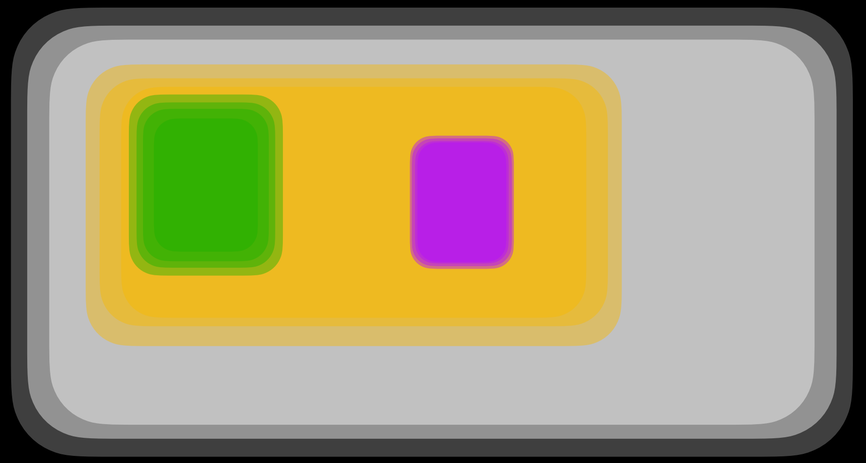
Goal
Audience
Technologies
Design

# Kard Overview

# Goal:



Spatial access to linked sets of media

*A new way to collect and file digital possessions*

*Spaces to accumulate ideas*

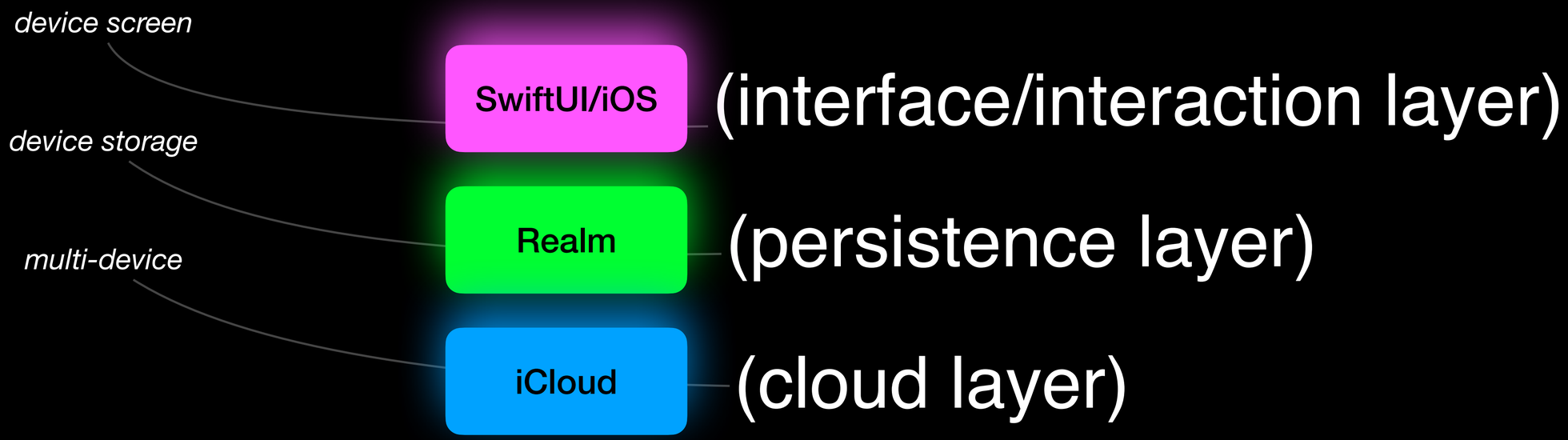
# Audience:

Anyone with an iPhone

(appealing specifically to collectors, creators)

