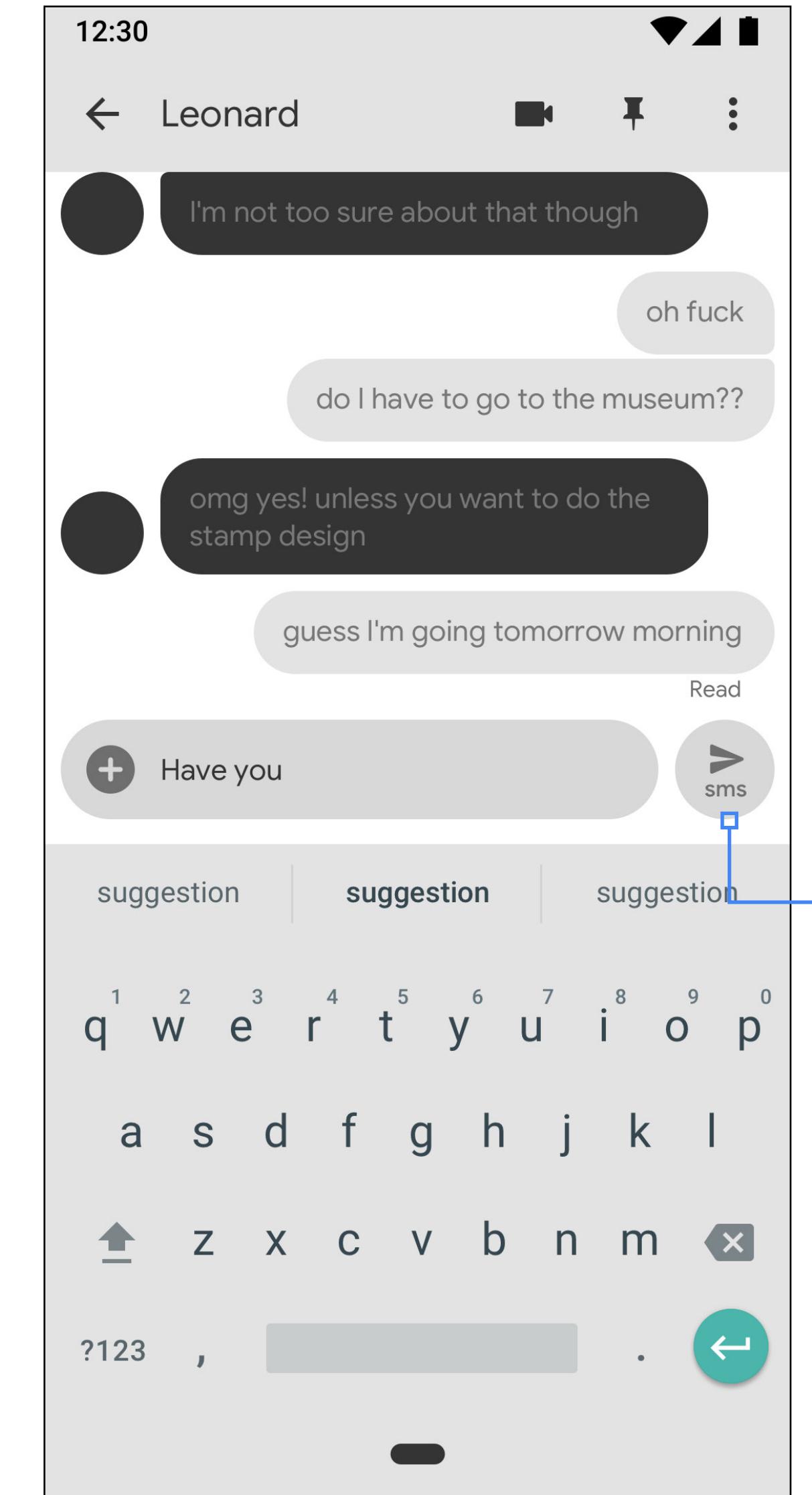
Messages states disappear when a new message is received, as the message had to have been read at that point, which is the final state.

Send button remains grayed out and small, telling a user the message is unable to be sent.

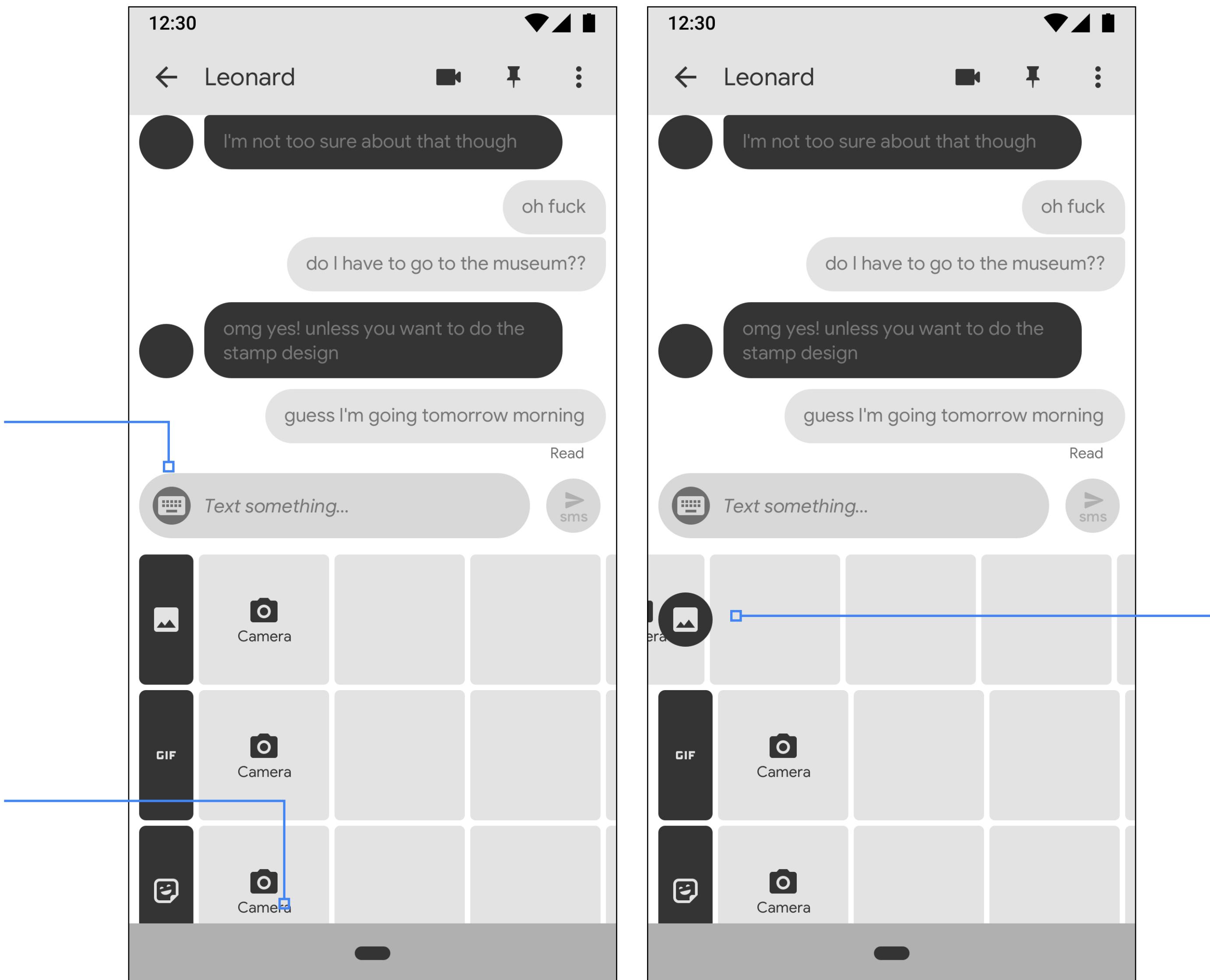


System navigation bar changes colour based on keyboard colour to keep visual consistency and hierarchy.

This is technically up to the keyboard app, but it should really be a thing.



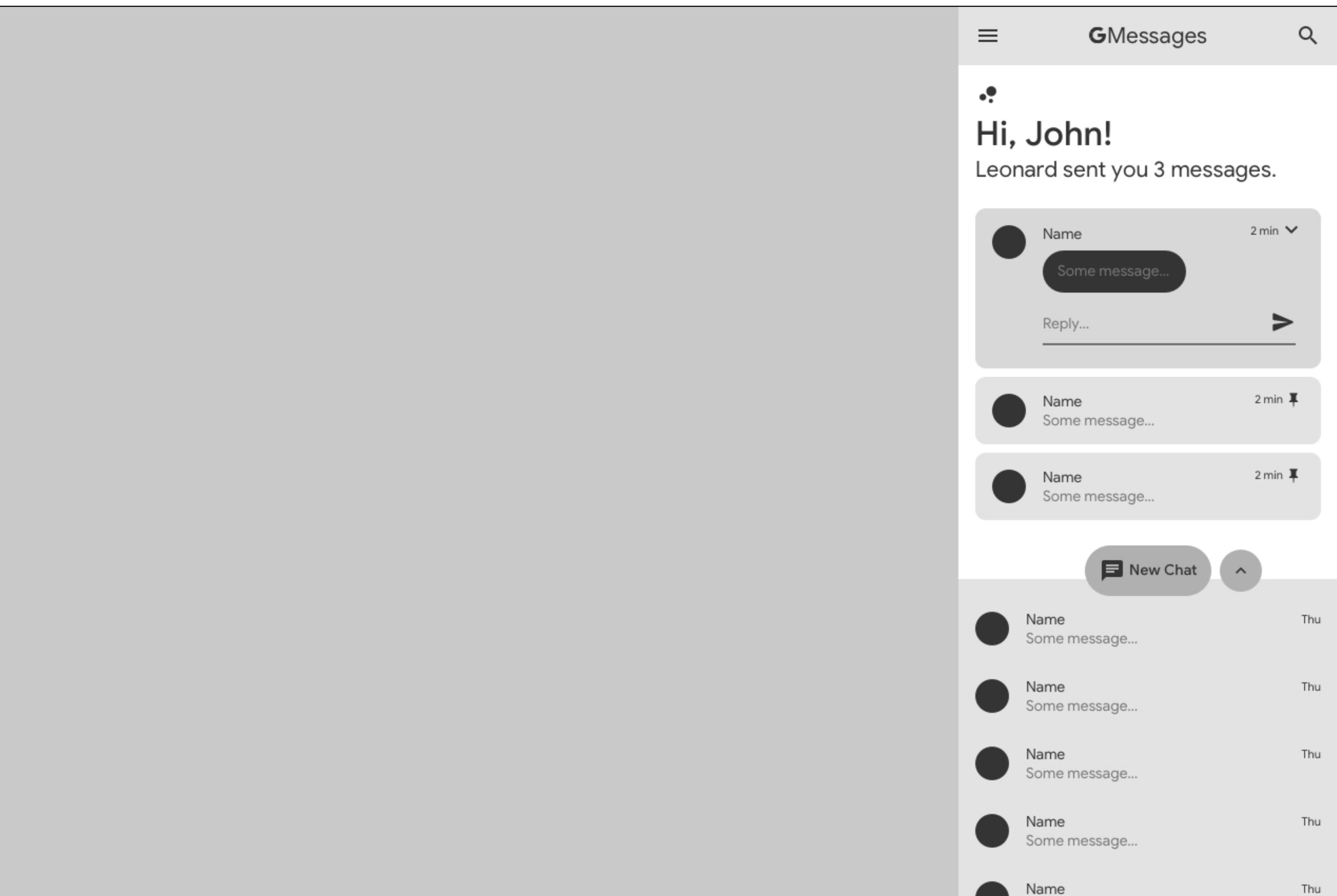
The add media button acts fairly identically to the older Android Messages function before its most recent update (deck is written as of April 2019).



