

**Goal**

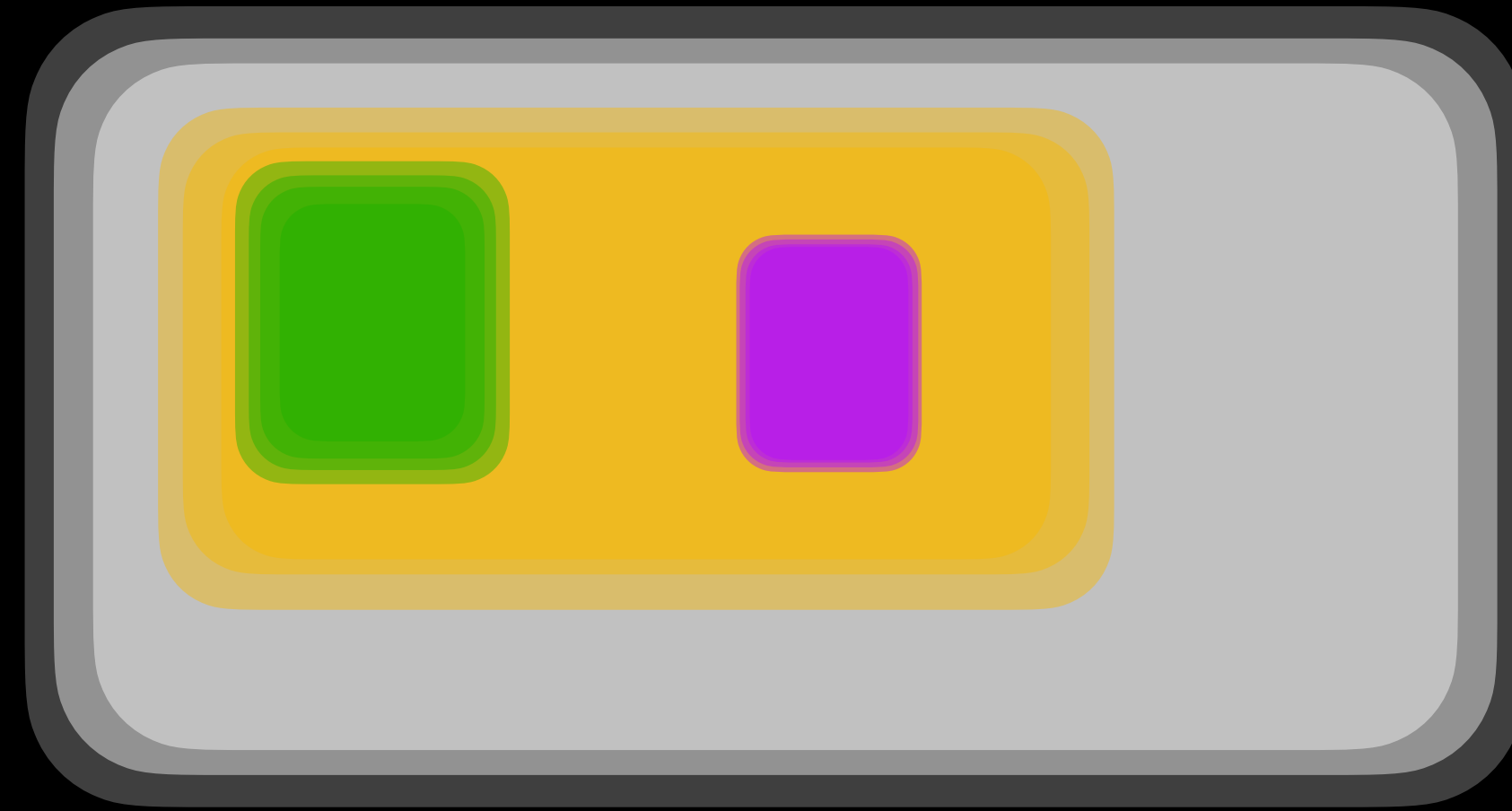
**Audience**

**Technologies**

**Design**

**Kard**

**Overview**



# Goal:

Spatial access to linked sets of media

*A new way to collect and file digital possessions*

*Spaces to accumulate ideas*

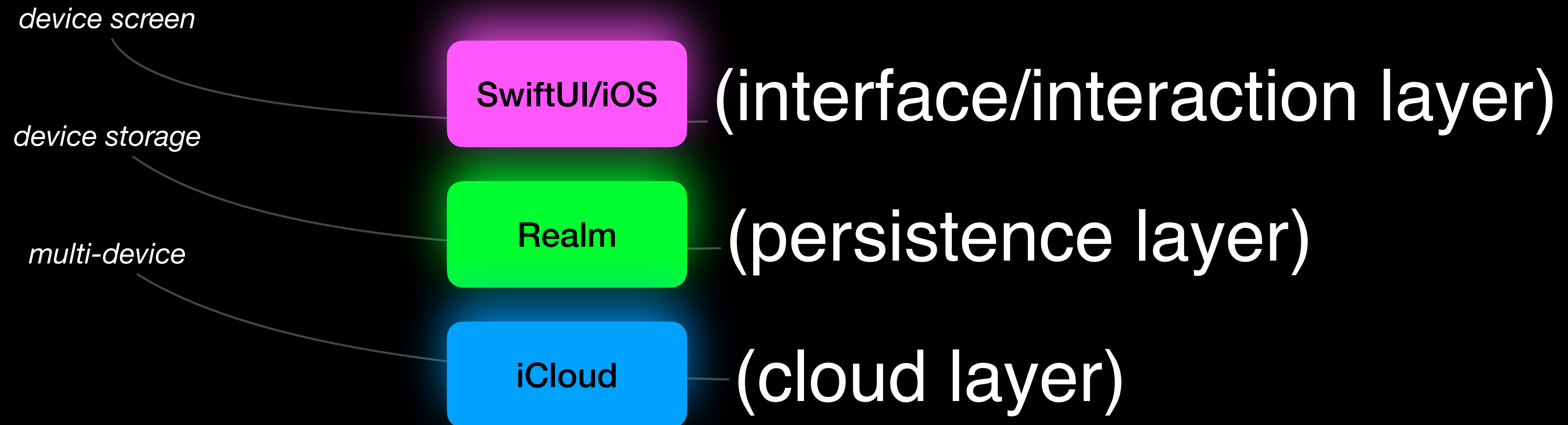
# Audience:

Anyone with an iPhone

(appealing specifically to collectors, creators)