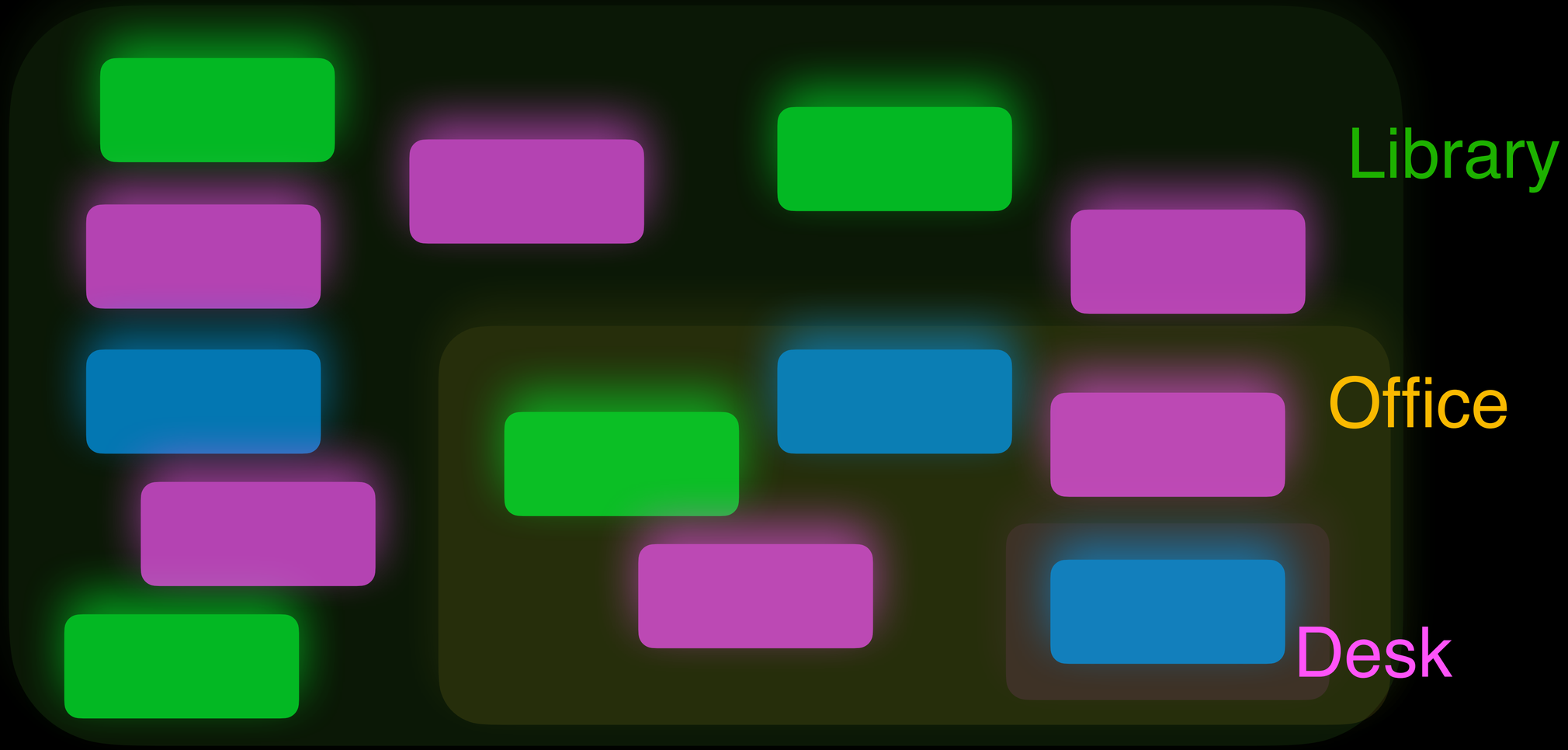
*“this app should come with the phone”*

# 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**

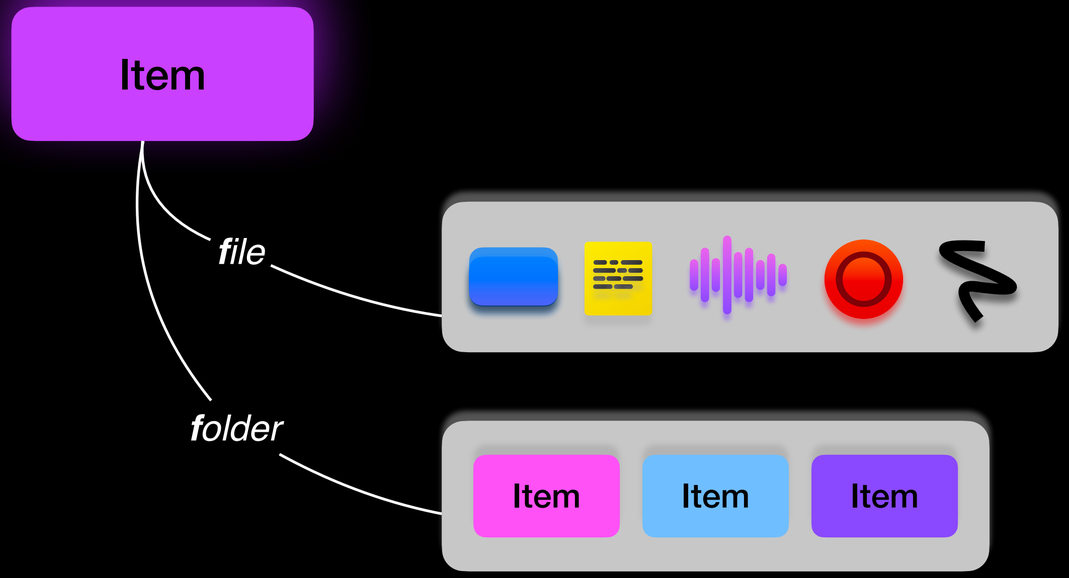
Our **Library** holds all our Items

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

# Design: Item

**Item** = File + Folder

**(media + collection)**




**Media**

*a single digital, text, audio, visual or sketch media*

**Collection**

*a set of other items*

# Design: Media

High-Level
MVP (current)