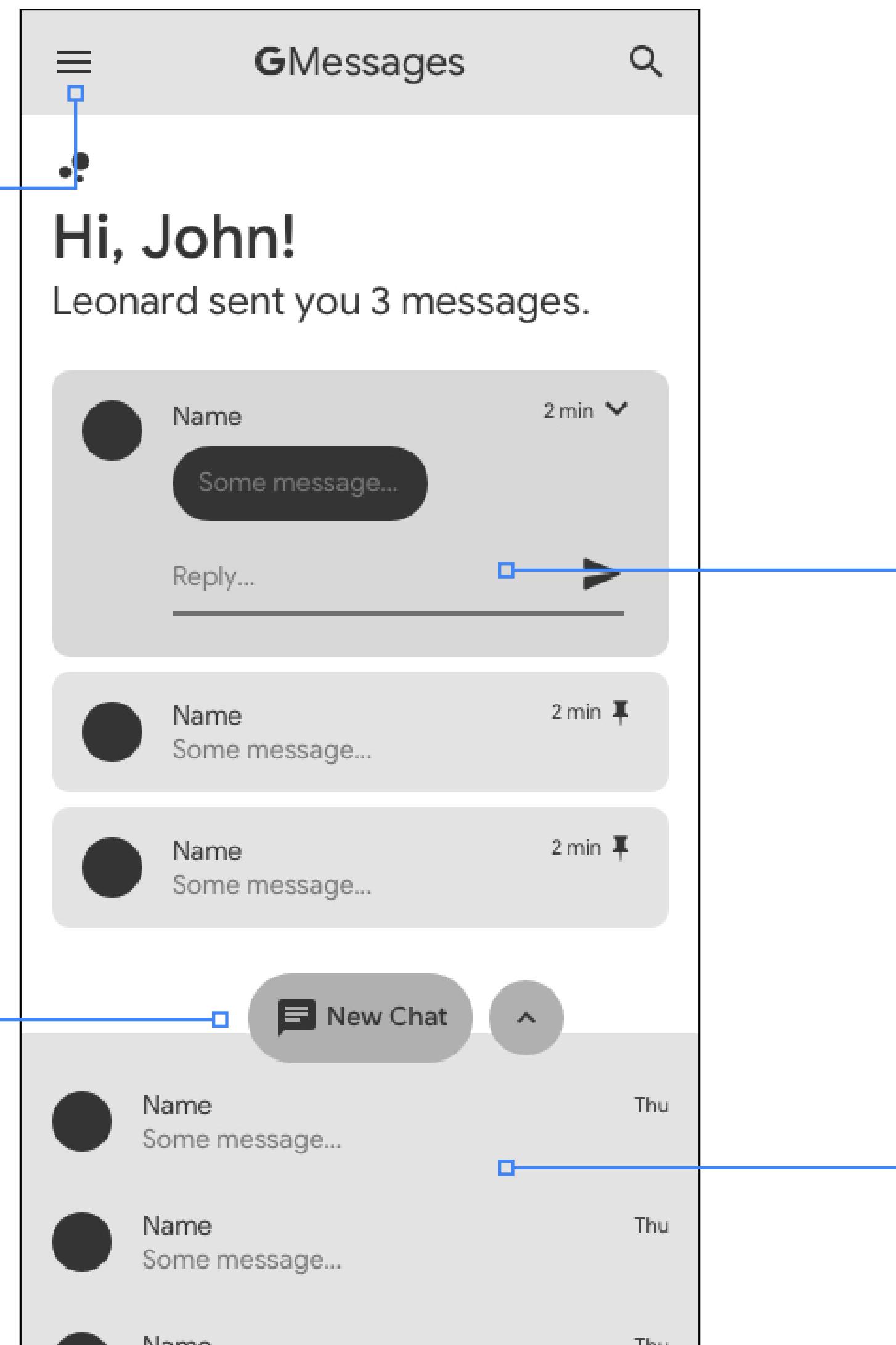
Desktop Wireframes

Home

All desktop designs act as slide-out panes within Google Chrome. This is the aspect ratio they live in within that environment. However, this ratio is not conducive to annotations, so from here on desktop wireframes will be cropped to fit only the design (unless otherwise needed).



Navigation changes to hamburger menu from the standard profile photo. Since this view is from the desktop, the chat is opened via the profile photo built in within Chrome. Having a second profile photo here would be redundant.

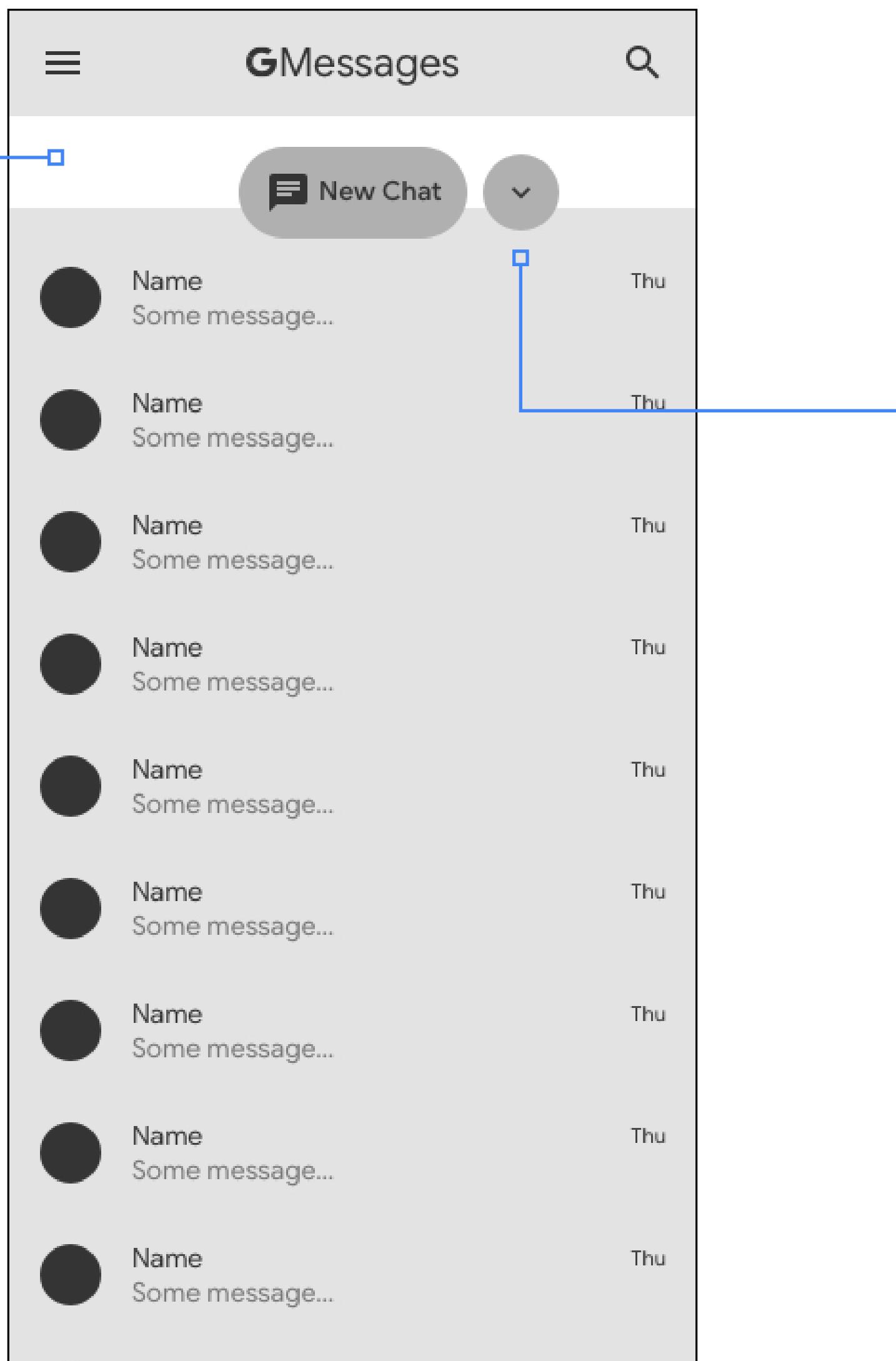


On desktop the FAB rests on top of the message list. Desktop users tend to be less casual users and moreso power users, who create more individual threads and chats. Therefore, the new chat function is highlighted.

SmartChats here have the same functionality as mobile. However, on reply lines users can simply hit enter to send replies. After one reply is sent, the reply line now is pertinent, and multiple replies are allowed to be sent on desktop.