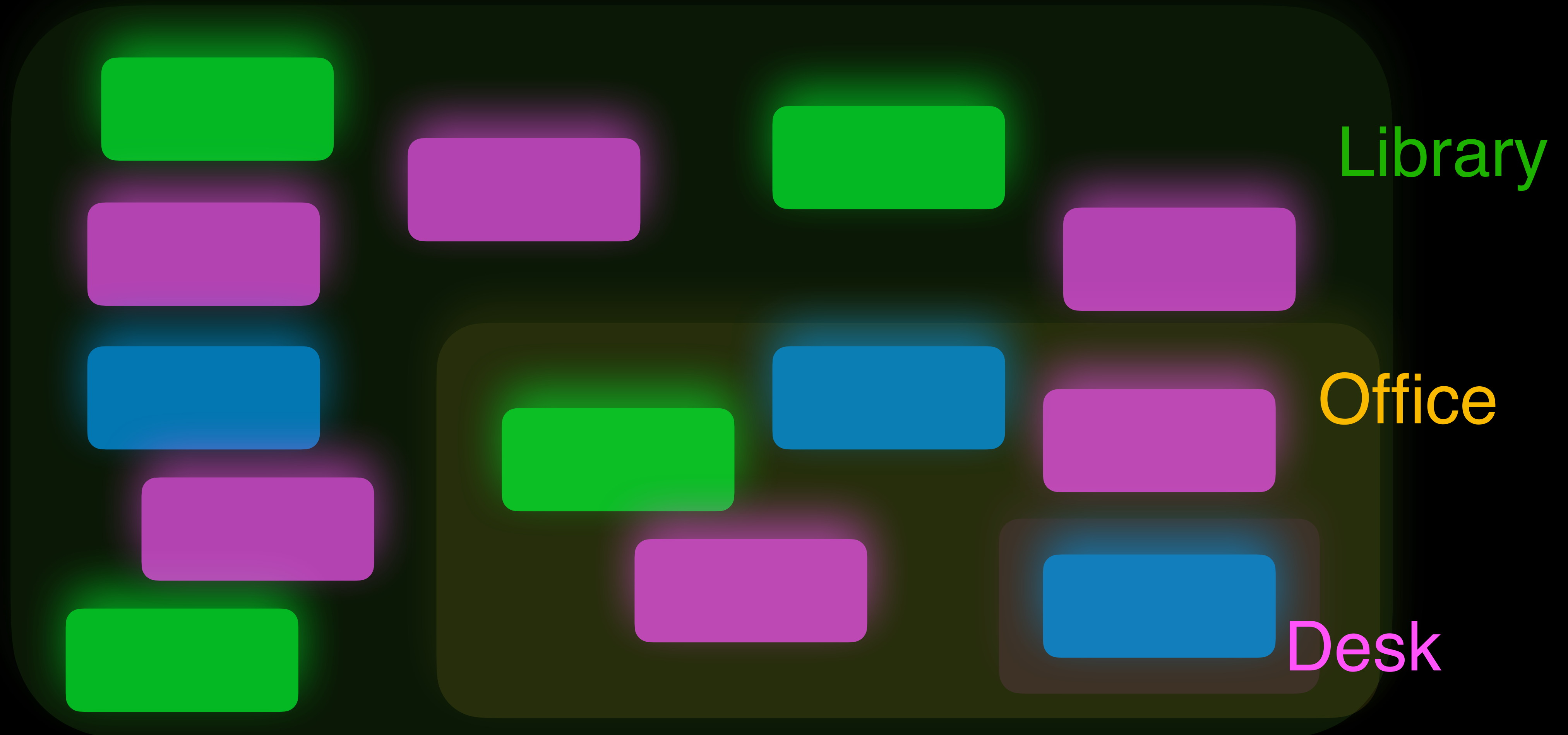
*“this app should come with the phone”*

# Technologies:



# Design: Core Interface Problem

How do you arrange 3 levels of data into a single phone screen?



# Design: Interfaces

## Library

*Everything (~100+)*

*"Stored Memory"*

All collected media,  
sorted and grouped

*shelves/drawers/boxes/stacks of  
books, references, music, movies,  
clippings,*