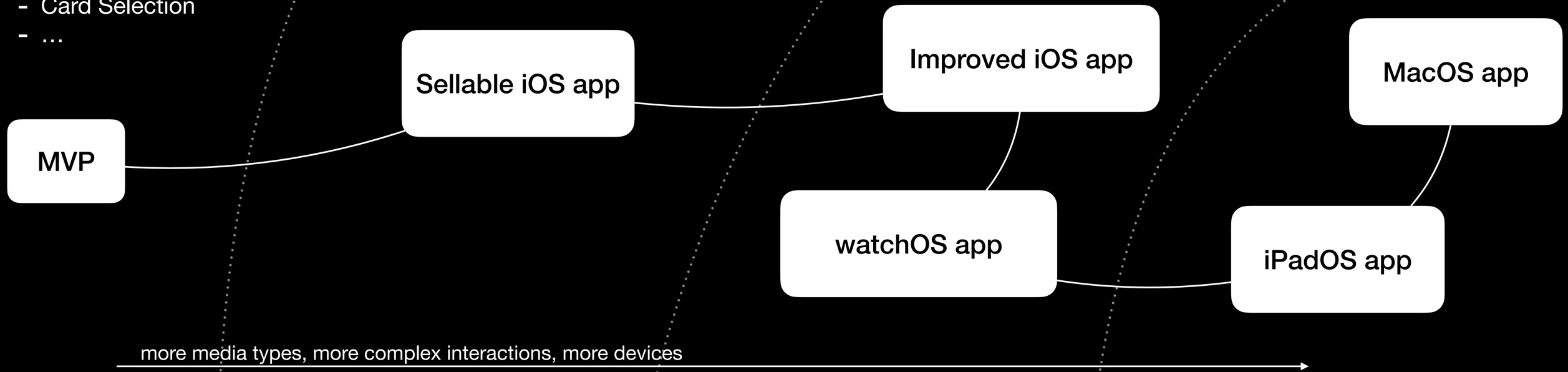
# Kard Roadmap

# 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

## 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

Media

Item

Card

Desk

Library

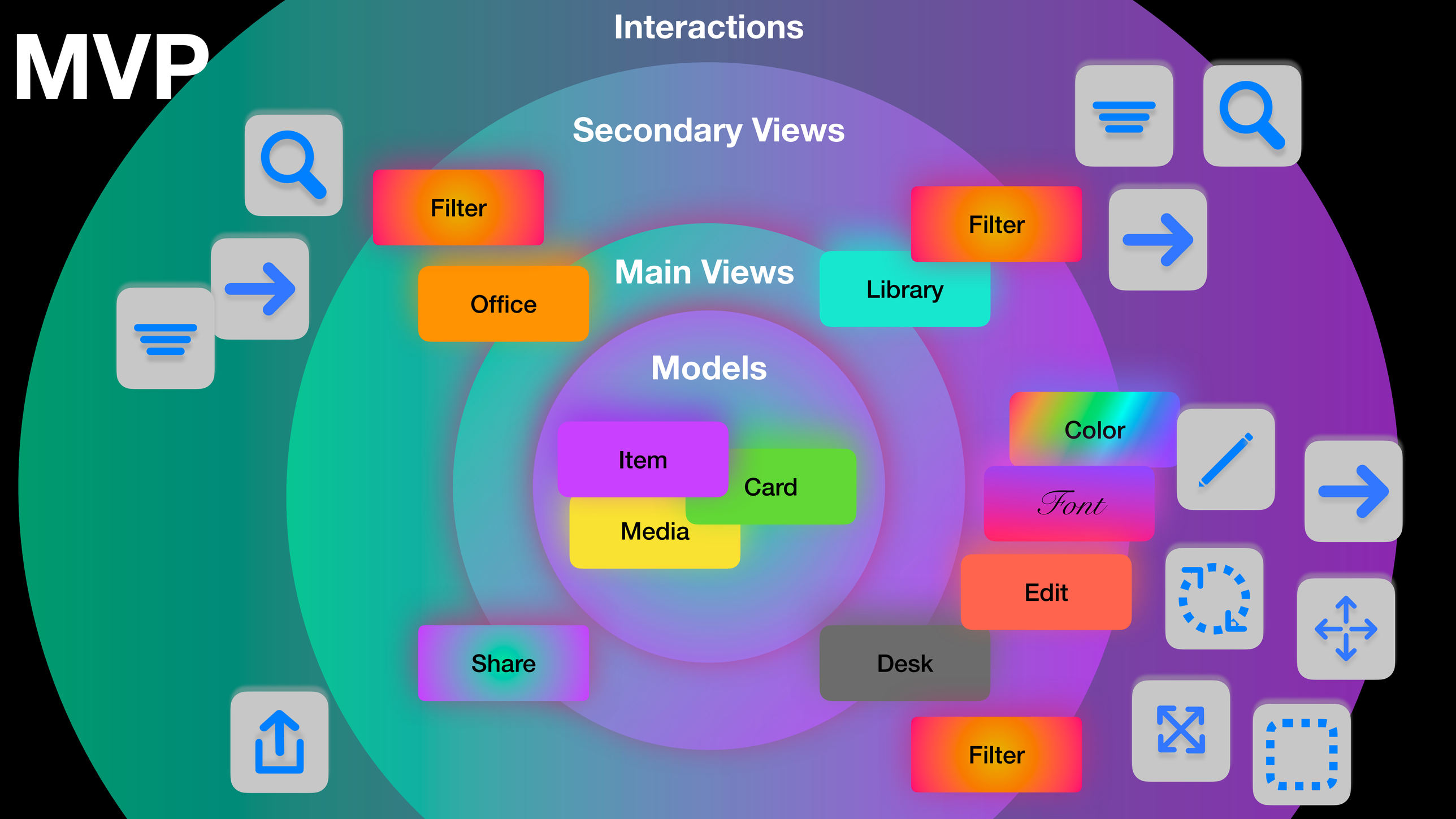