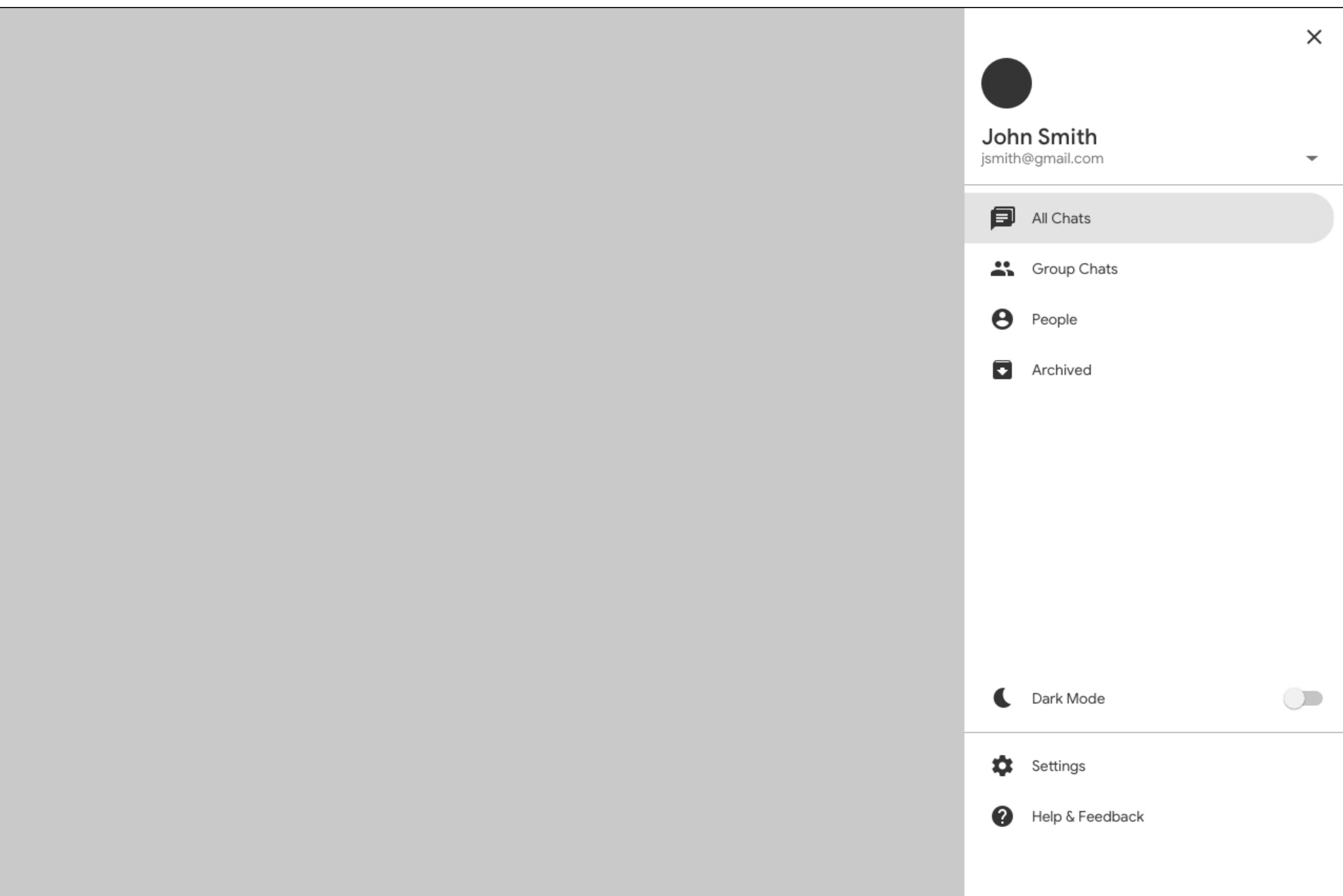
On desktop the standard message list is further separated from SmartChats by laying on its own sheet. This indicates the SmartChats' hierarchy as well as the ability to scroll through the standard list separately on its own.

The standard messages list scrolls over the SmartChats. This is to further push the idea of these being separate elements of different importance.



An extra FAB is added to encourage the user to still explore the standard messaging list. While SmartChats are highlighted as most important, we don't want users to forget about their normal messages. The FAB changes from an expand to collapse state based on scroll position.

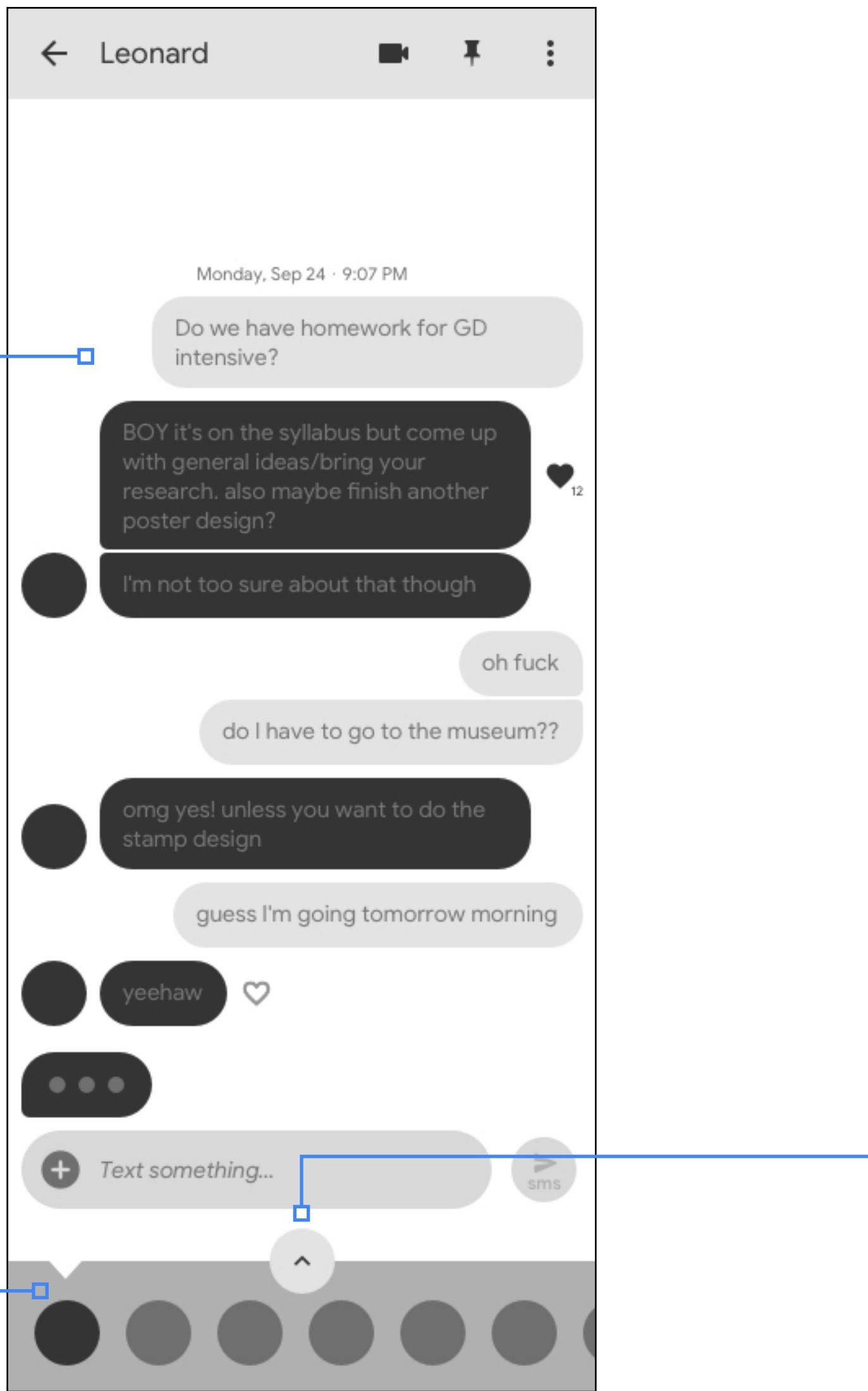
The desktop nav drawer remains the same as mobile, with the only difference being the addition of the close button on the top right, as user's have no scrim or ability to swipe the pane away.



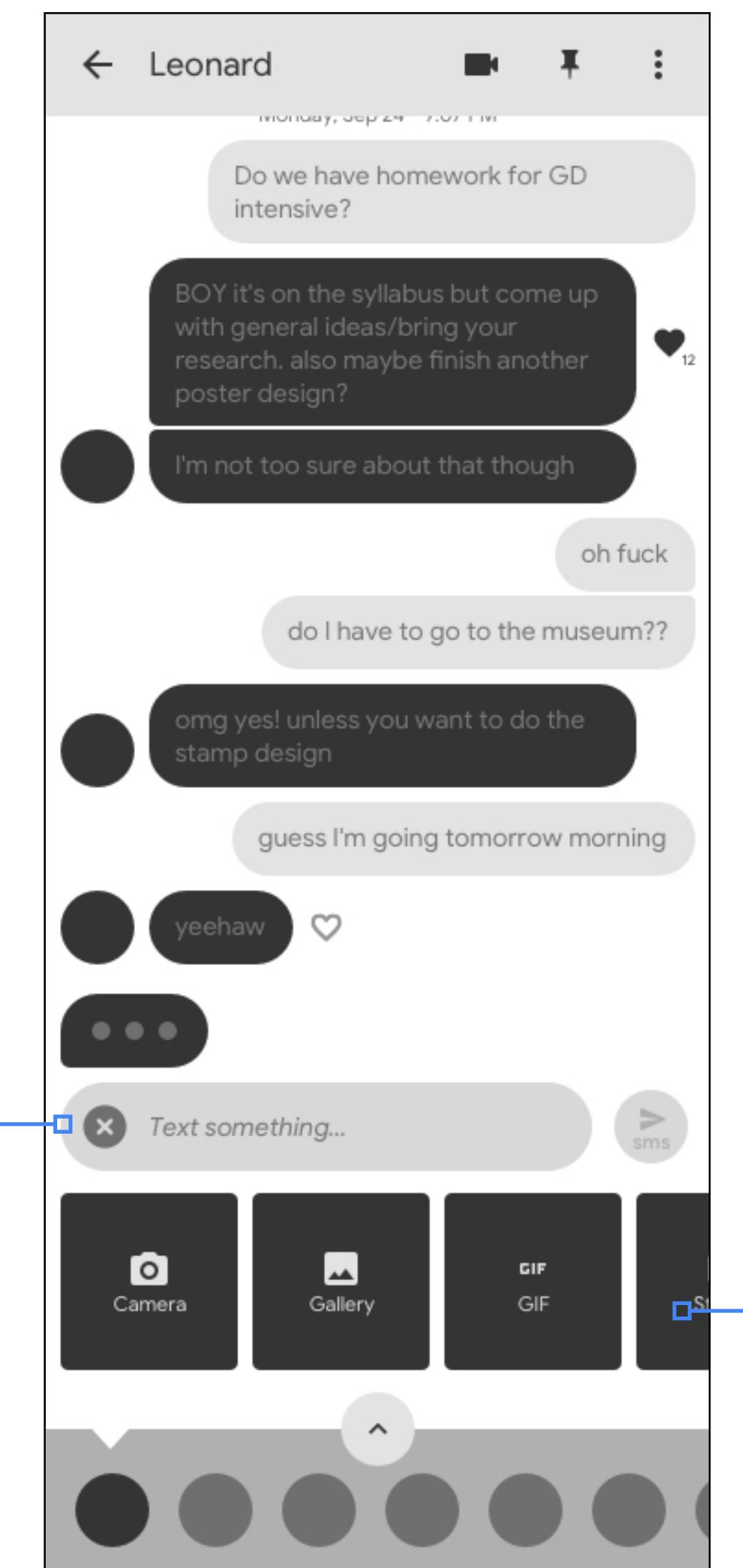
Messaging

Messaging interface is a straightforward translation from mobile. The only change is the long-press interaction that would trigger a contextual menu. On Desktop that requires a click into more info. Subsequently a three dot menu would appear and that can be clicked on for granular info and settings.

