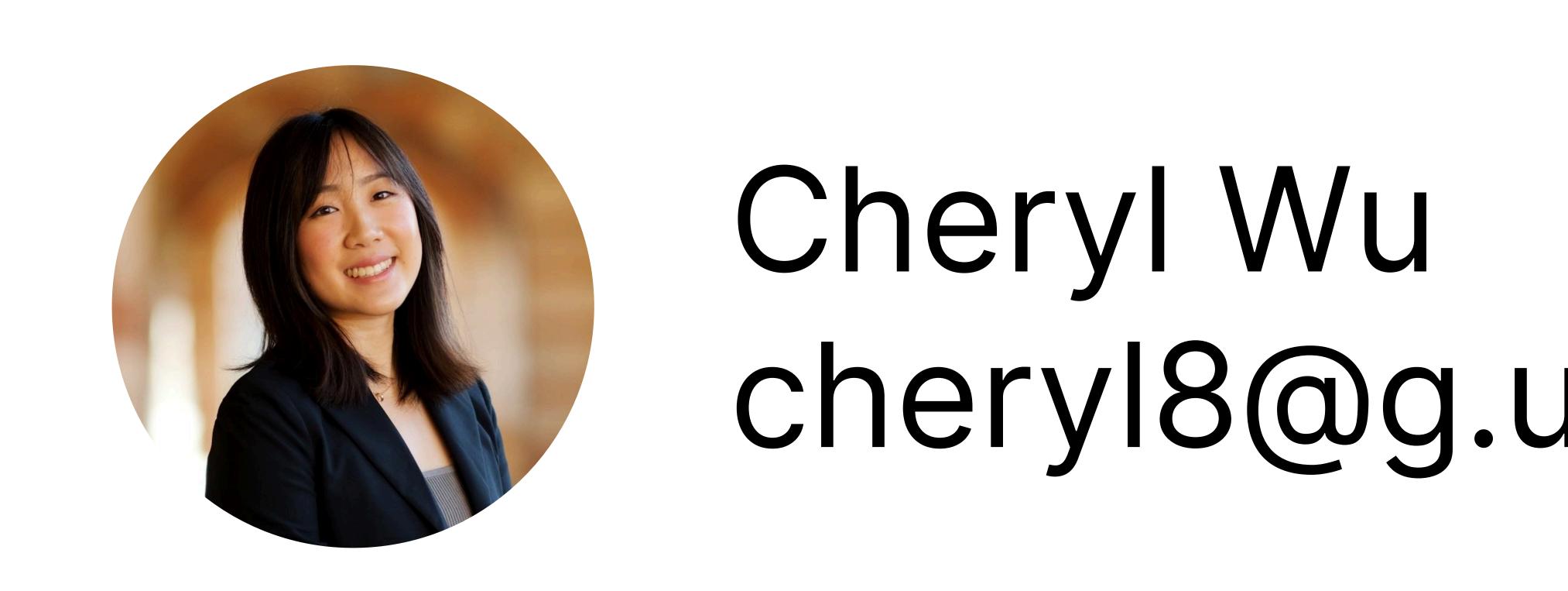
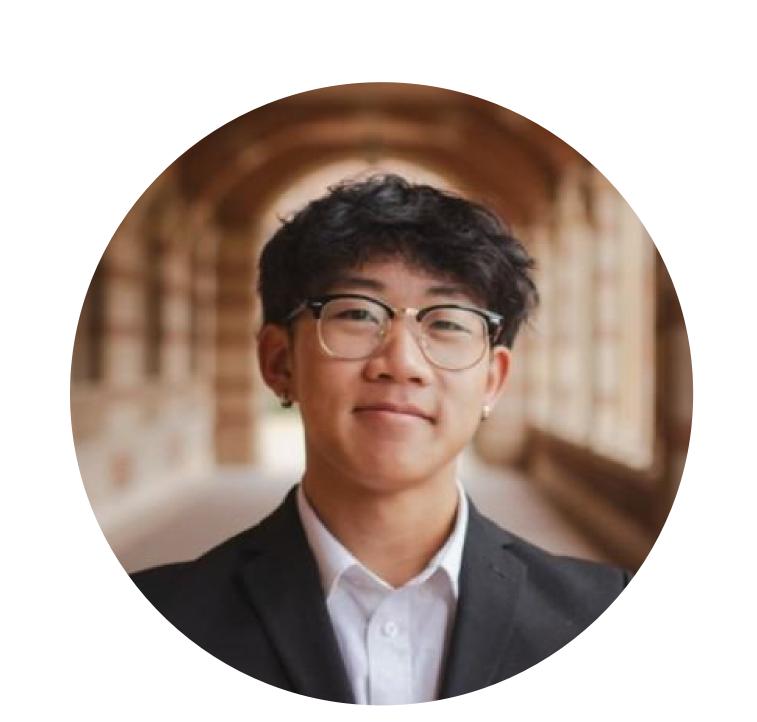
Notate: Blending Visual and Textual Notetaking

