



Playbook

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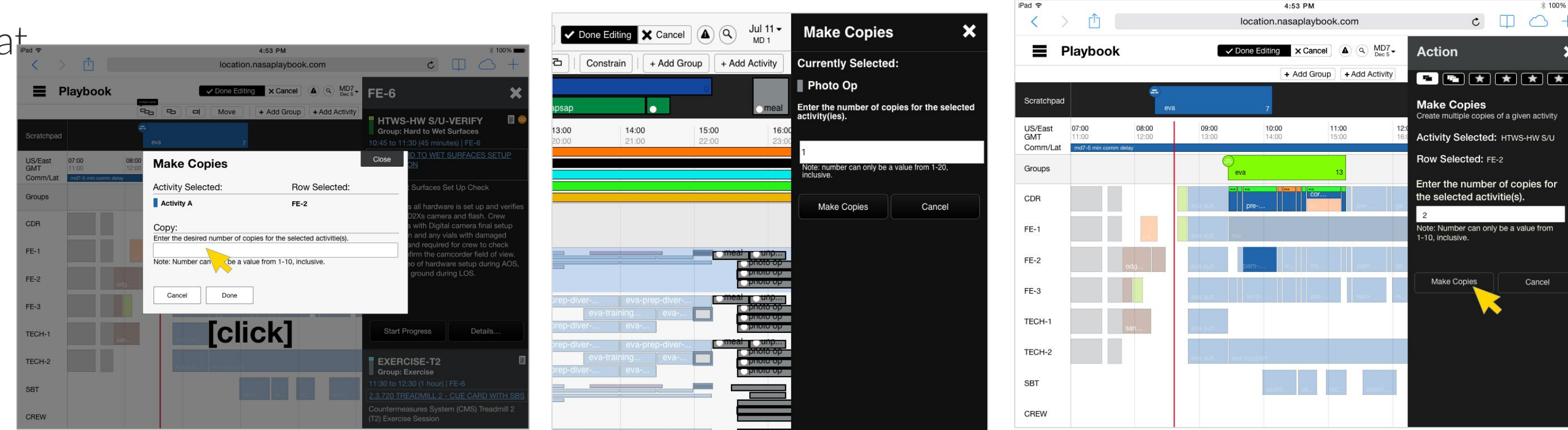
Background

Playbook is a mission planning and scheduling tool. It is used for all sorts of missions, such as those located at the bottom of the ocean in a pressurized habitat or in the International Space Station. With Playbook, future astronauts could have greater ability and independence to manage their own schedule during a mission. Playbook is still in development as the next generation of NASA's planning and scheduling software tools.

Changing Action Process Flow

One of the key changes made was figuring out what steps should be taken to make a certain action happen. We tried:

- pop-up window
- activity bar
- activity icons in a tray



Pop-up

Activity Bar

Activity Tray

Non-UI Heavy Features

Align (⇧+A/D)

- Right: When selecting multiple activities, this feature finds the earliest start time and sets all activities to start at that time
- Left Align: When selecting multiple activities, this features finds the latest end time and sets all activities to end at that time



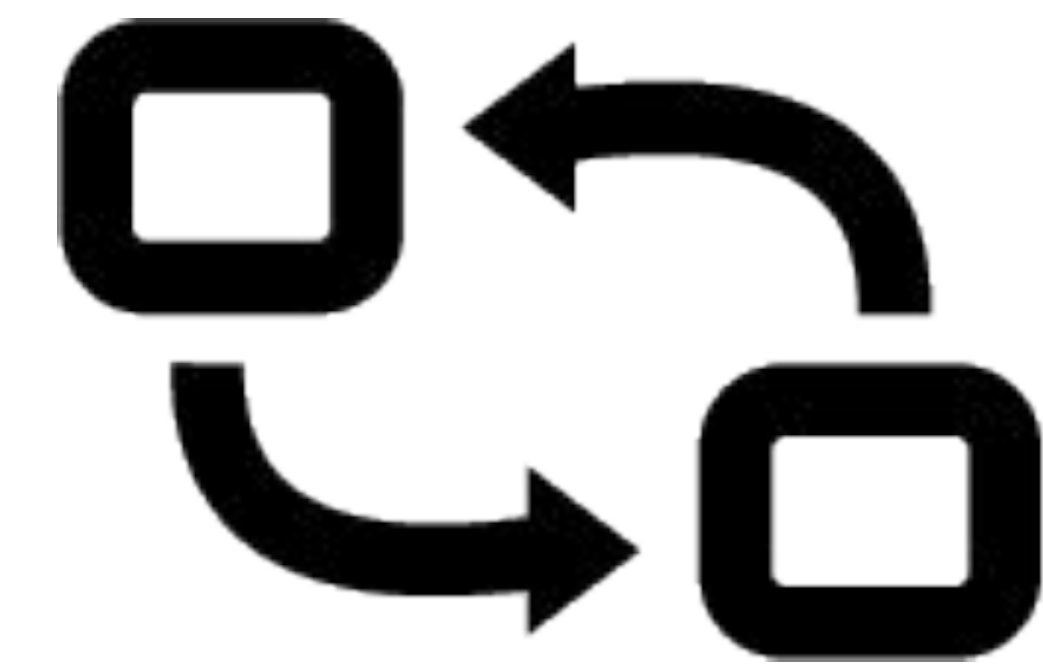
Compress (⇧+←/→)