## Office

*Some (~10 - 100)*

*"Cache"*

Sets of media,  
grouped according  
to task/purpose

*desks/tables/boards/surfaces*

## Desk

*One-ish (1~10)*

*"Working Memory"*

Set of active media  
in current focus

*a single surface*

# Design: Interface Metaphors

Library

Finder



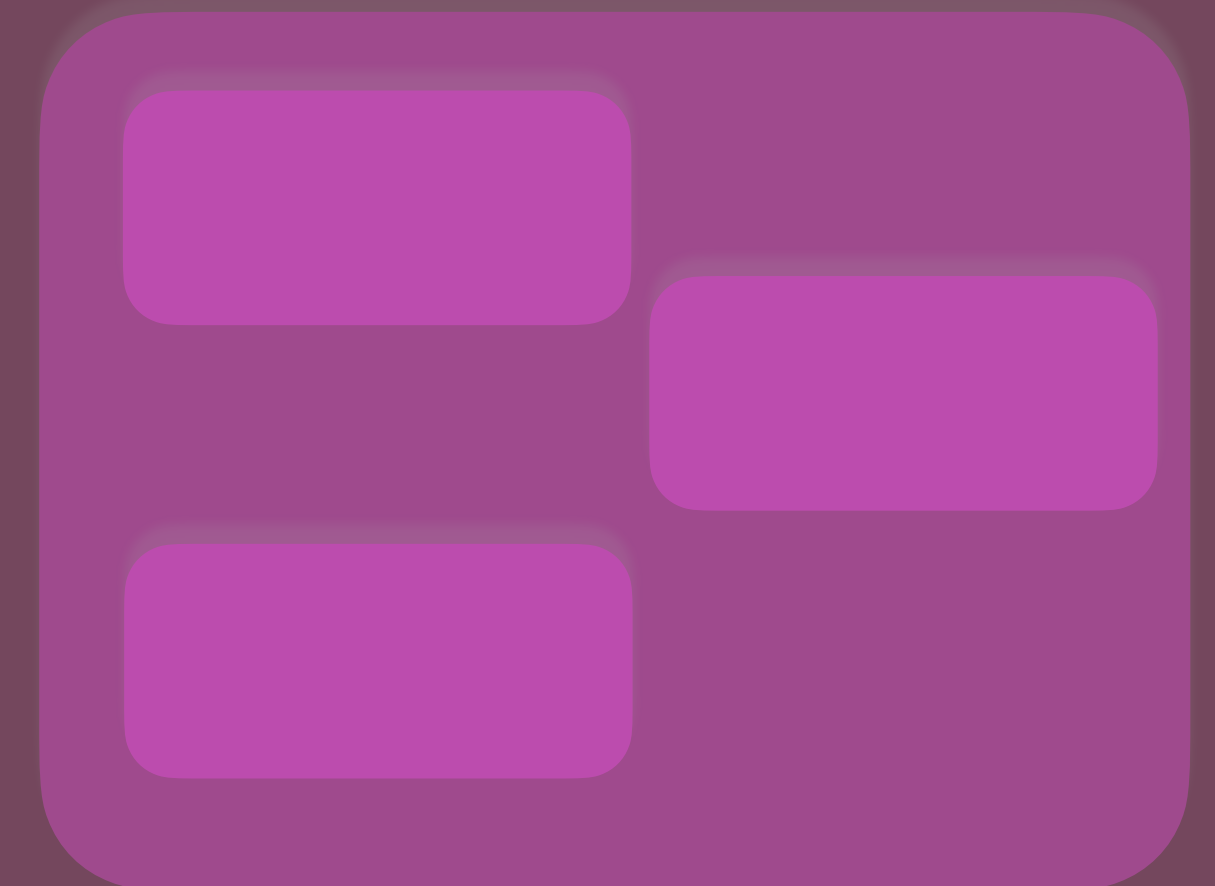
Office

Tabs



Desk

Canvas



# Design: Data

Everything is an **Item**

**Items** can be viewed on **Desks**

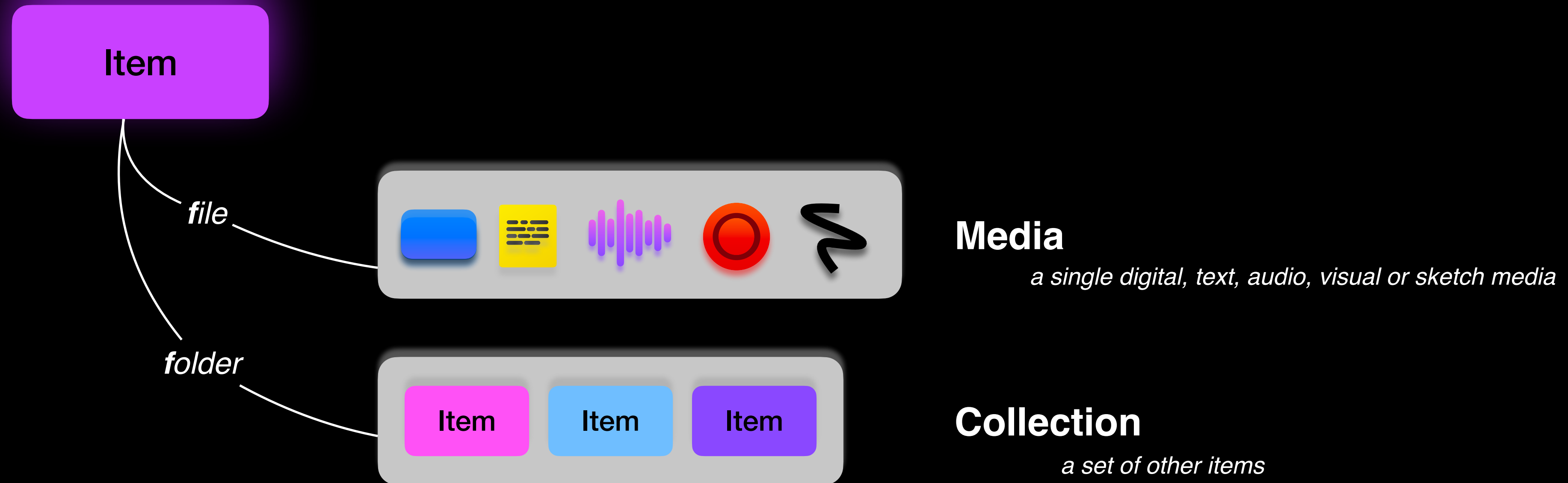
Our **Library** holds all our **Items**

Our **App** connects the **Library** to a set of **Desks (Office)** and an interactive **Desk**



# Design: Item

Item = File + Folder  
(media + collection)



# Design: Media



*File*



*Note*



*Photo*



*Video*



Digital



Text



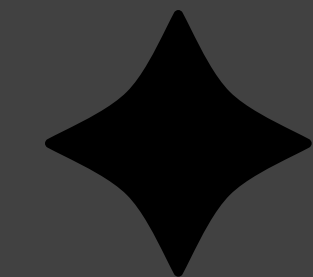
Audio



Visual



Sketch



*Graphic*



*Drawing*



*Web*



*Podcast*



*Song*



*Recording*

**High-Level  
MVP (current)**

**Kard**

**Roadmap**

# High-Level

- Basic View and Data Architecture
  - Item, Media (some)
- Media: Text and Images
  - Plain Text
- Core Interactions:
  - Navigation
  - Share
  - Card Actions
  - Card Dragging
  - Card Selection
  - ...

- Expand and Refine View and Data
  - Add Tags, more Media
- Media: Recording, Music, Web, File, Sketch
  - Rich Text
- Some Media Interactions:
  - trimming
  - filtering
  - stylizing

- Expand and Refine View and Data
- Round out more Media types
- Implement more sophisticated card and media interactions (layouts, editing)

MVP

Sellable iOS app

Improved iOS app

watchOS app

MacOS app

iPadOS app

more media types, more complex interactions, more devices

By Summers End

By Years End

Next Few Years

Far Off in the Distant Future

# MVP

## Data Architecture

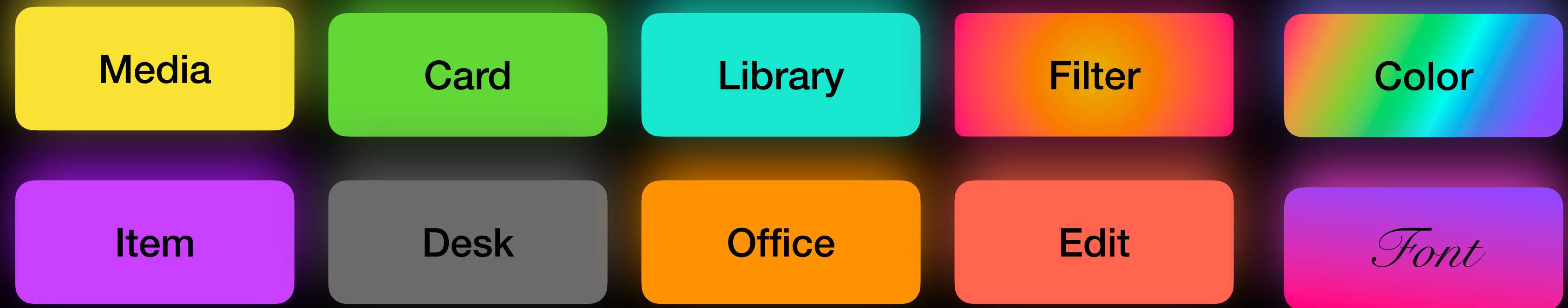
- Database
  - Item
  - Media
  - Card
- State
  - [Desk]
  - Search, Filter
  - Selection
  - Showing
- Cache
  - Links