Office

Edit

*Font*

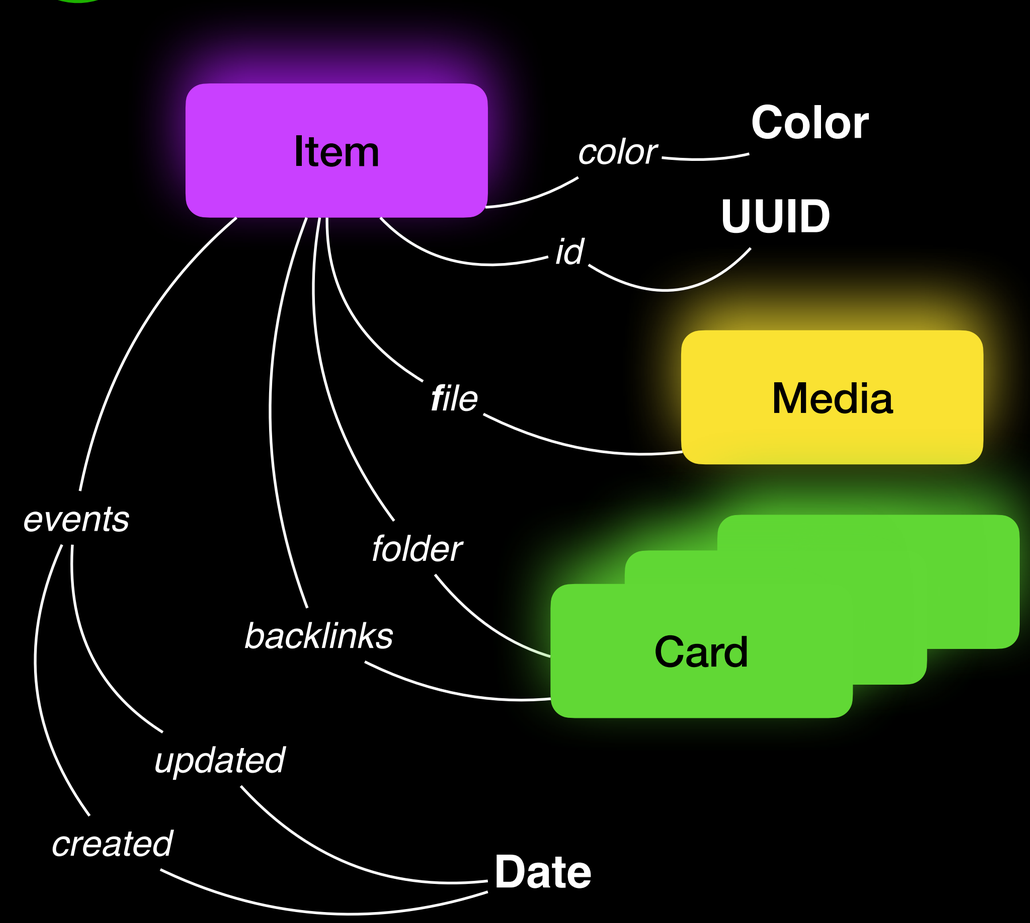
Filter

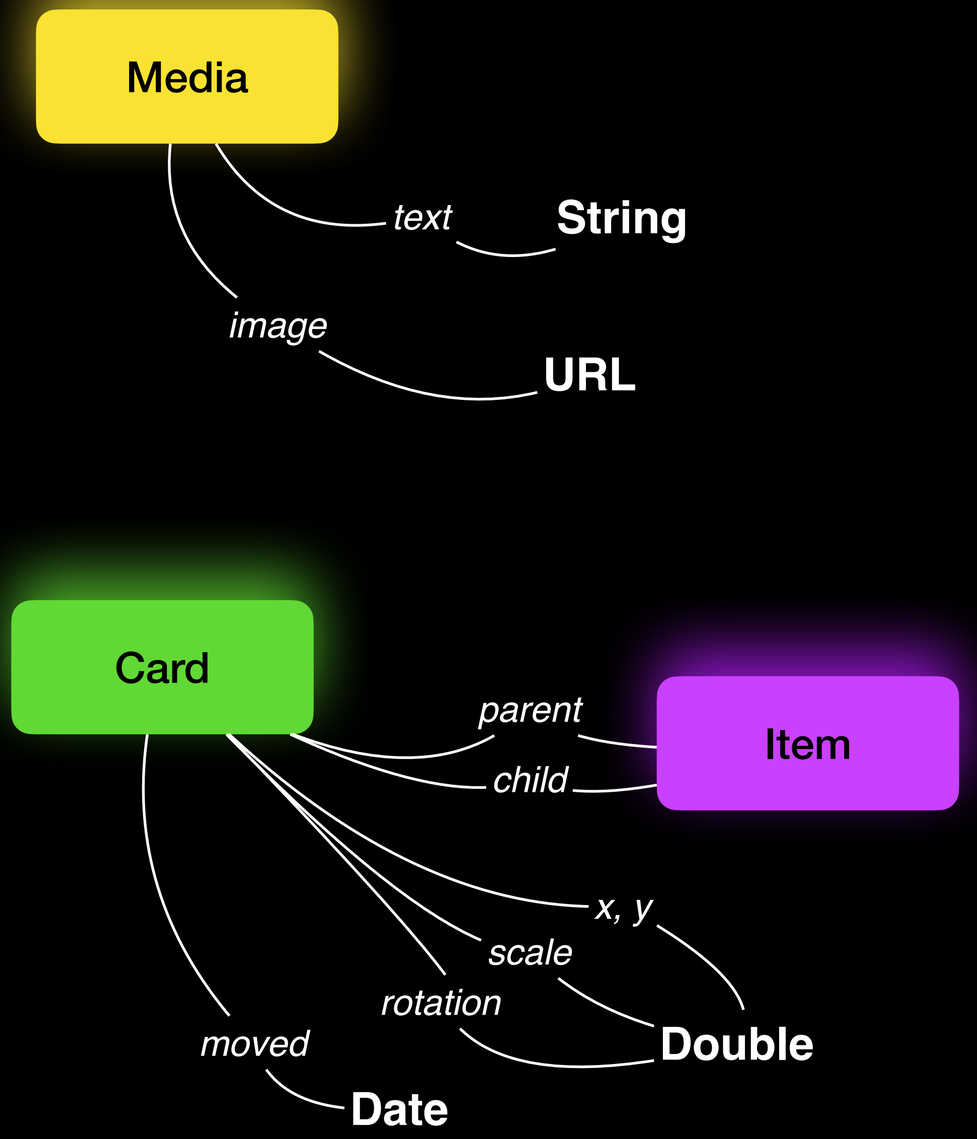
Color


MVP
Interactions
Secondary Views
Filter
Filter
Main Views
Office
Library
Models
Item
Card
Media
Color
Font
Edit
Share
Desk
Filter