- Compress Left: Users can push all selected activities to the left and eliminate time gaps between them.
- Compress Right: Users can push all selected activities to the right and eliminate time gaps between them.



Swap (⇧+X)

- Users can swap the location of two activities



Slice (⇧+S)

- Slice-N-Dice feature gives independence to each copy of the activity and allows you to move individual copies without moving the others



Project Goals + Considerations

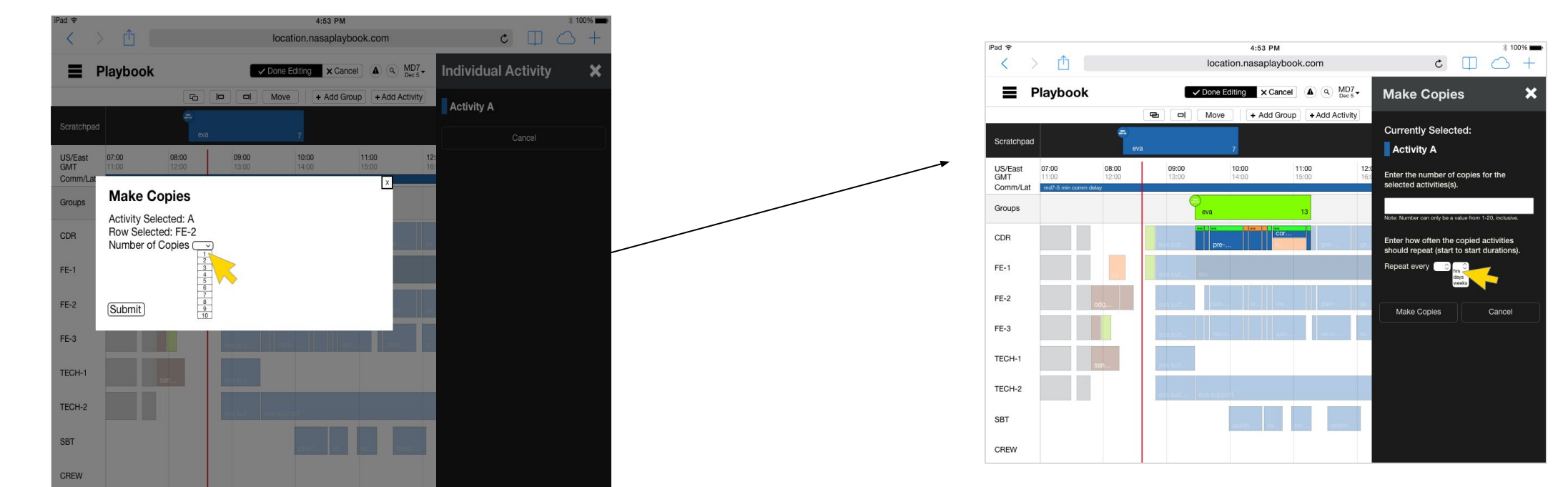
- Design and implement drudgery savings features
- Define the interaction flow for the copy and distribute activities functions
- Create user interfaces that are consistent with Playbook design language

Make Copies (⇧+C)

Dev

- Implemented new UI for Action view
- When user enters the number of copies into text field it creates that many copies of the activity.