## Views

- Library
- Office
- Desk
- Card
- Edit
- Filter
- Color
- Font

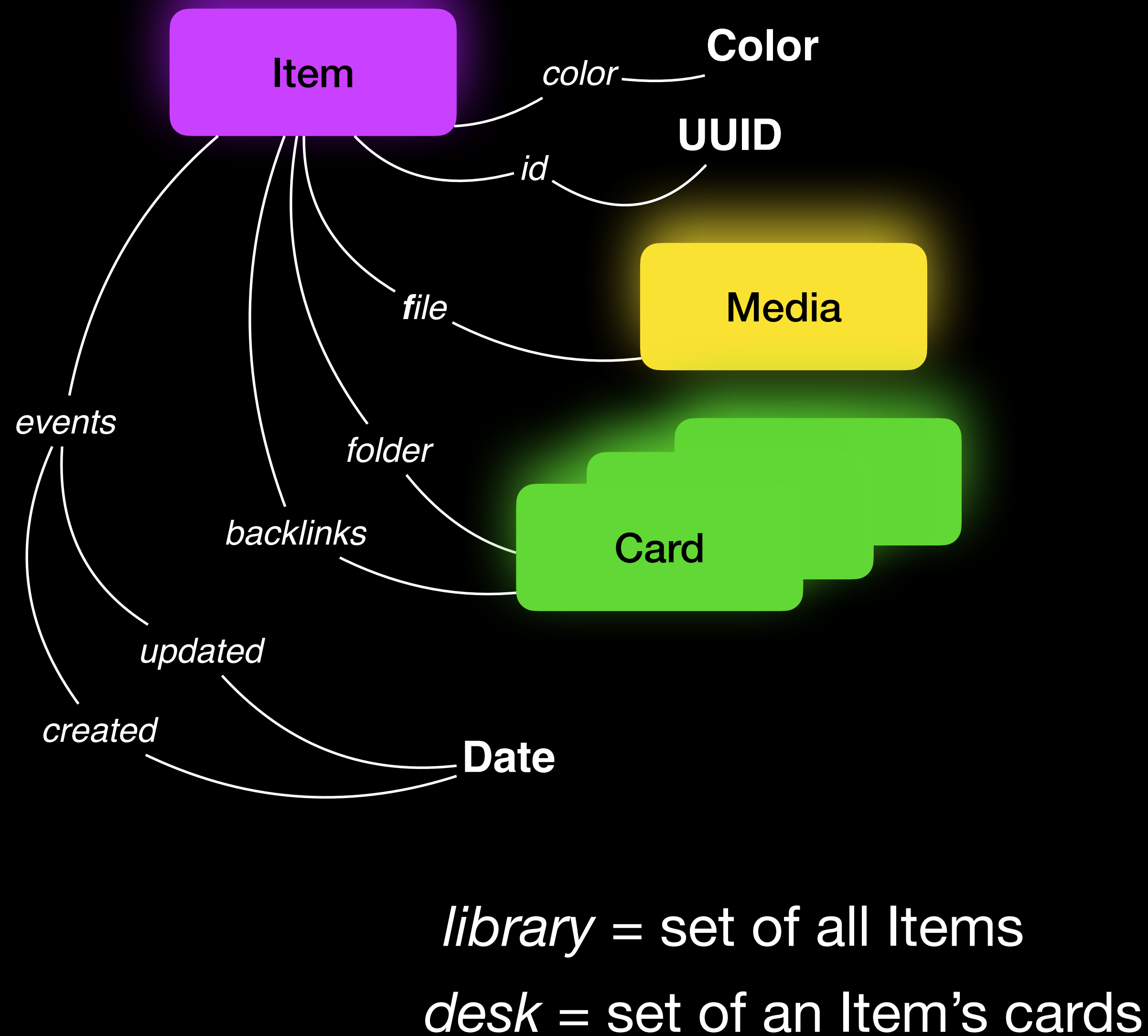
## Interactions:

- Navigation
- Share
- Searching/Filtering
- Card Actions
- Card Dragging
- Card Selection
- Card Resizing/Rotating