The messaging list collapses when messaging is viewed. Thanks to greater screen area, the list lives as a horizontally scrolling list on the bottom of the thread. Users can quickly switch between threads by clicking on different contacts.



The expand and collapse FAB remains visible from the homepage. This can be used to return to the messaging threads bottom sheet.



When the add media button is clicked, it no longer changes to a keyboard, rather a close icon. The user is still able to type while this menu is open, so there is no need to indicate a keyboard to return to typing.

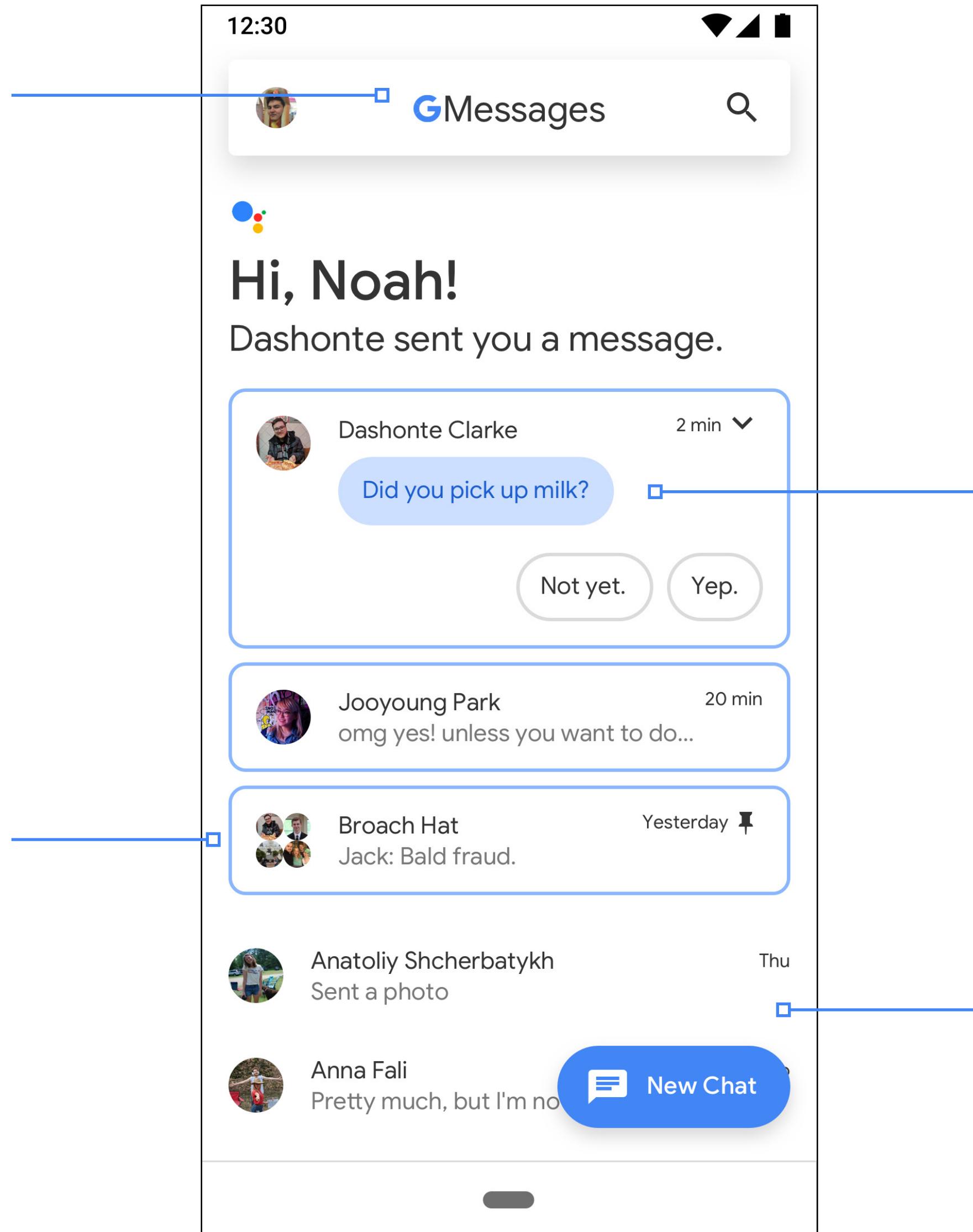
The media list becomes a horizontally scrolling list. On click, these buttons create their own modal created by the system or Google/3rd parties.

Visual Design

Mobile Designs

Home

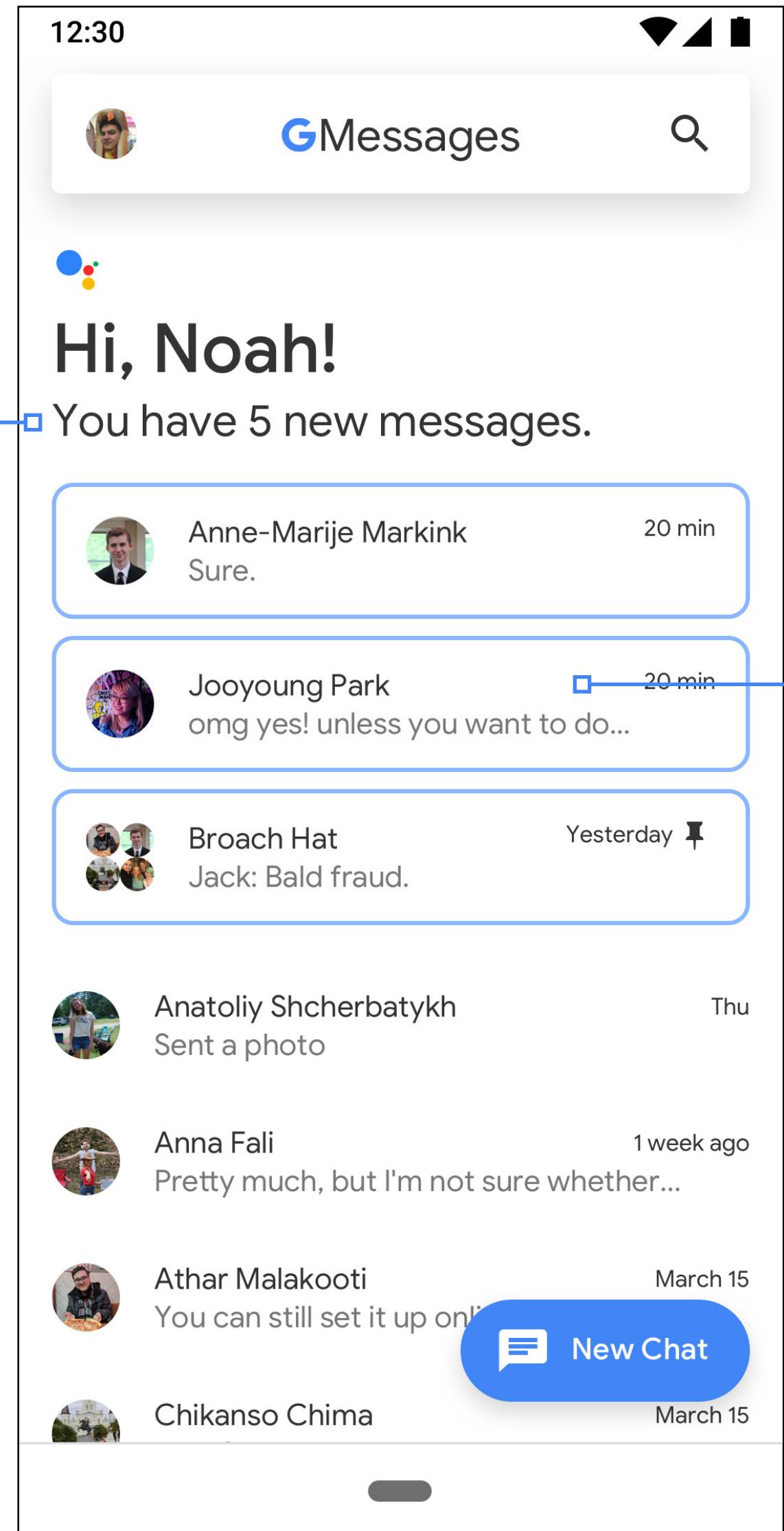
Contrary to the wireframes, the appbar is now floating above the content. This disconnected aesthetic informs the user that this is a higher navigation element.



Group chats have been introduced in the visual design. If a group chat exceeds four people, the four images in the preview update to the four who have most recently sent messages in said chat.