Design

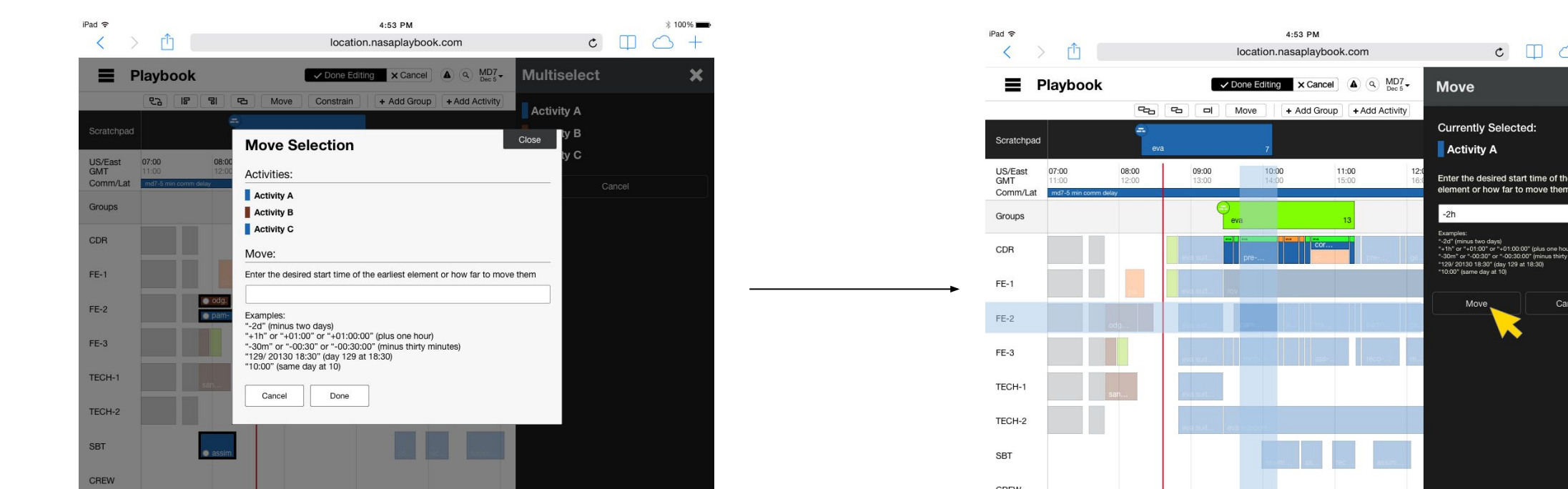


Move (⇧+M)

Dev

- Users can enter various commands to move an activity or group of activities to a specific time

Design

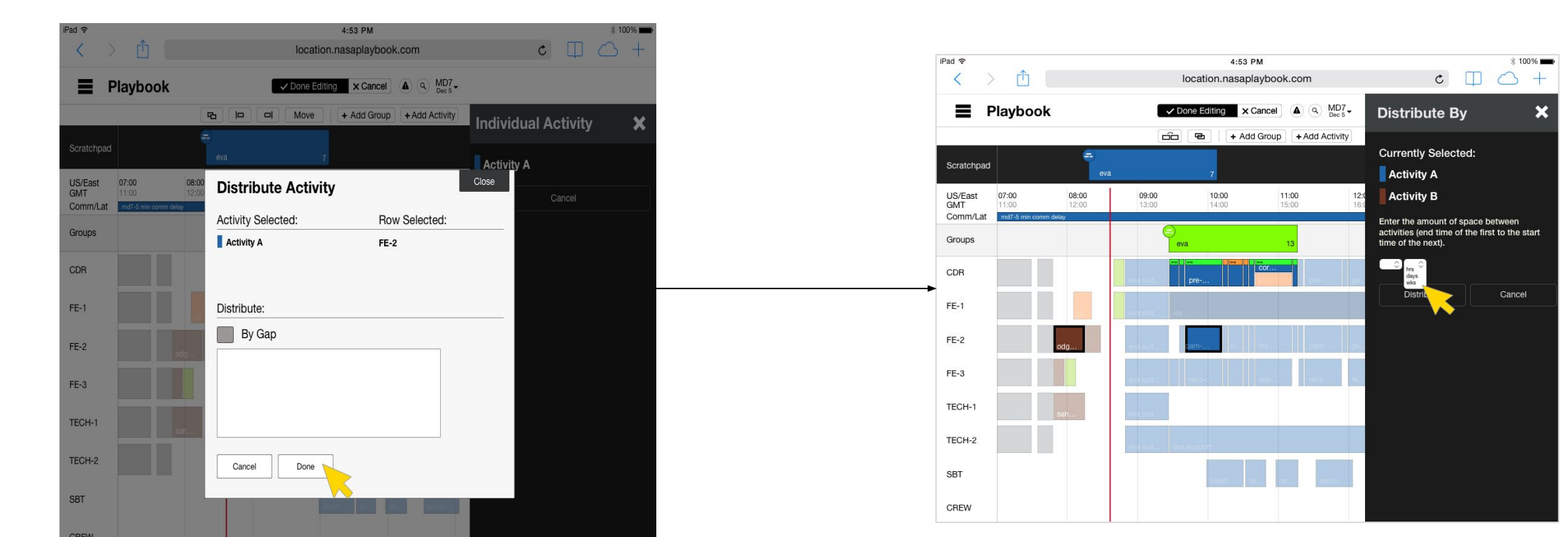


Distribute (⇧+Space)

Dev

- Users can determine the time gap between multiple activities and set them to be minutes, hours, days, or weeks apart

Design



Key Takeaways

- It's important to create a structure (for the code and design) that can be generalized for all actions
- Being able to scale these actions for multi-selected items is crucial