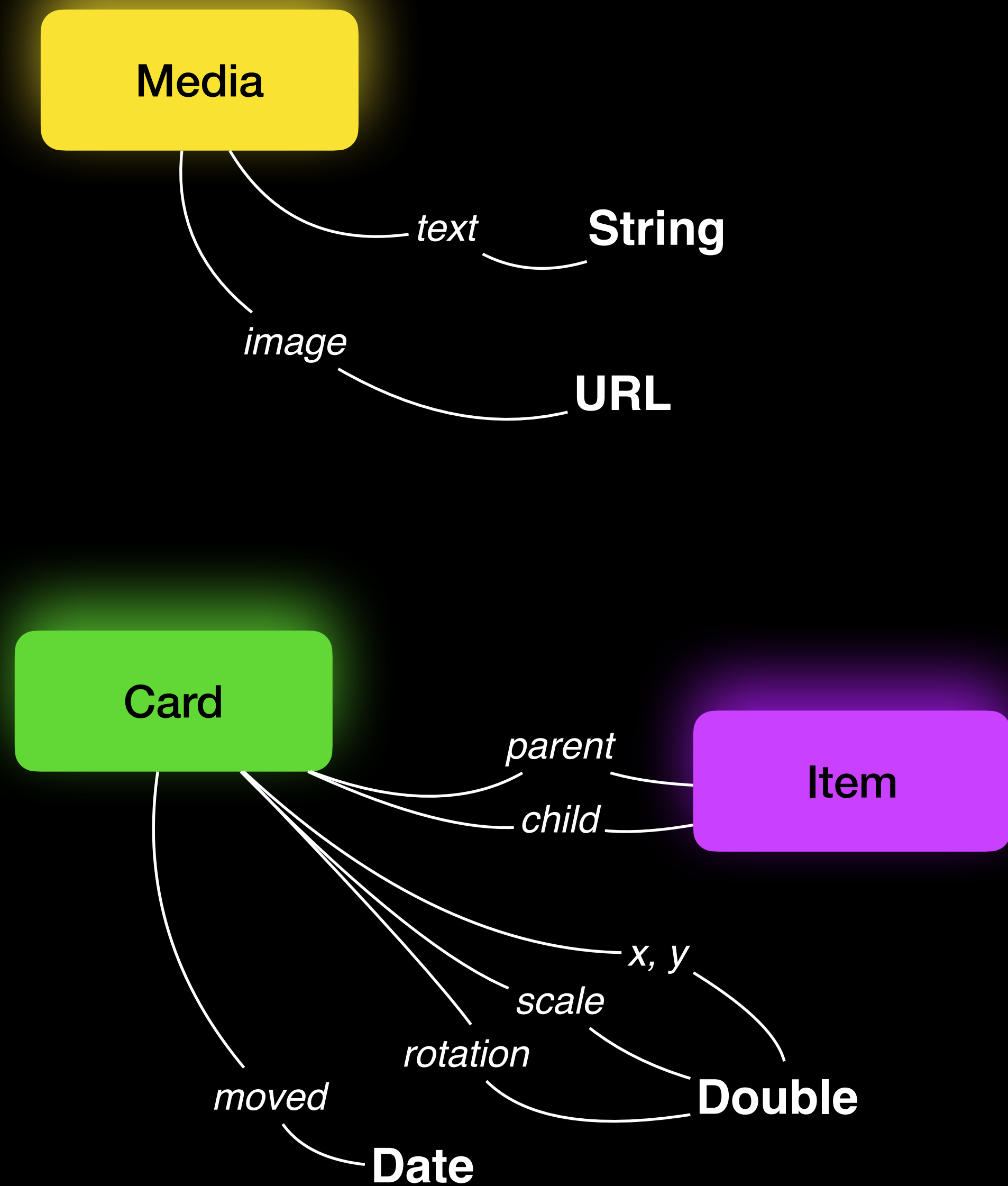




# MVP: Data Architecture



## Database





# MVP: Data Architecture

*search*

*filter*

*sort*

*(for Desk, Office, Library)*

*office ([Desk])*

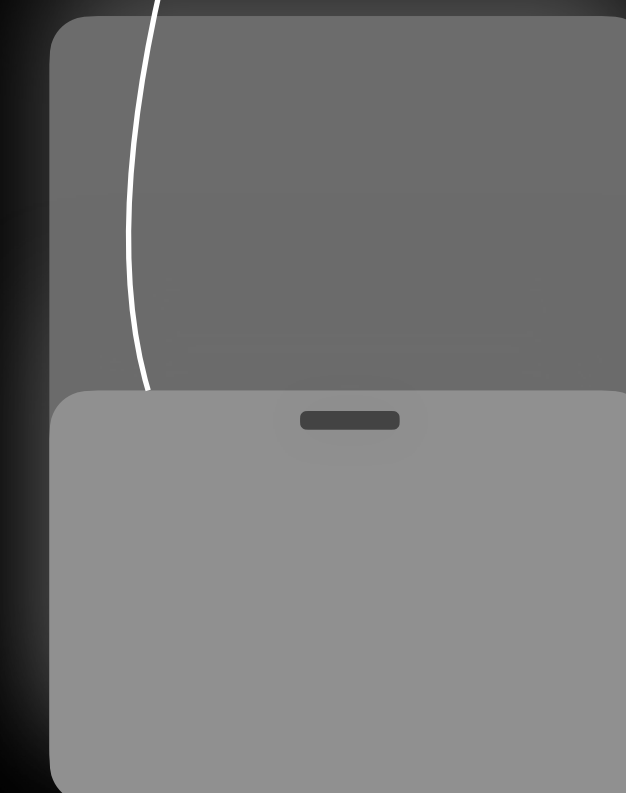
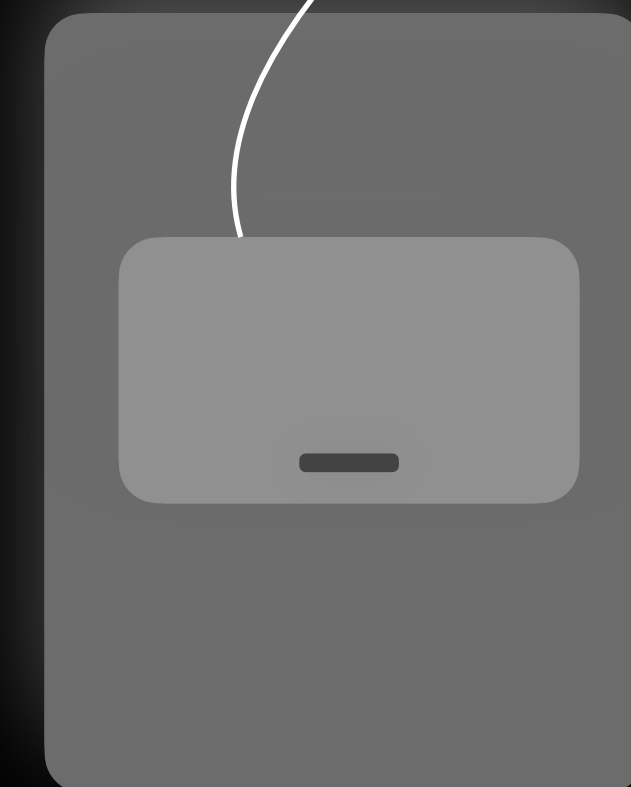
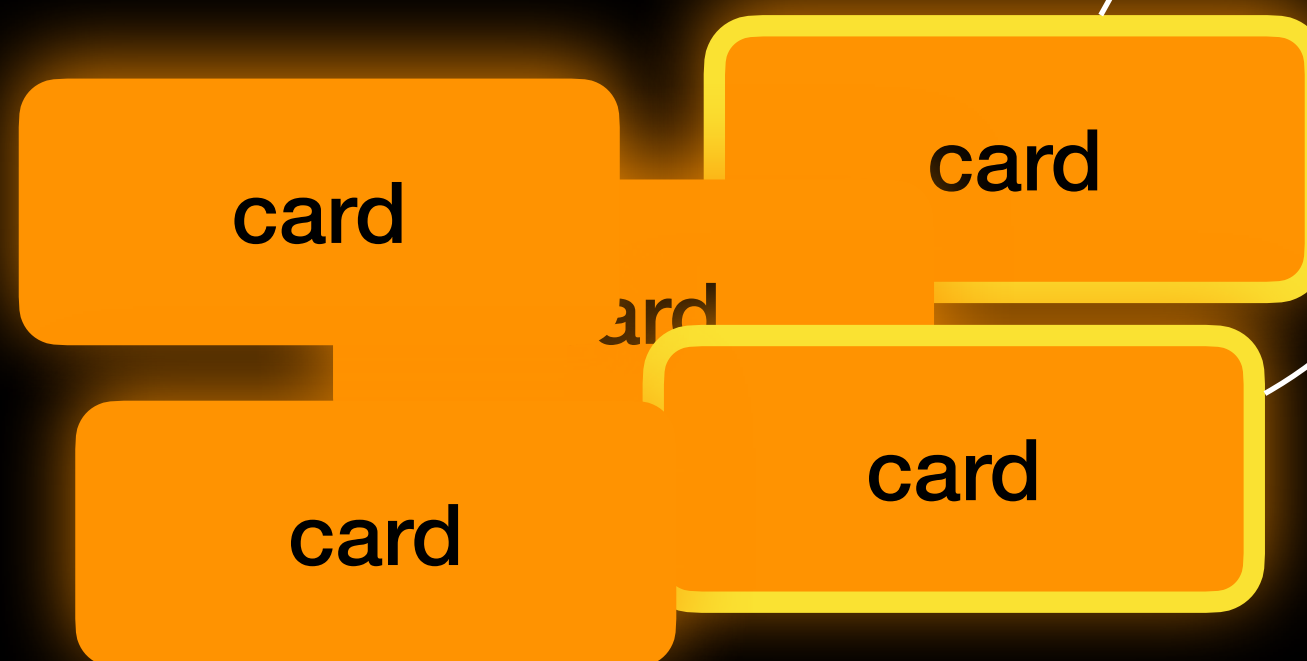
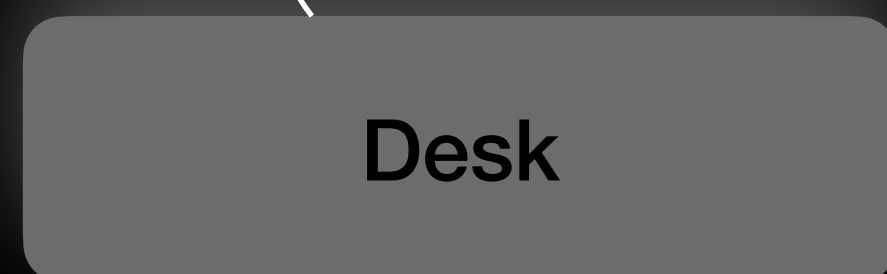
*desk*