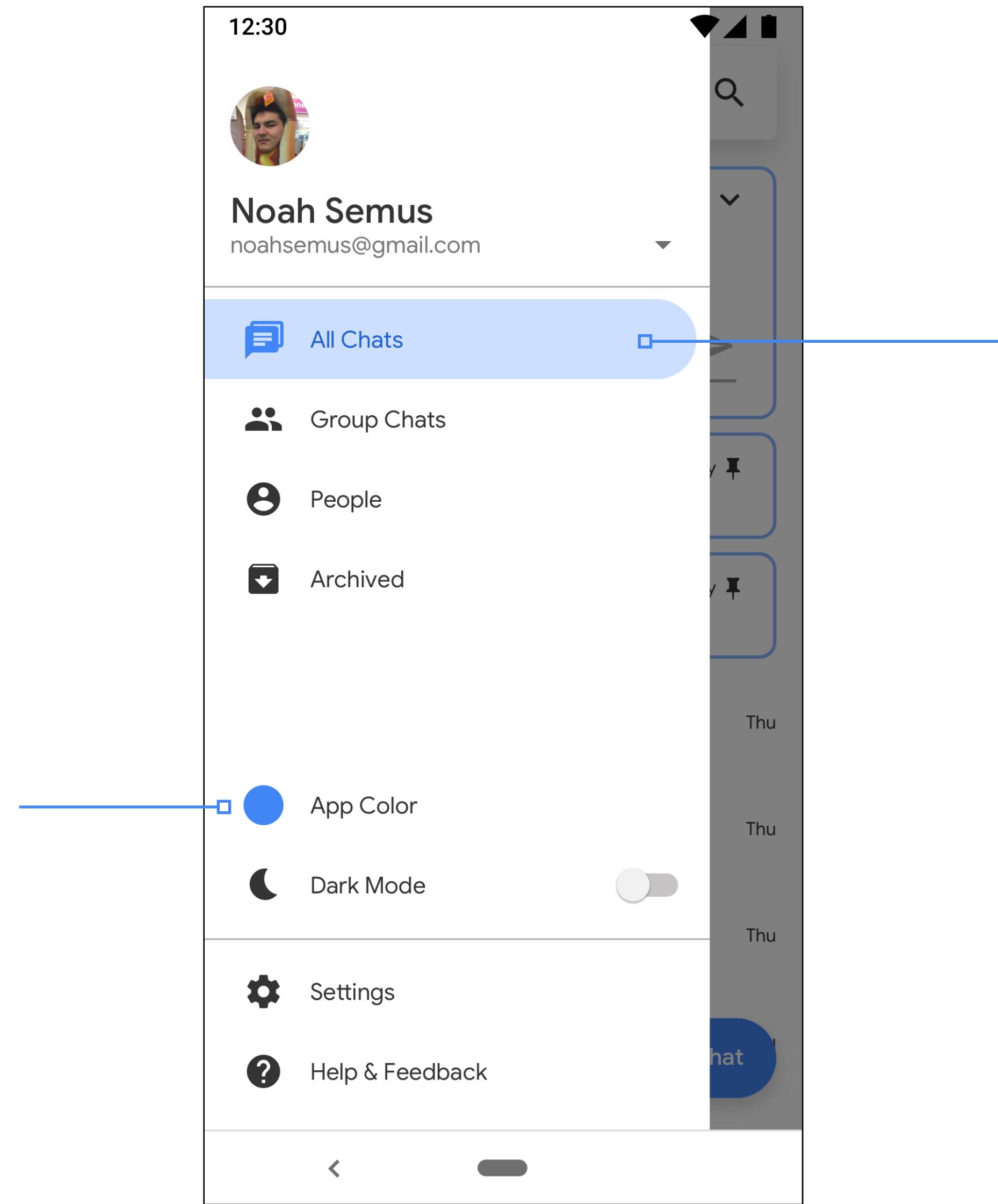
SmartChats have now become outlined with colour. This adds a somewhat more playful vibe to the app and opens it up to have a little more colour, which will allow users to connect with it more when they customize the app's colour palette.

The normal message list no longer has a different background colour to the SmartChats. The two sections now seamlessly connect, implying that they have an inherent connection.



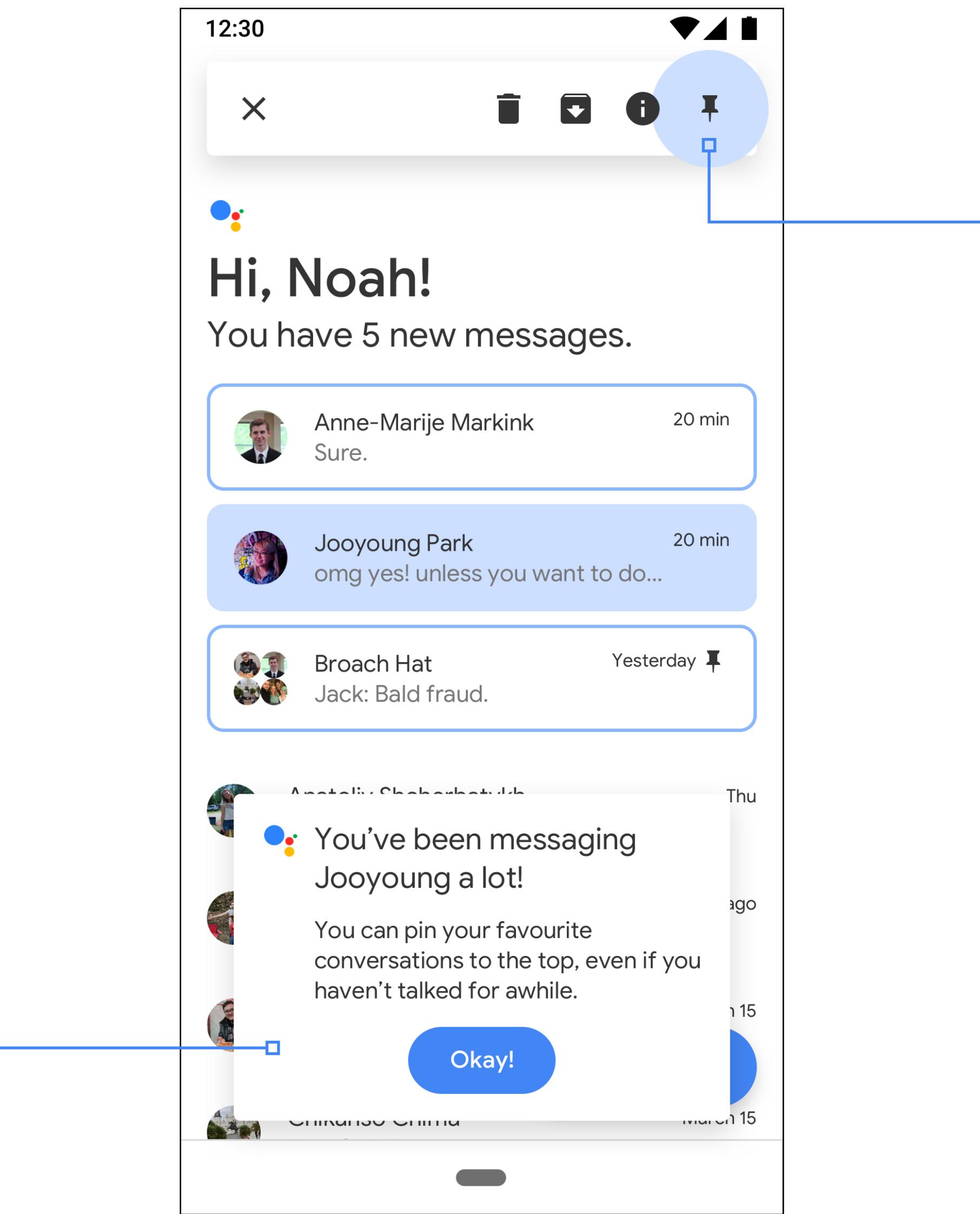
The Google Assistant still gives feedback based on contextual information. Even if there aren't any new messages, the Assistant will give suggestions of who to message based on the user's last message sent, last message received, etc.

The default view will always have at least 3 non-expanded SmartChats. As seen here, if there are pinned chats they are included in this calculation.



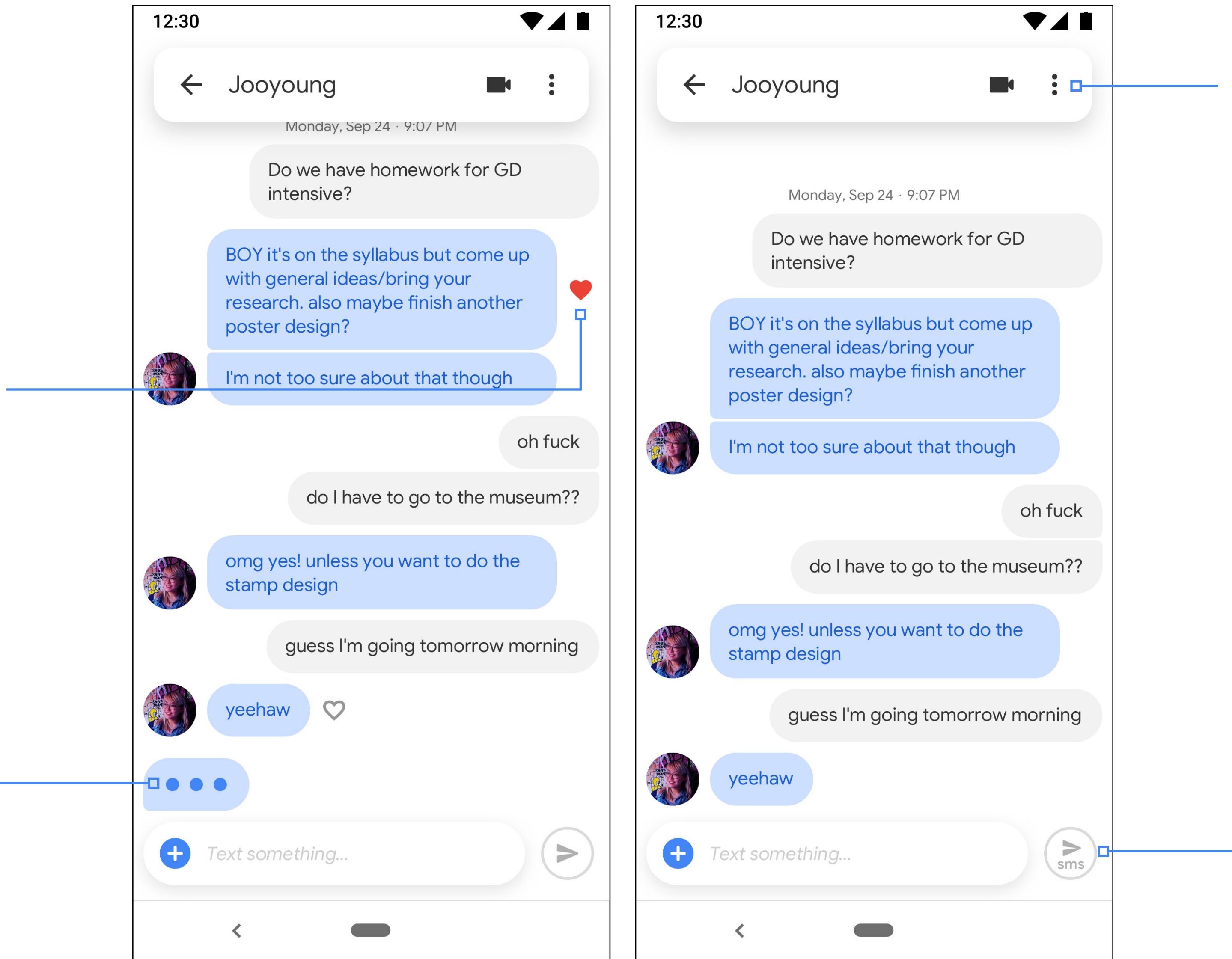
The user is able to control the entire app's brand colour from the navigation menu (default colour is shown here). Here they are able to choose from preset Google colours or use the system colour picker to grab a custom hex code. Android is all about customization. "Be Together. Not the Same."