# MVP: Data Architecture

*Database*




*library* = set of all Items

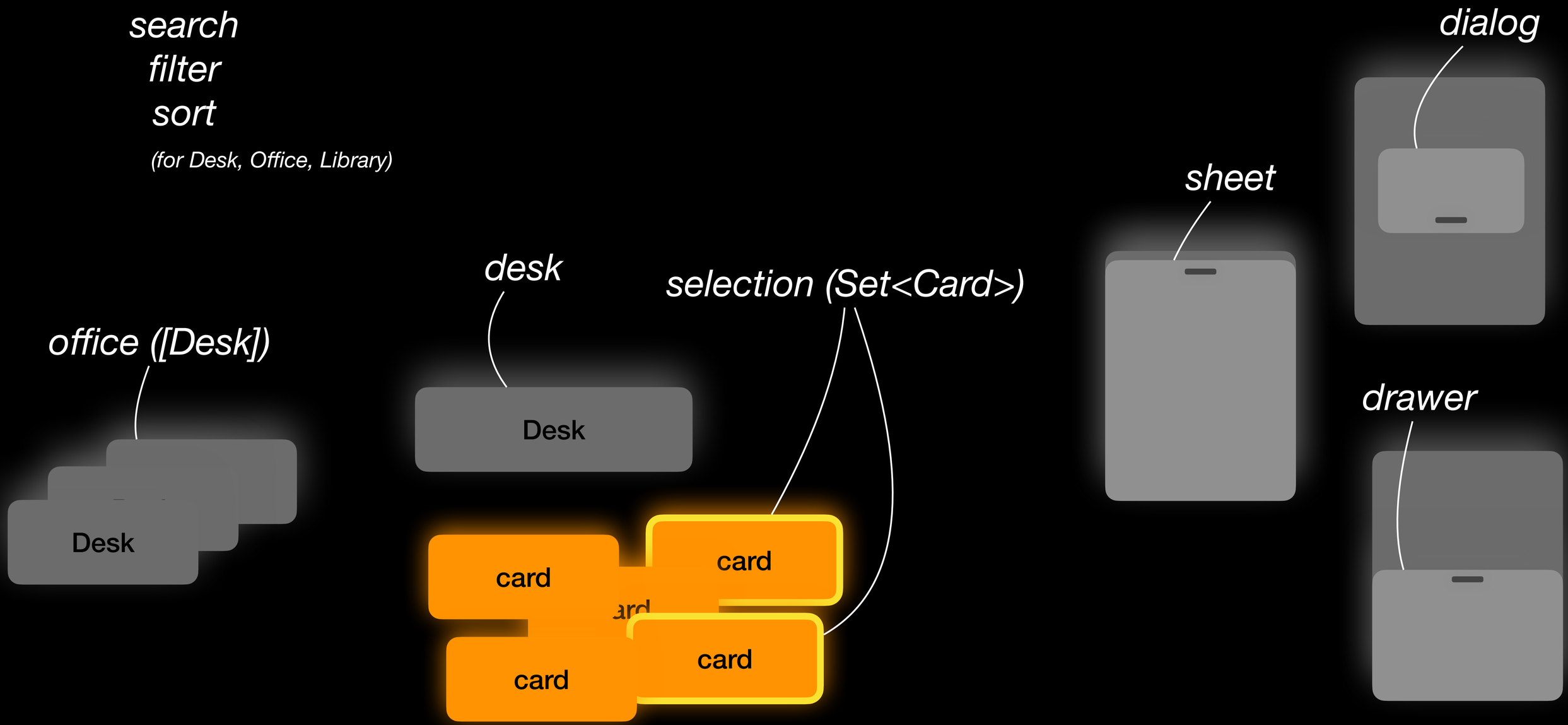
*desk* = set of an Item's cards

# MVP: Data Architecture

*State*

*search*
*filter*
*sort*

*(for Desk, Office, Library)*