*selection (Set<Card>)*

*sheet*

*dialog*

*drawer*





# MVP: Data Architecture

*Cache*

*network calls*

URL

LinkMetadata

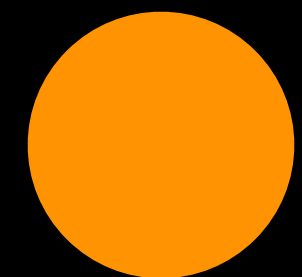
Link

link holds metadata about Media objects (title, image, etc), which we use to build rich links

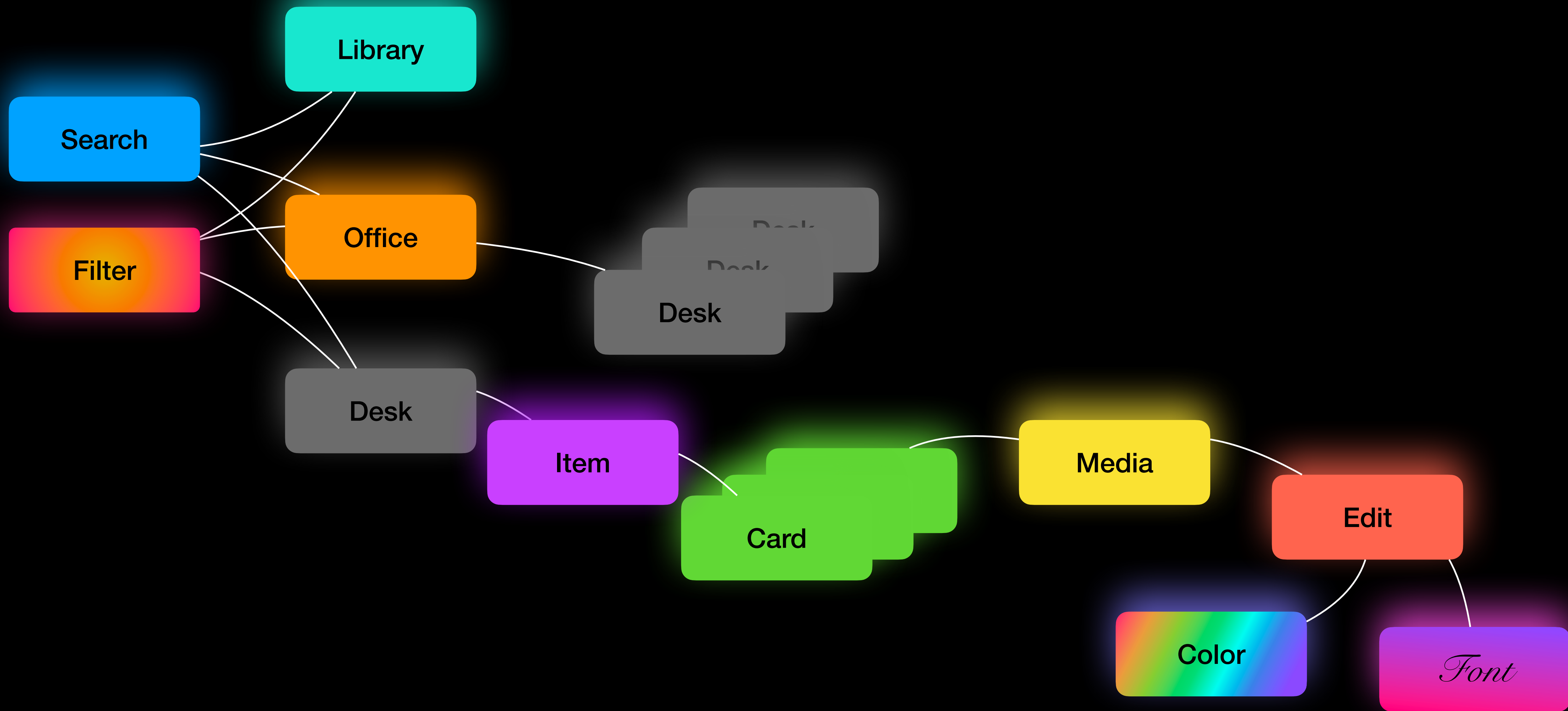
*large computations*

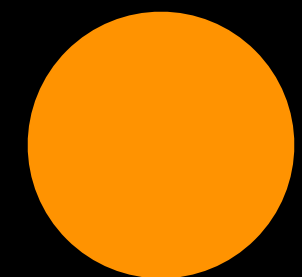
(none for MVP)