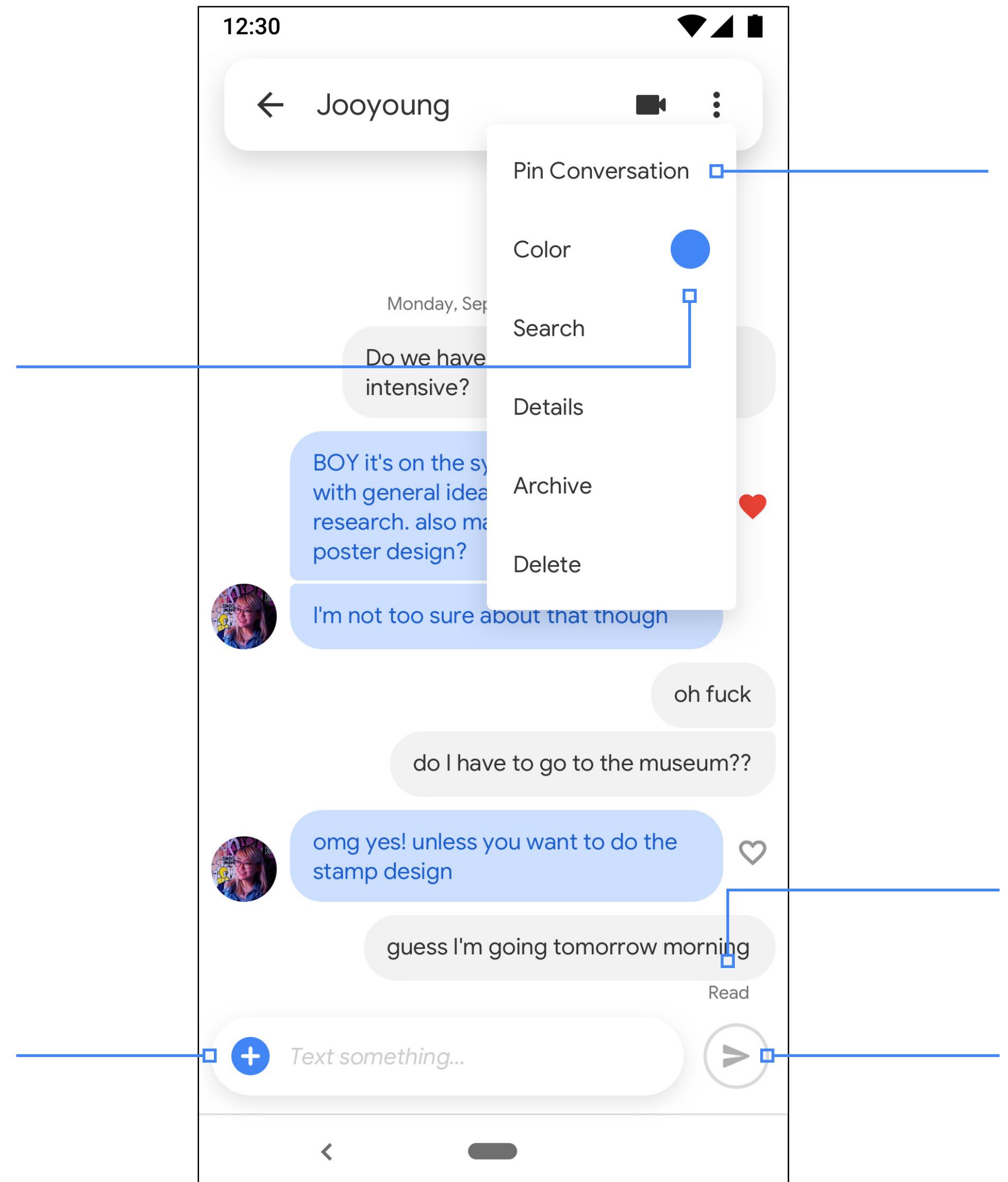
Highlighted and other important elements within the app use the app's main colour which is controlled by the user.



Pinning is now introduced via informal onboarding. After an opportunity is identified by the AI (e.g. a contact being messaged often), GMesssage suggests to pin that user to the top.

Messaging





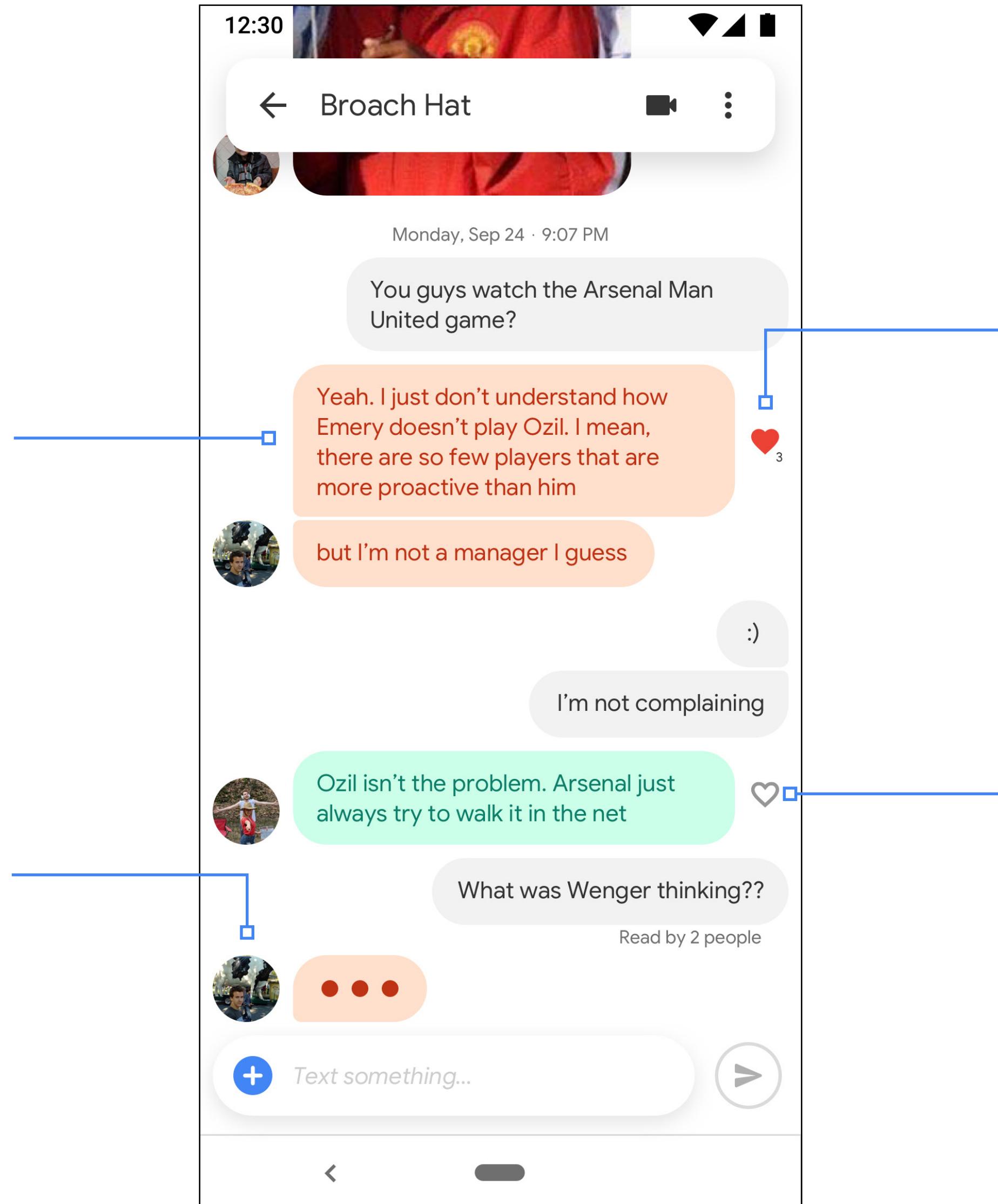
Colour is specified here as well as the navigation menu on the home screen. However, here users are able to set colours on a per conversation basis, with different contacts able to have different colours.

While the FAB is the send icon, adding media is still highlighted via colour contrast. This way, adding media is still implied as part of the message, highlighted as an important action, and it all still encourages sending more messages.

Pin conversation has moved from a pertinent icon to the dropdown menu. We don't want to imply to a user that every conversation should be pinned, therefore pinning has moved to a new one-time contextual suggestion as shown previously.

Read receipts appear on sent messages that bear no response. If GMessage is not connected this reads as "Sent as SMS."

The send button greys out and is unable to be pressed if there is no text/media. This allows for it to raise up and be a more delightful and satisfying interaction when pressed.



Group chats automatically assign different colours to different contacts. If the contact is previously saved, GMessage uses the colour from their previous conversation, whether that was auto-generated or set by the user.

Replying bubbles show contact images as well as custom colour to make sure there isn't any confusion for the user as to who is writing.

Messages that have been liked within group chats have a numer indicator to show how many have liked the message. If only one has liked the message, no number will appear.

The like prompt only appears on the most recently received message as to not bloat the screen. To like prior messages a user can long-press the message to bring up its contextual menu.

Desktop Designs

Home

Like the wireframes, all desktop designs act as slide-out panes within Google Chrome. This is the aspect ratio they live in within that environment. However, this ratio is not conducive to annotations, so from here on desktop wireframes will be cropped to fit only the design (unless otherwise needed).

The screenshot shows a Google Chrome window with two main panes. The left pane displays the front page of Reddit. A specific post from r/MovieDetails is highlighted, showing a scene from the movie Braveheart where William Wallace is handed a flower. The right pane shows a GMessages sidebar with a list of messages. The top message is from 'Mayke Schuurs' with the text 'Did you?'. Below it are messages from 'Jooyoung Park' and 'Broach Hat'. At the bottom of the sidebar, there are messages from 'Anatoliy Shcherbatykh', 'Anna Fali', and 'Athar Malakooti'.