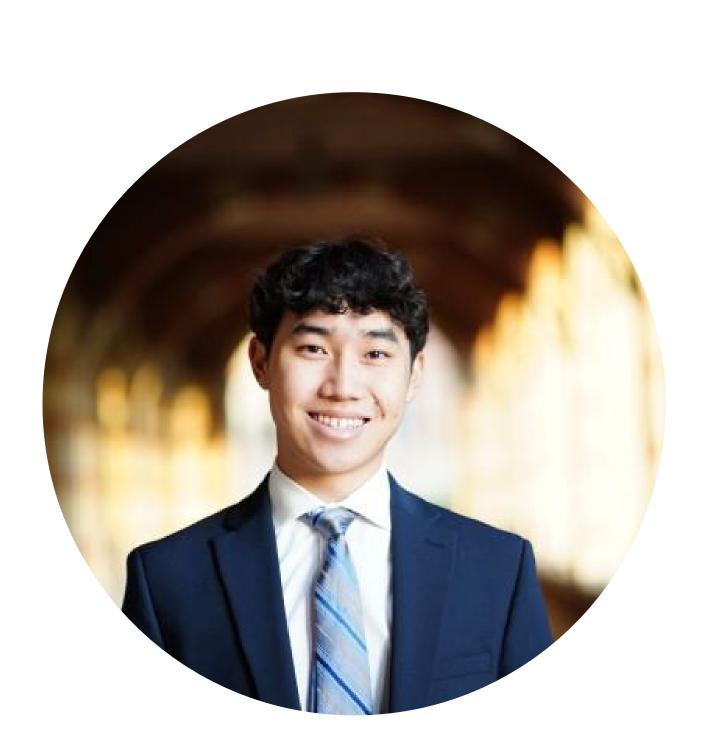




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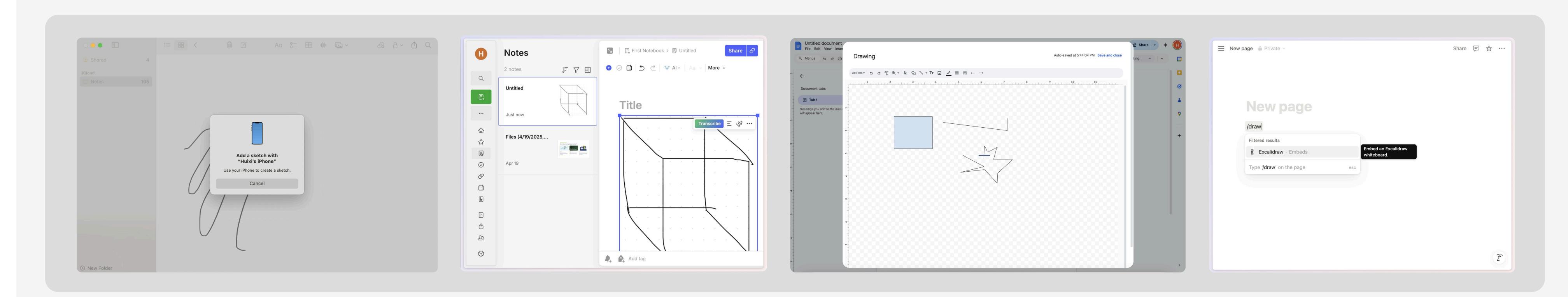


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Problem Statement



When taking notes with existing text editors, users struggle to capture and convey their thoughts accurately due to difficulties in incorporating, manipulating and interacting with visuals.

- Existing solutions make visual integration with text clunky, slow, or limited.
- Users want to create, edit, and annotate visuals without breaking their writing flow.