# MVP: Data Architecture

*Cache*

*network calls*

URL

LinkMetadata

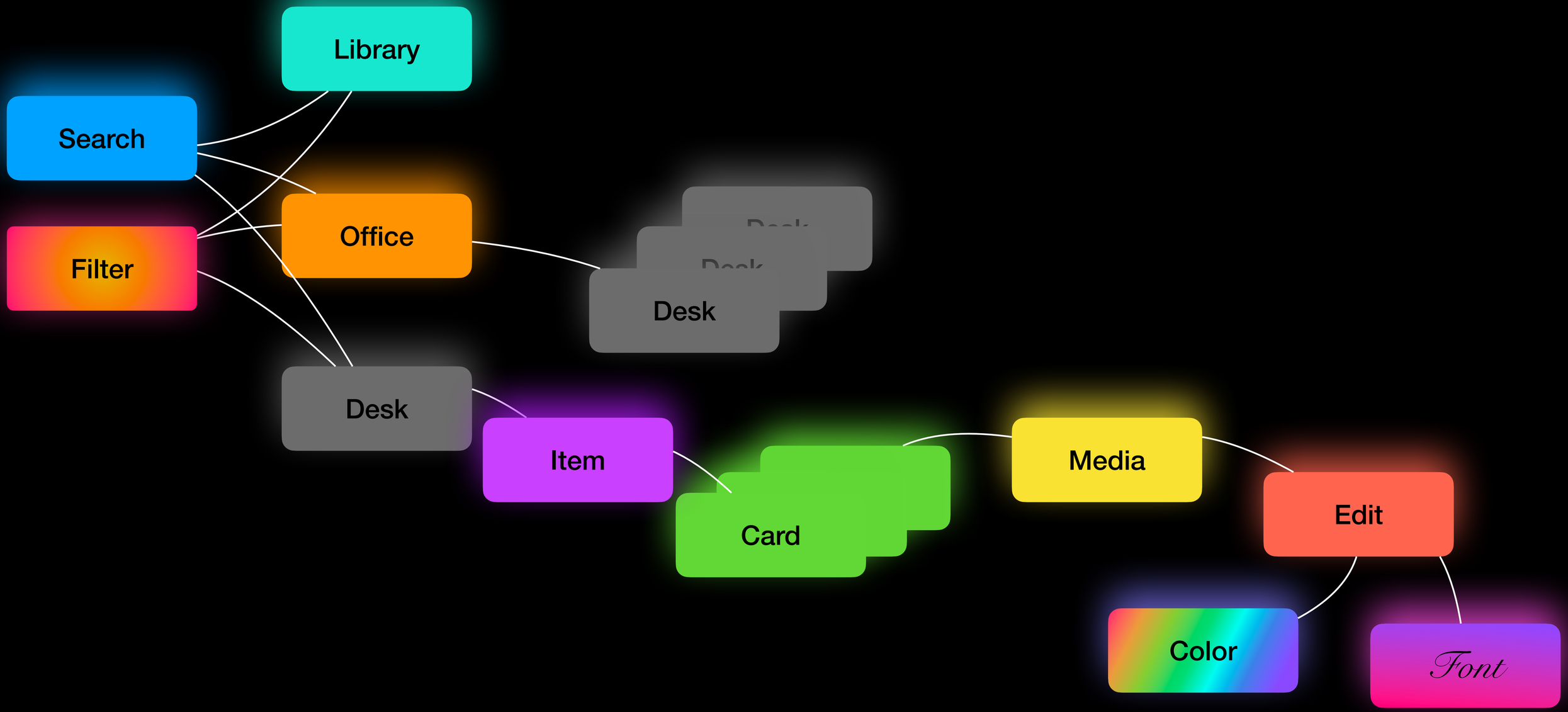
**Link**

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

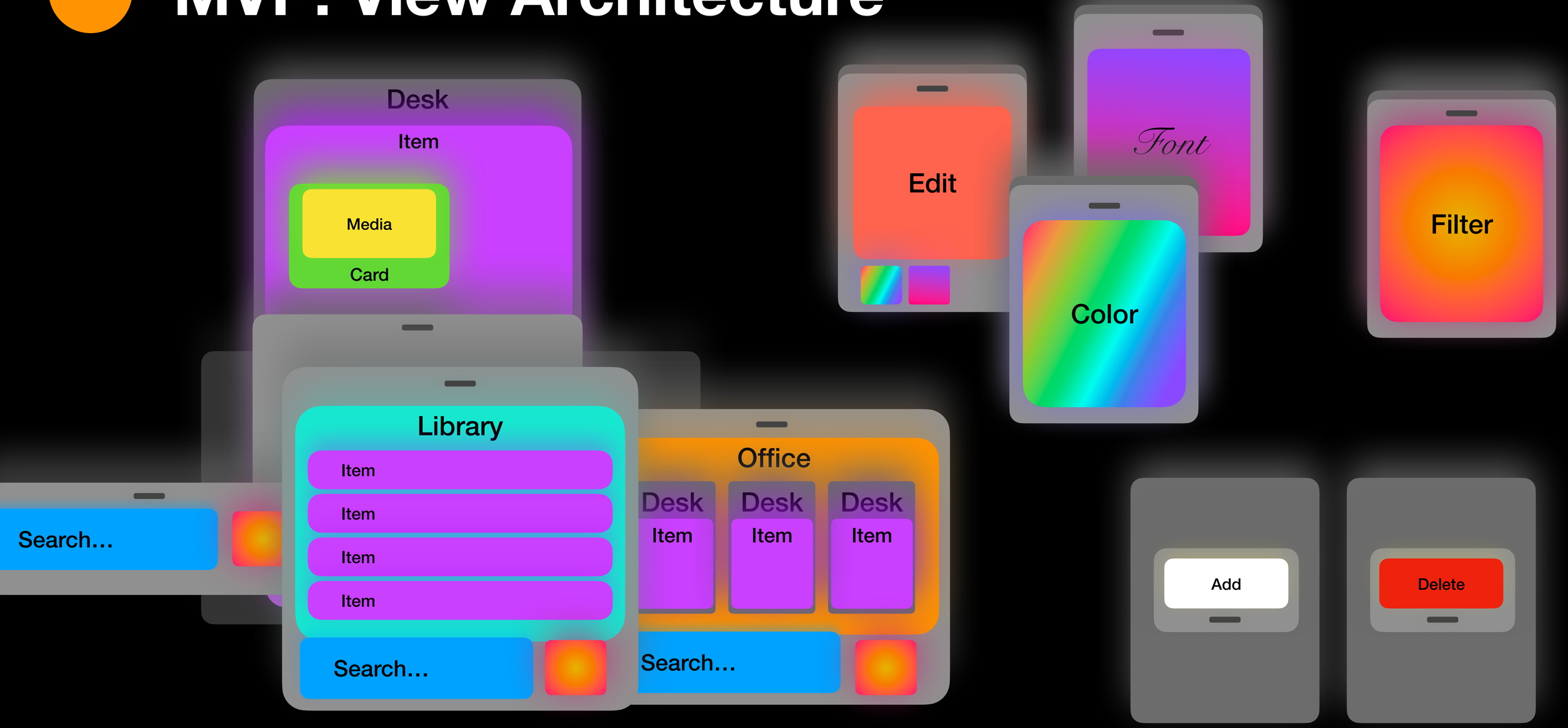
*large computations*

(none for MVP)