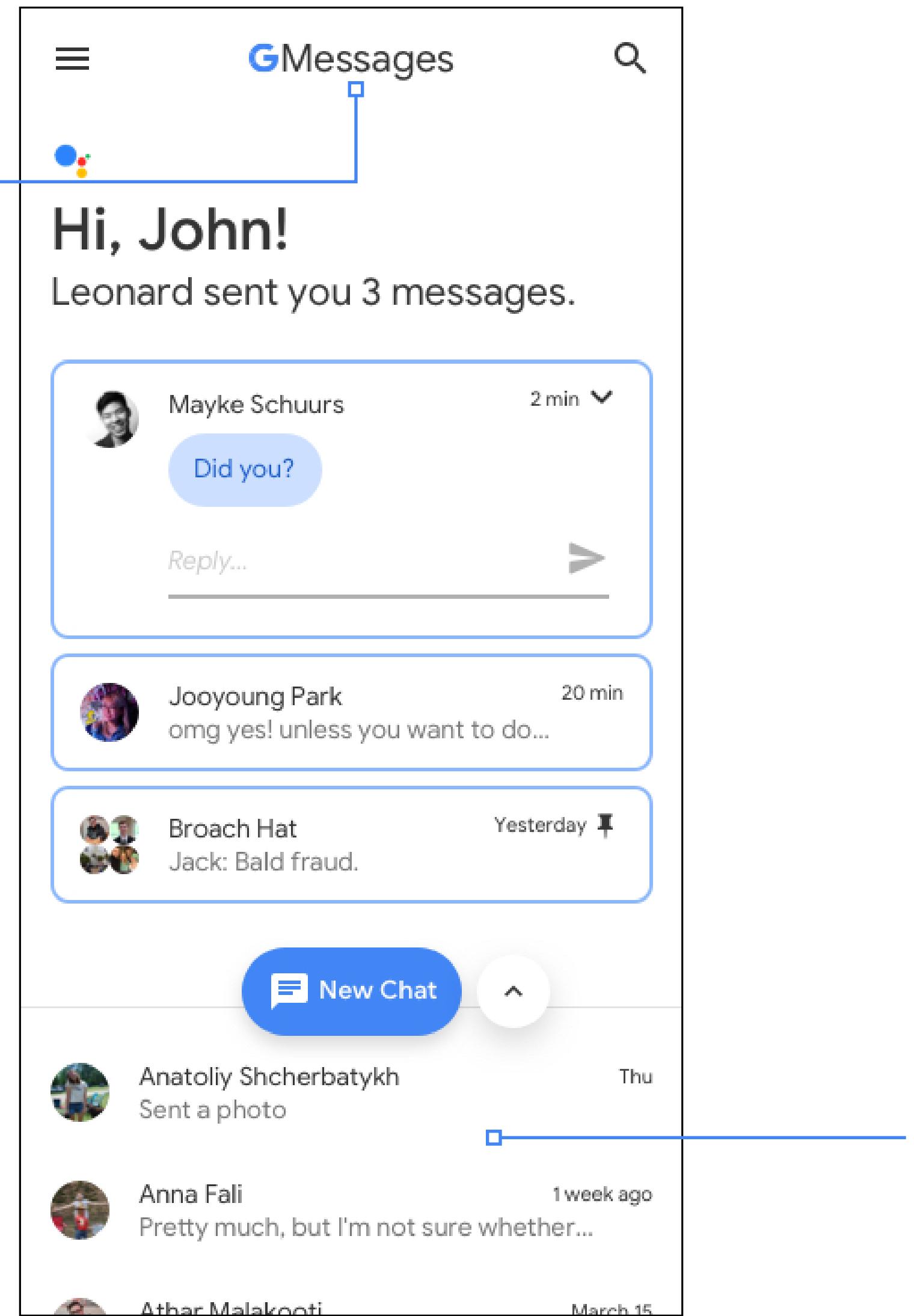
Reddit post details:

- Upvotes: 4.8k
- Comments: 52
- Posted by: u/blue_raptor55
- Time: 12 hours ago
- Content: At the beginning of Braveheart, William is handed a flower. This hints not only at his future with Murron but the flower is a Thistle, Scotland's national emblem. She is "giving" Scotland to the boy who will one day be its liberator. [Detail](#)
- Image: A still from the movie Braveheart showing a close-up of hands exchanging a purple flower.

GMessages sidebar messages:

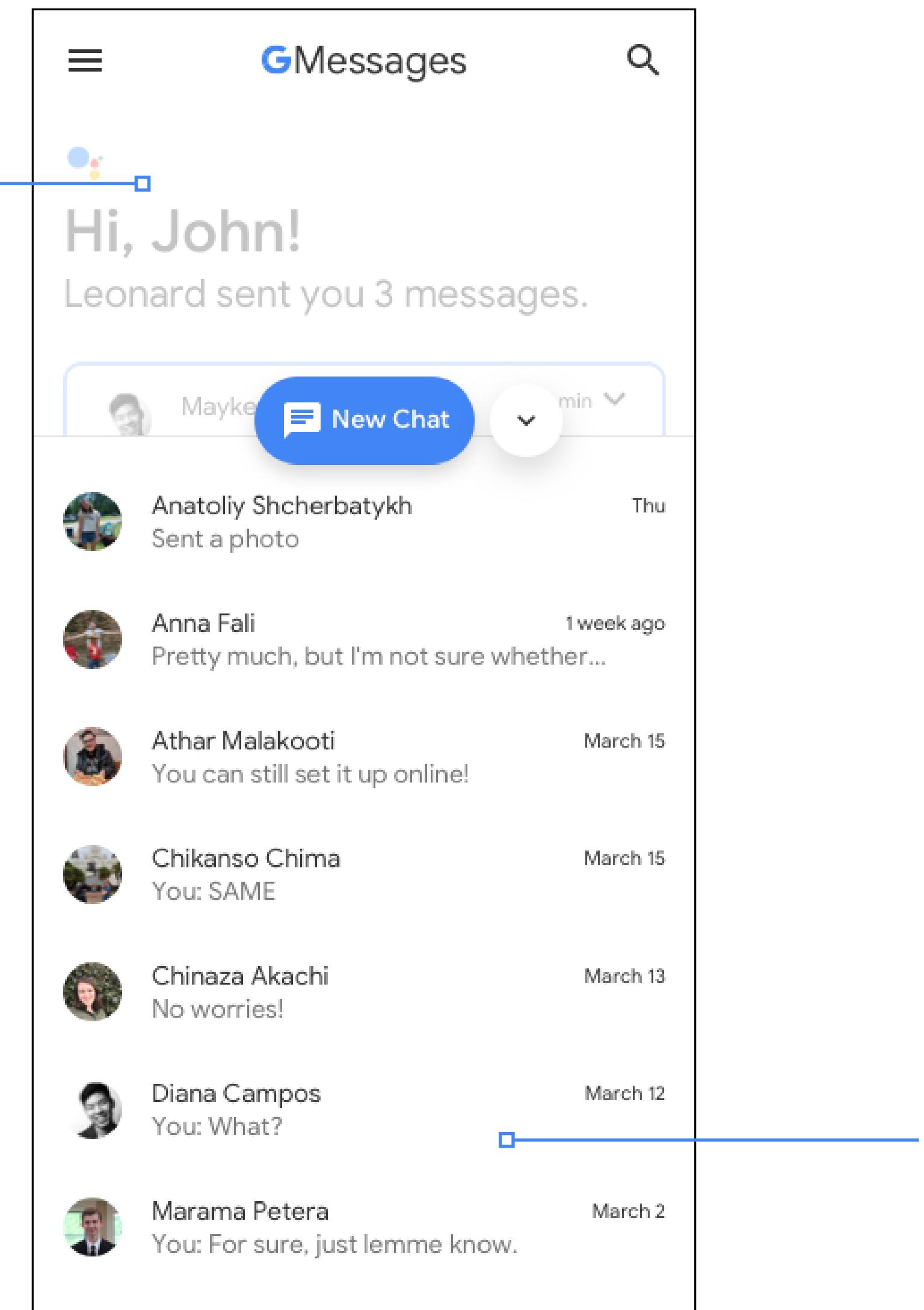
- Mayke Schuurs: Did you? (2 min ago)
- Jooyoung Park: omg yes! unless you want to do... (20 min ago)
- Broach Hat: Jack: Bald fraud. (Yesterday)
- Anatoliy Shcherbatykh: Sent a photo (Thu)
- Anna Fali: Pretty much, but I'm not sure whether... (1 week ago)
- Athar Malakooti: You can still set it up online! (March 15)

Navigation is no longer but onto its own bar, but rather blends in with the background, as none of the elements living at the top should be at the top of the hierarchy.