User Research

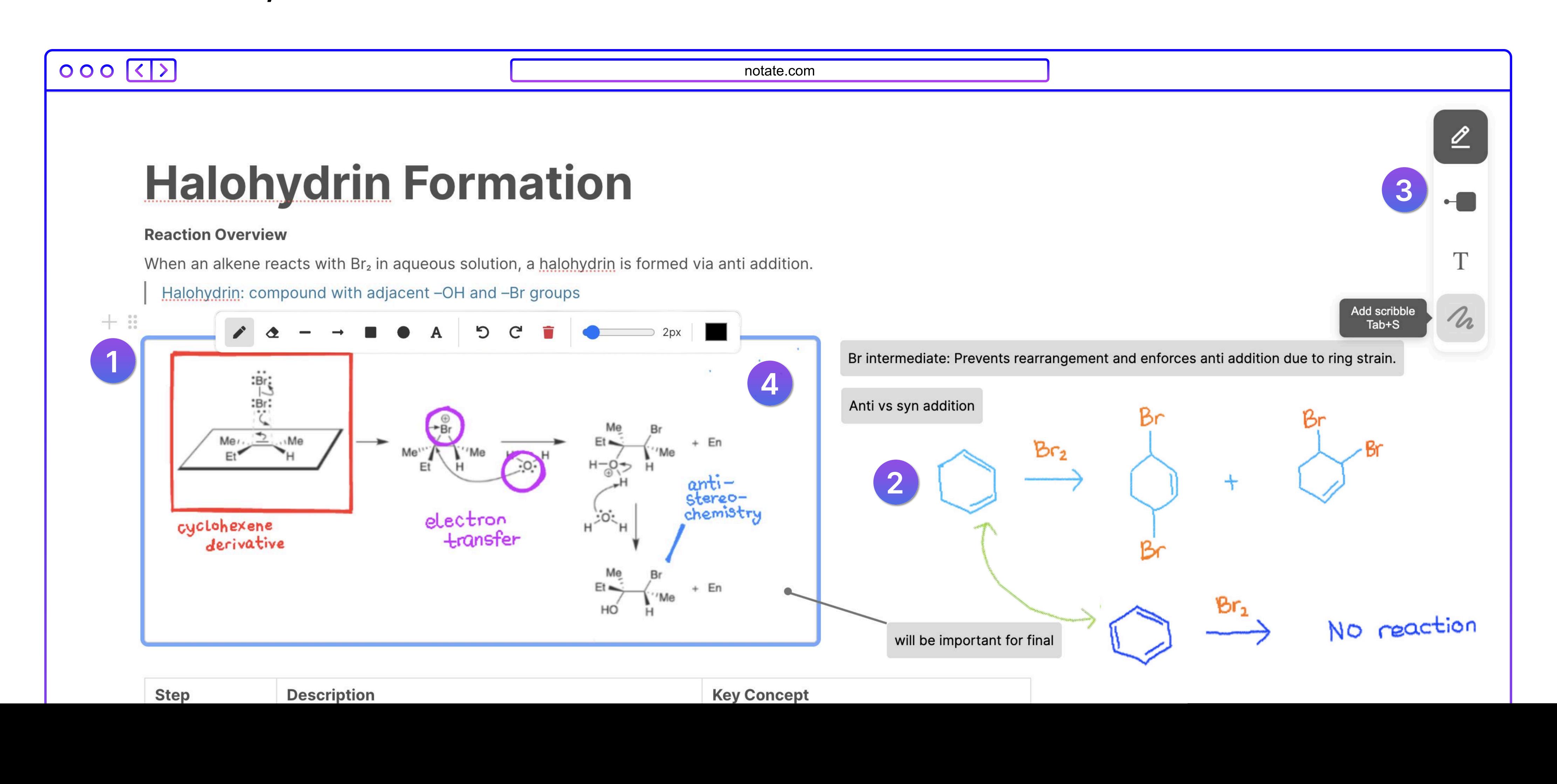
We conducted interviews and think-alouds with 10+ students from different majors.

Key Findings:

Many users draw on paper or tablets, then take a

Design Goals

- 1. Seamless Visual Integration
 - → Users can insert, draw, and embed diagrams in the flow of text.
- 2. Quick and Flexible Annotation
 - → Users can annotate images or text blocks using overlay tools.
- 3. Low-Friction Drawing Experience
 - → Optimized for trackpad/laptop (spacebar draw mode, minimal UI).



Evaluation & Results

Method:

- Task-based evaluations (notetaking video lectures)
- 17 users tested across 2 rounds
- Mixed methods: semi-structured interviews, surveys

Findings:

- Users found text editor intuitive
- Canvas and annotation tools "innovative" and "useful" but required specific tutorial for discoverability
- Several bugs involving interactions using tools
- Despite new features, text remained dominant
- Most users prefer having everything in one tool over switching apps
- Ideal for conceptual, visual, and lecture-heavy classes

Quantitative:

- 73.3% of users stated Notate made it easier to take notes
- Only 17% of users clearly found our external annotation tools helpful
- 94% of users utilized drawings or annotations

Average Statement Agreement Scores