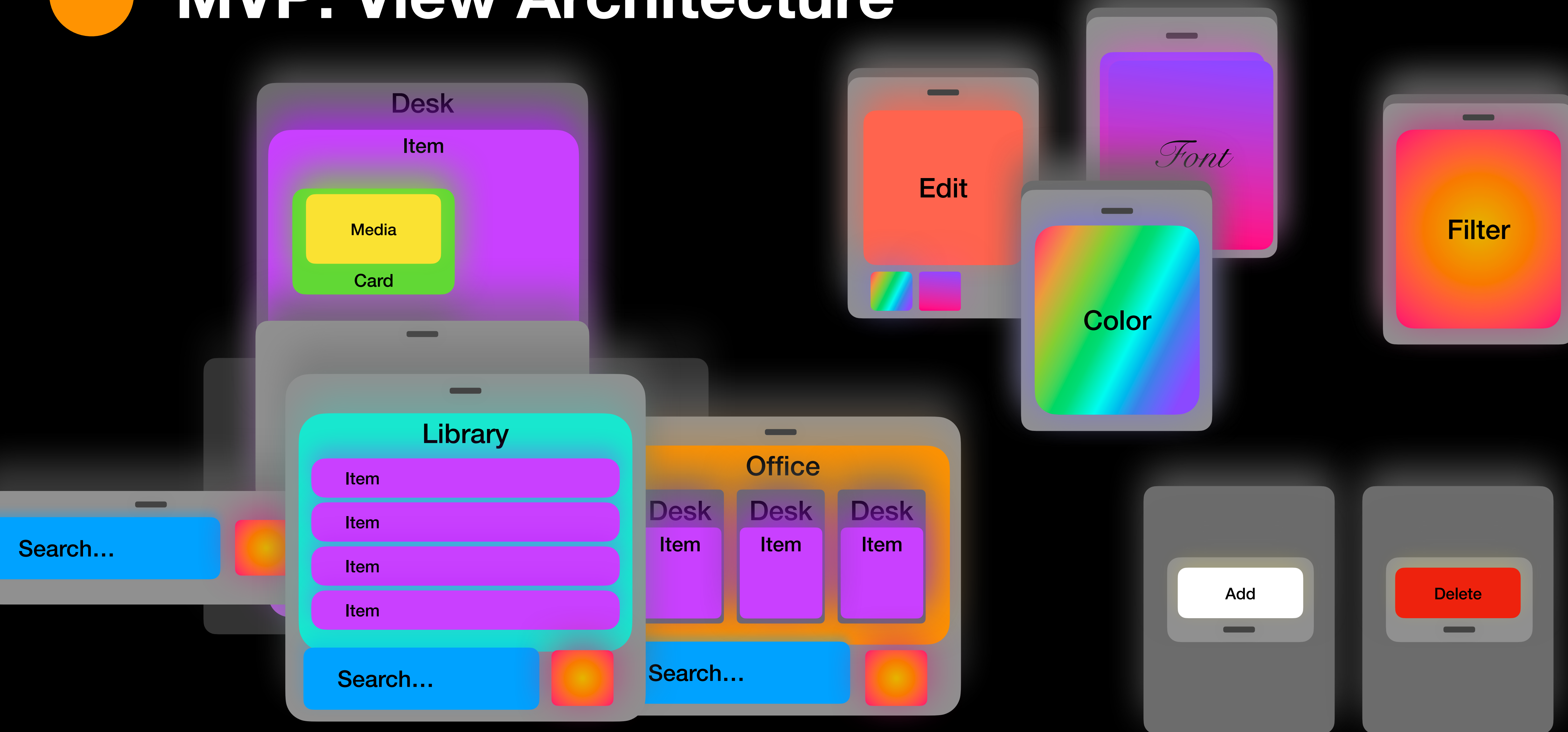


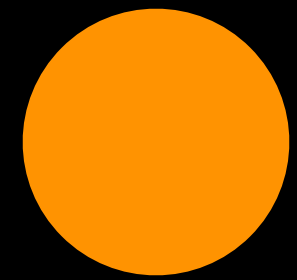
# MVP: View Architecture





# MVP: View Architecture





# MVP: Interaction Architecture

## Interactions:

- Navigation
- Share
- Searching/Filtering
- Card Actions
  - Editing
  - Dragging
  - Selection
  - Resizing
  - Rotating