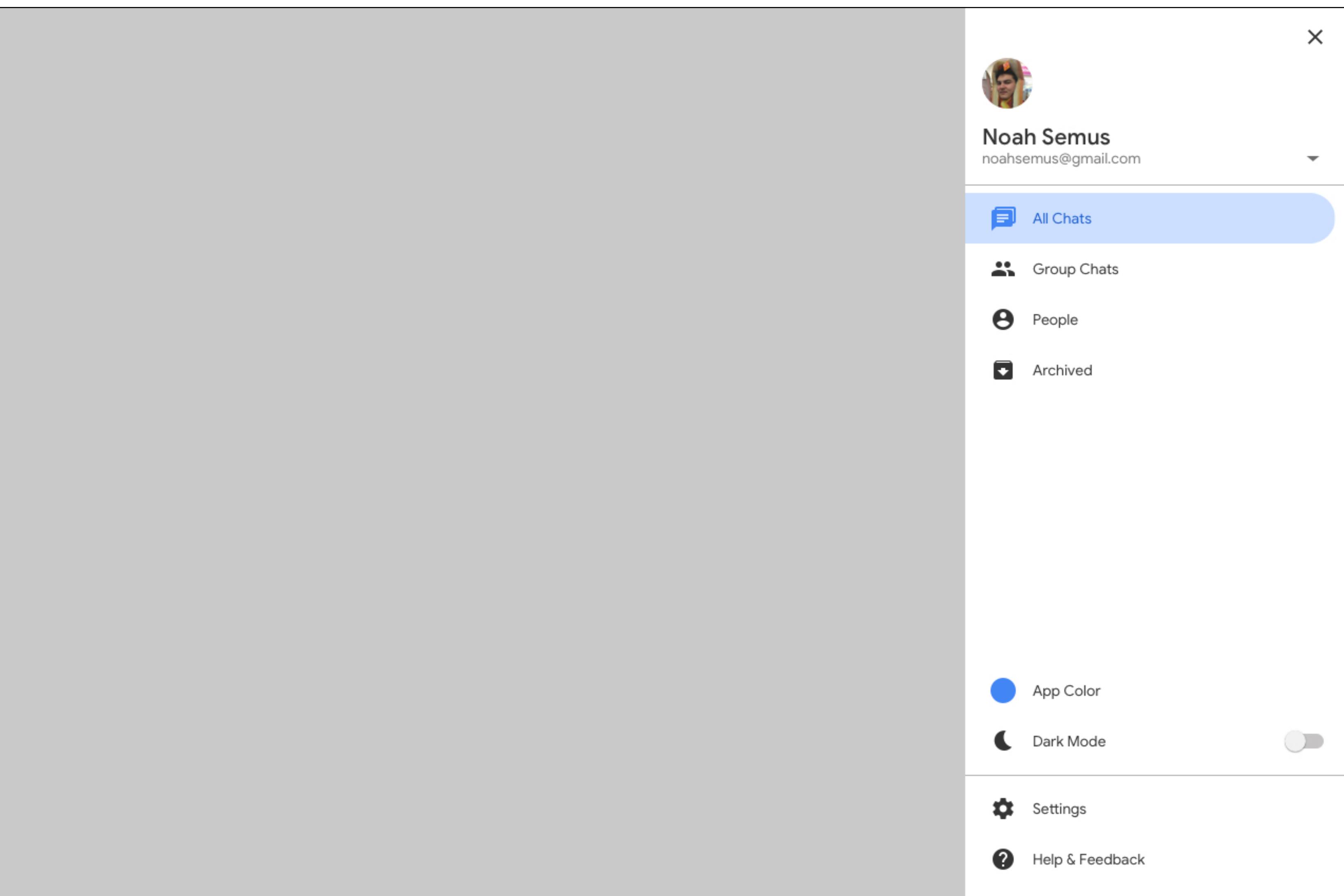
The standard message list is now simply divided by a line, rather than placing it on its own background or adding a drop shadow. This makes it feel more connected to the smart chat section.

On scroll, the background fades slightly and lives pertinently. The standard message list now scrolls over the top section and not all the way, as we want to remind users as much as possible about smart chats.



This is the standard message list's maximum scroll height. From here, it has an overflow scroll effect. The dropdown arrow FAB next to the new chat FAB can always be used to return to smart chats.

Like the wireframes, the desktop nav drawer remains the same as mobile, with the only difference being the addition of the close button on the top right, as user's have no scrim or ability to swipe the pane away.

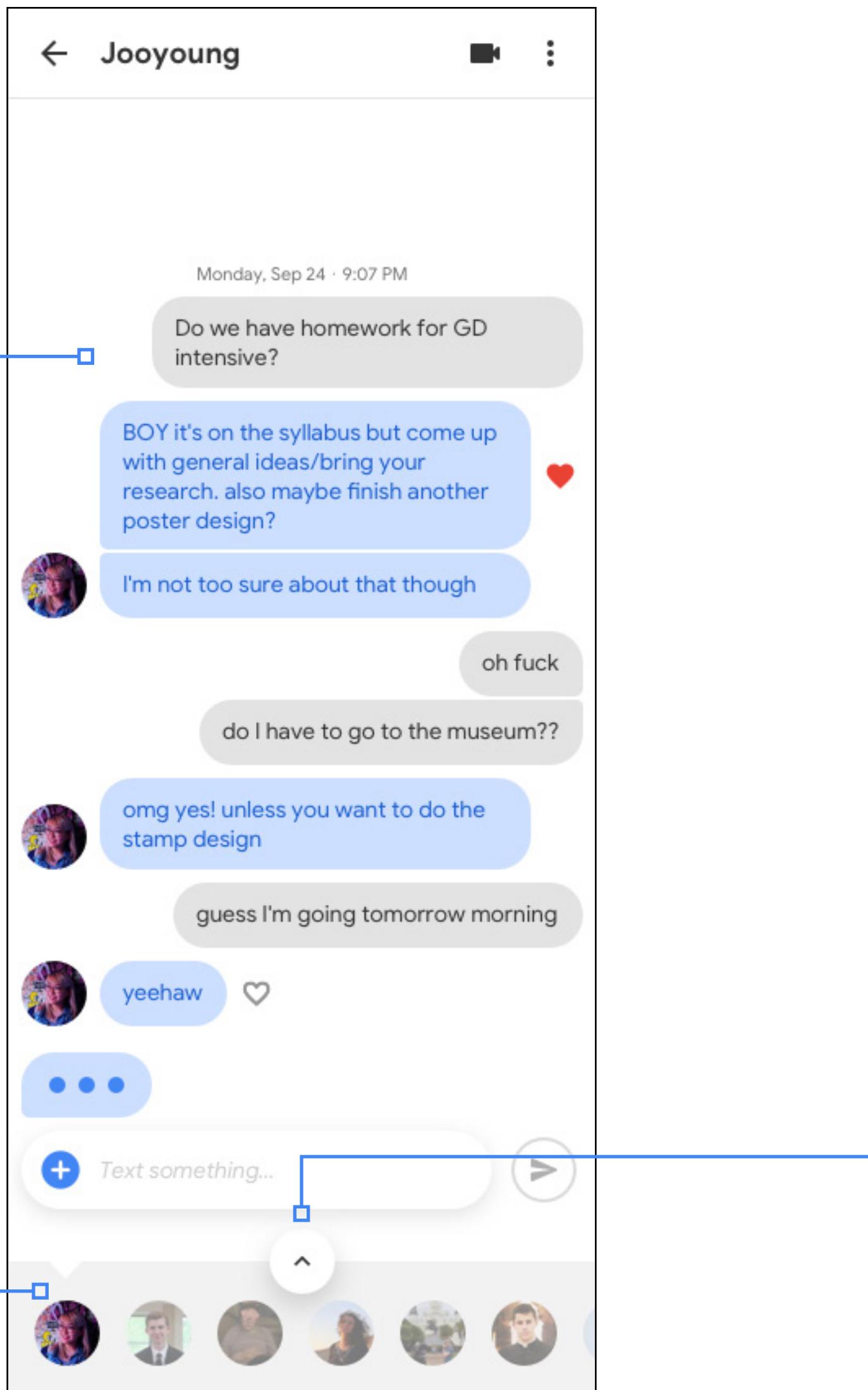


Messaging*

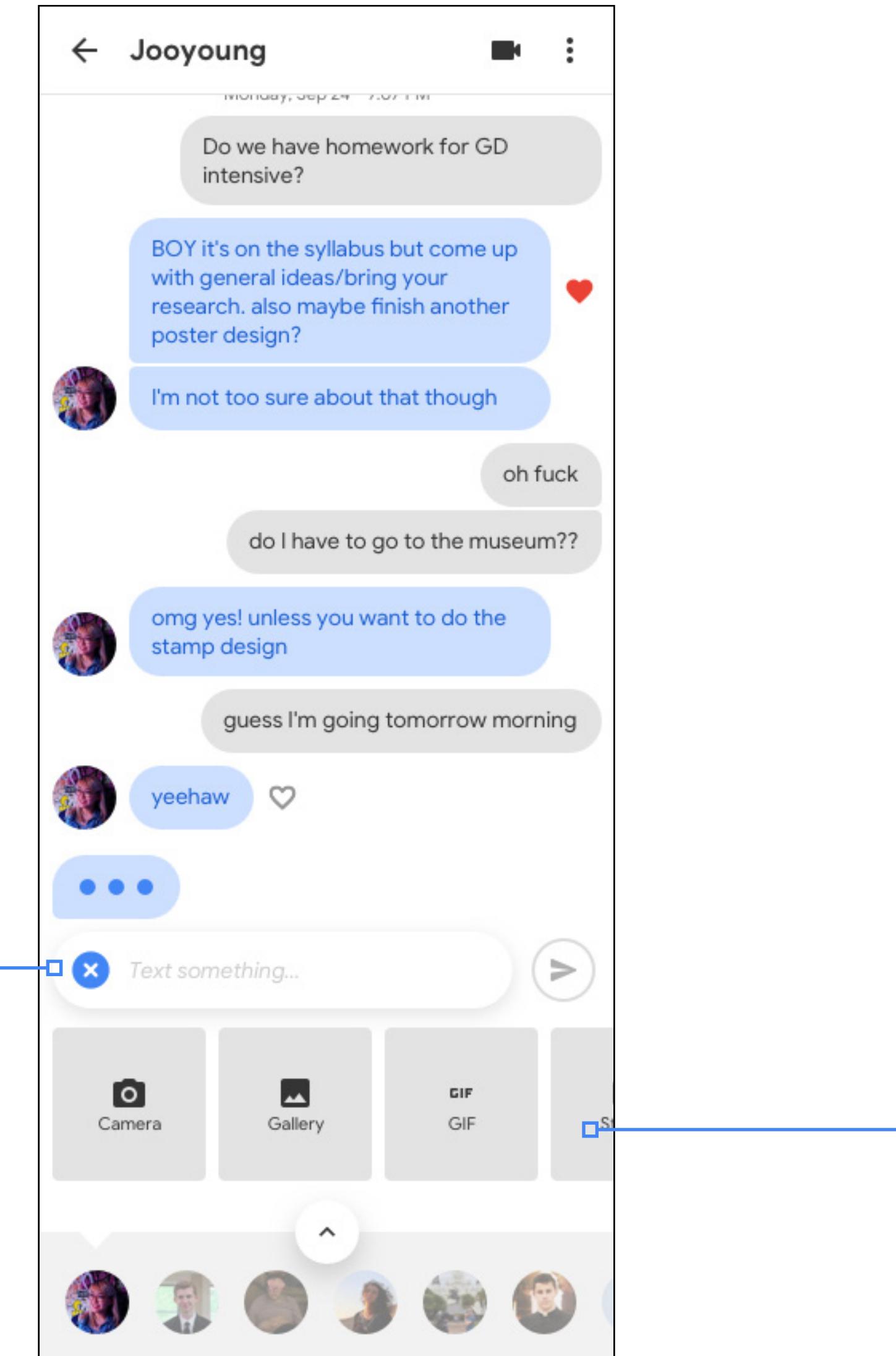
*messaging screens on desktop had no significant changes from wireframes, and as such have the same annotations

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Designs and Annotations
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