# MVP: View Architecture



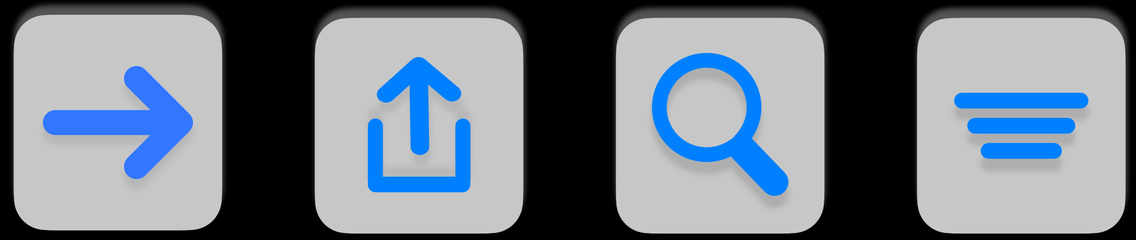
# MVP: View Architecture



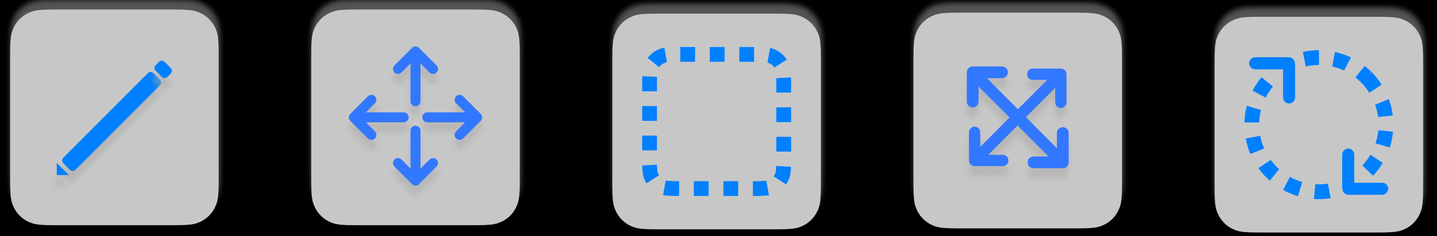
# MVP: Interaction Architecture

**Interactions**:

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

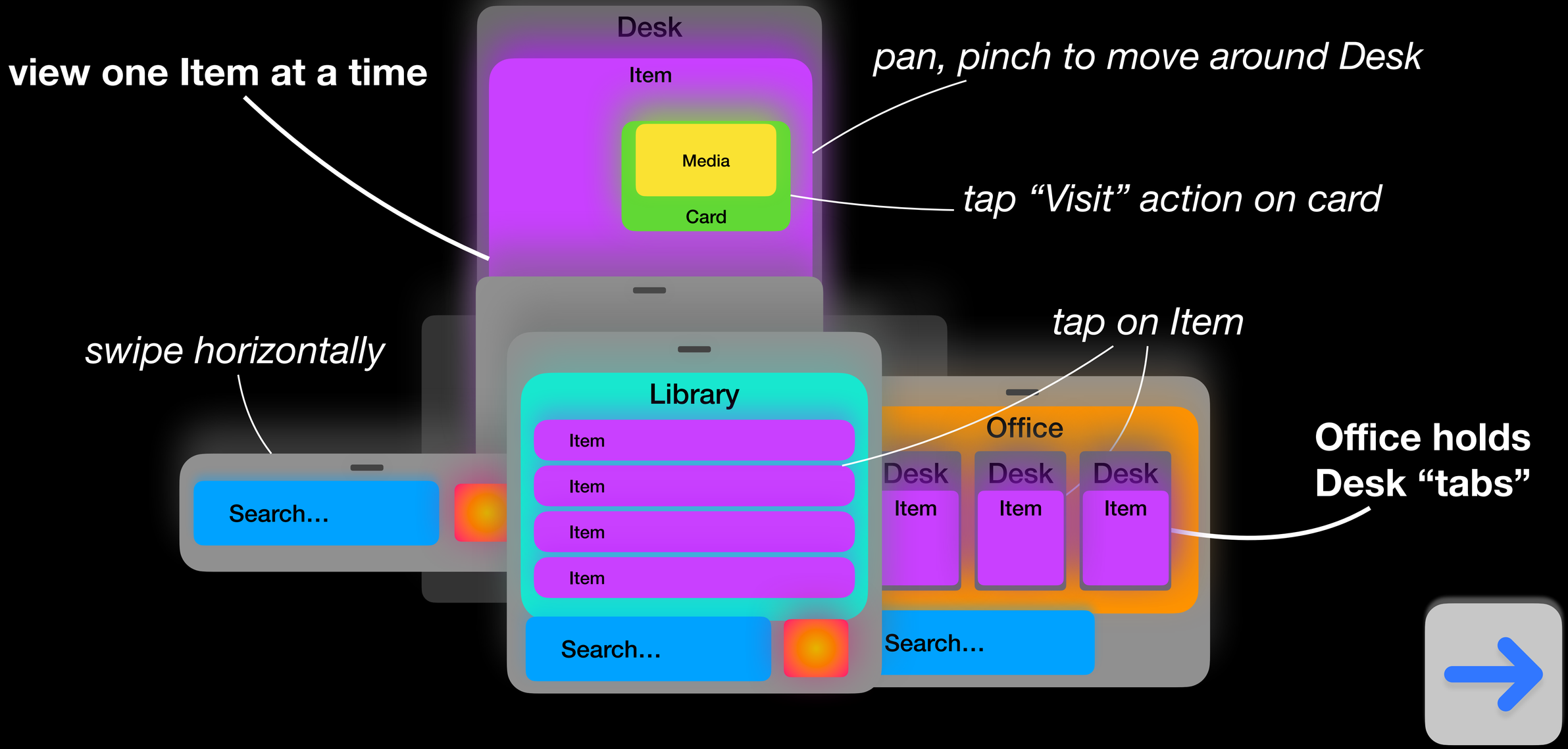


Navigate Share Search Filter



Edit Card Move Card Select Card Resize Card Rotate Card