**Navigate**



**Share**



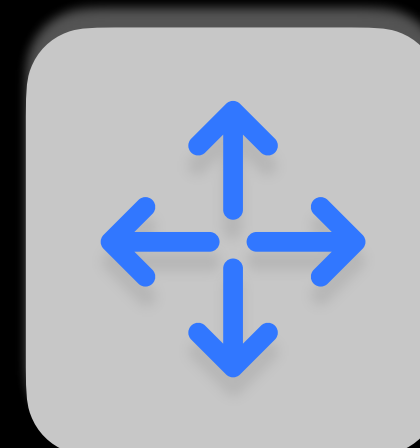
**Search**



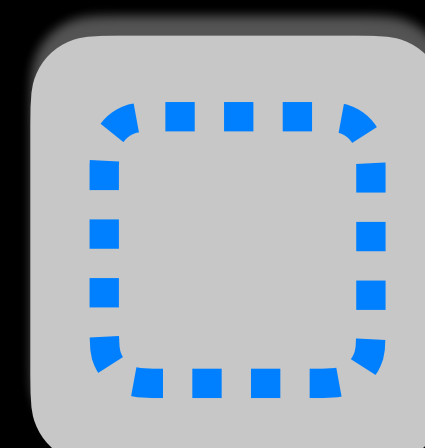
**Filter**



**Edit  
Card**



**Move  
Card**



**Select  
Card**

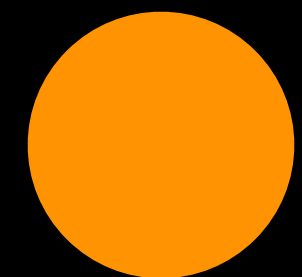


**Resize  
Card**

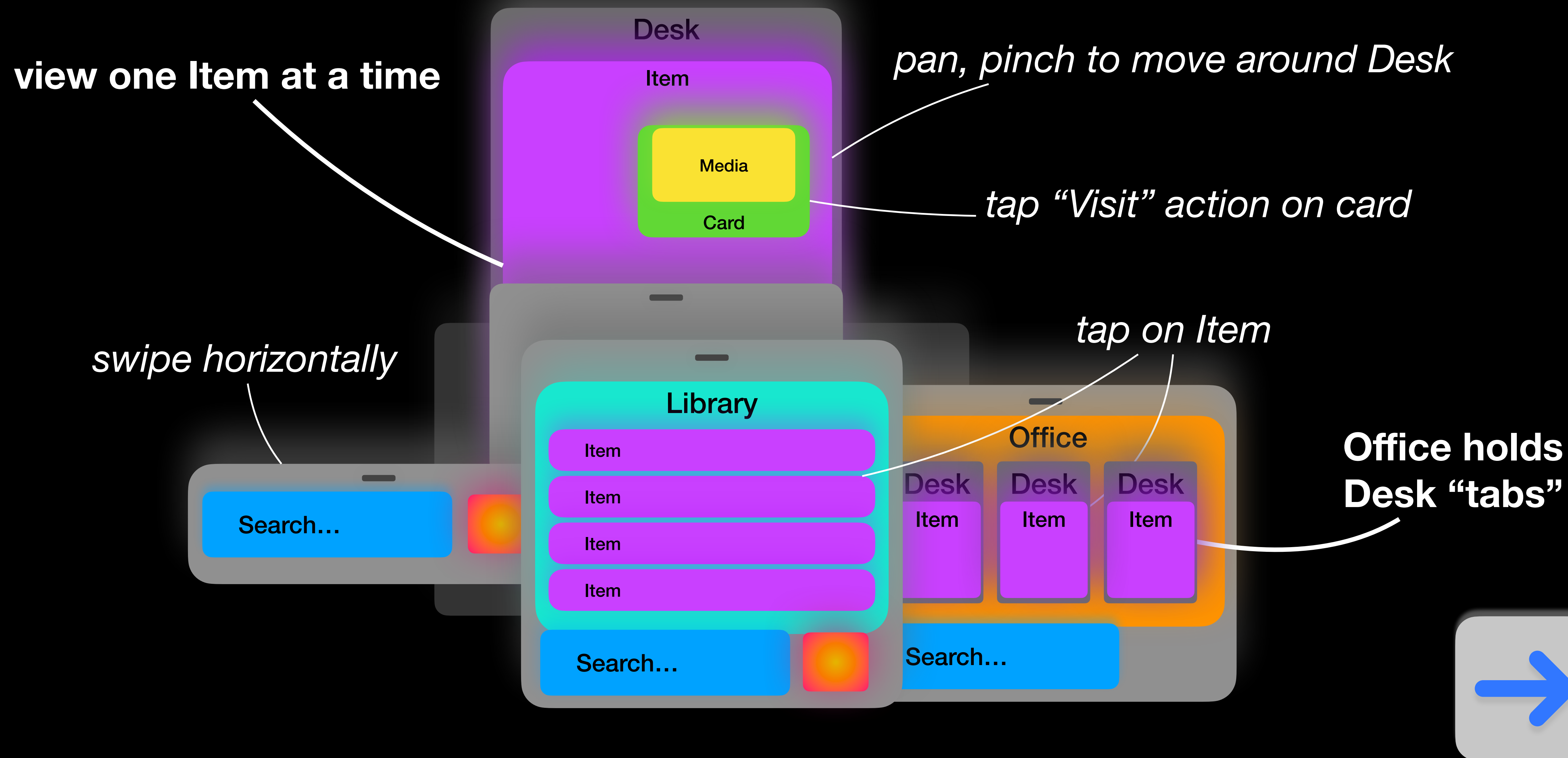


**Rotate  
Card**





# MVP: Interaction: Navigation



# ● MVP: Interactions – *Share*

*Another  
App*

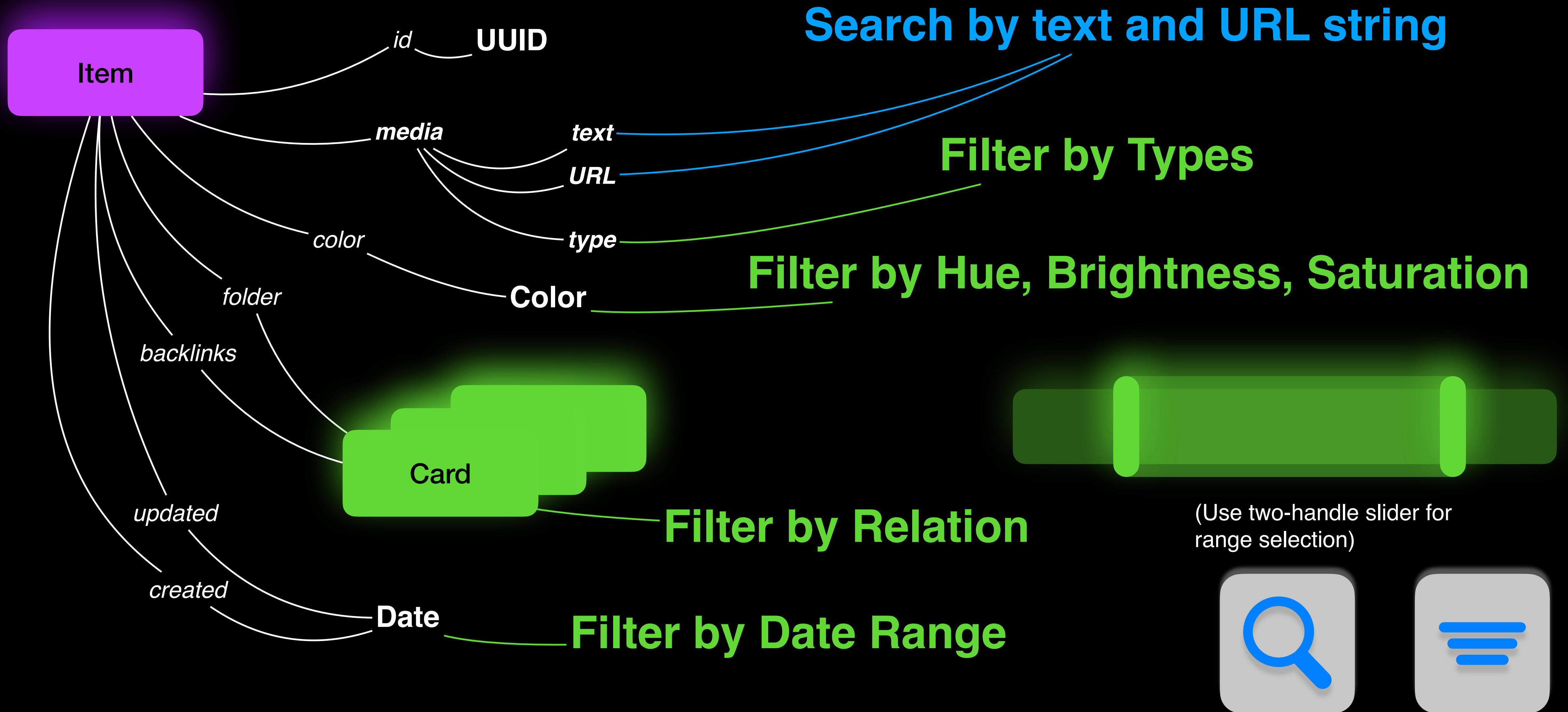


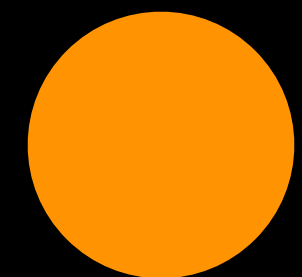
*Show link preview*

*Allow user to select multiple  
items to add new item to*



# ● MVP: Interaction – Searching/Filtering





# MVP: Interaction – Card