# MVP: Interaction: Navigation



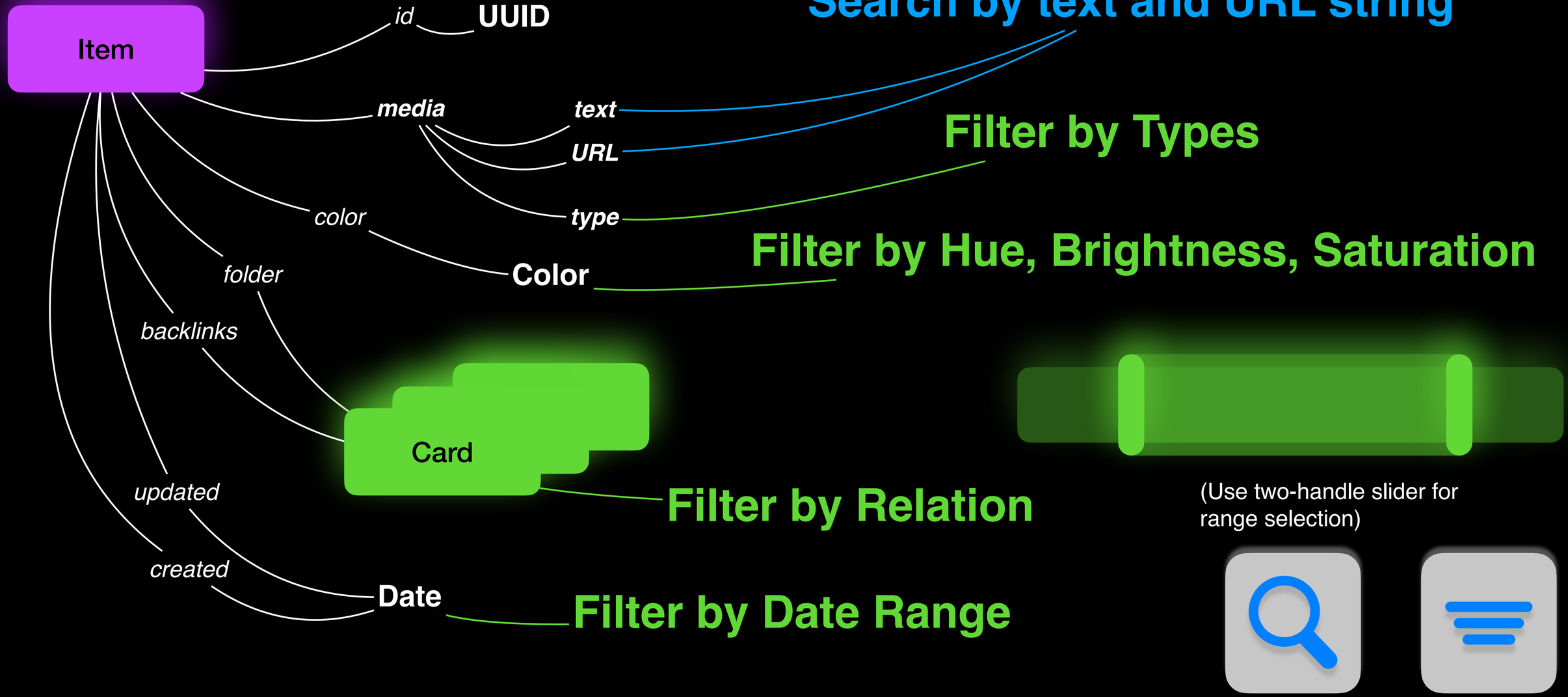
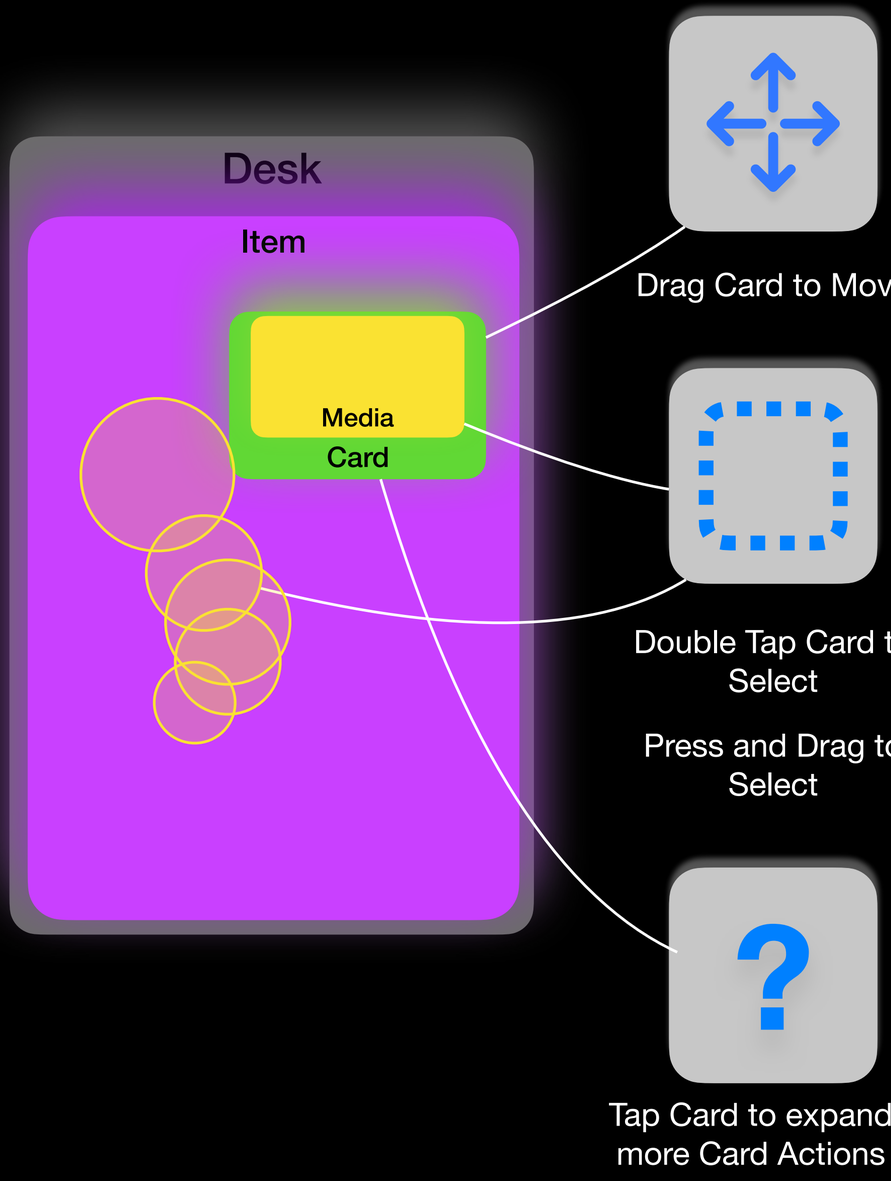
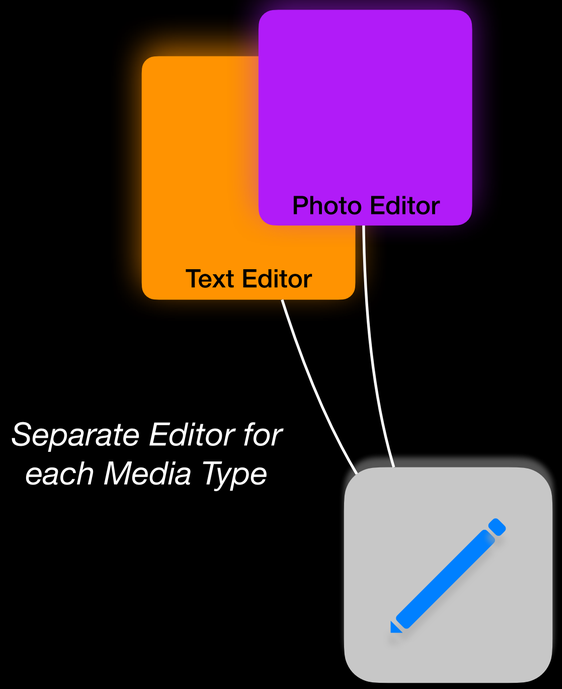
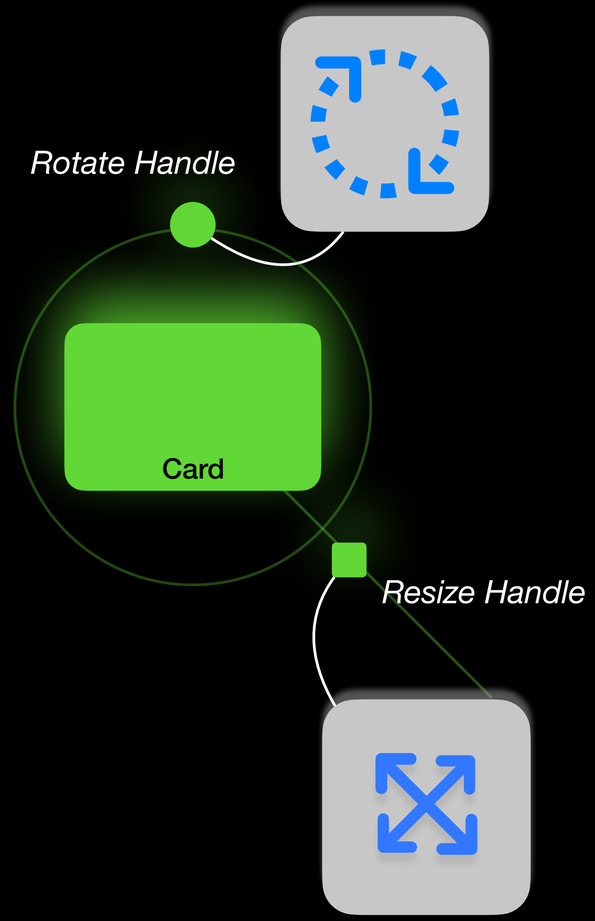
# MVP: Interactions – *Share*

*Another App*

*Show link preview*

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

# MVP: Interaction – Searching/Filtering



# MVP: Interaction – Card