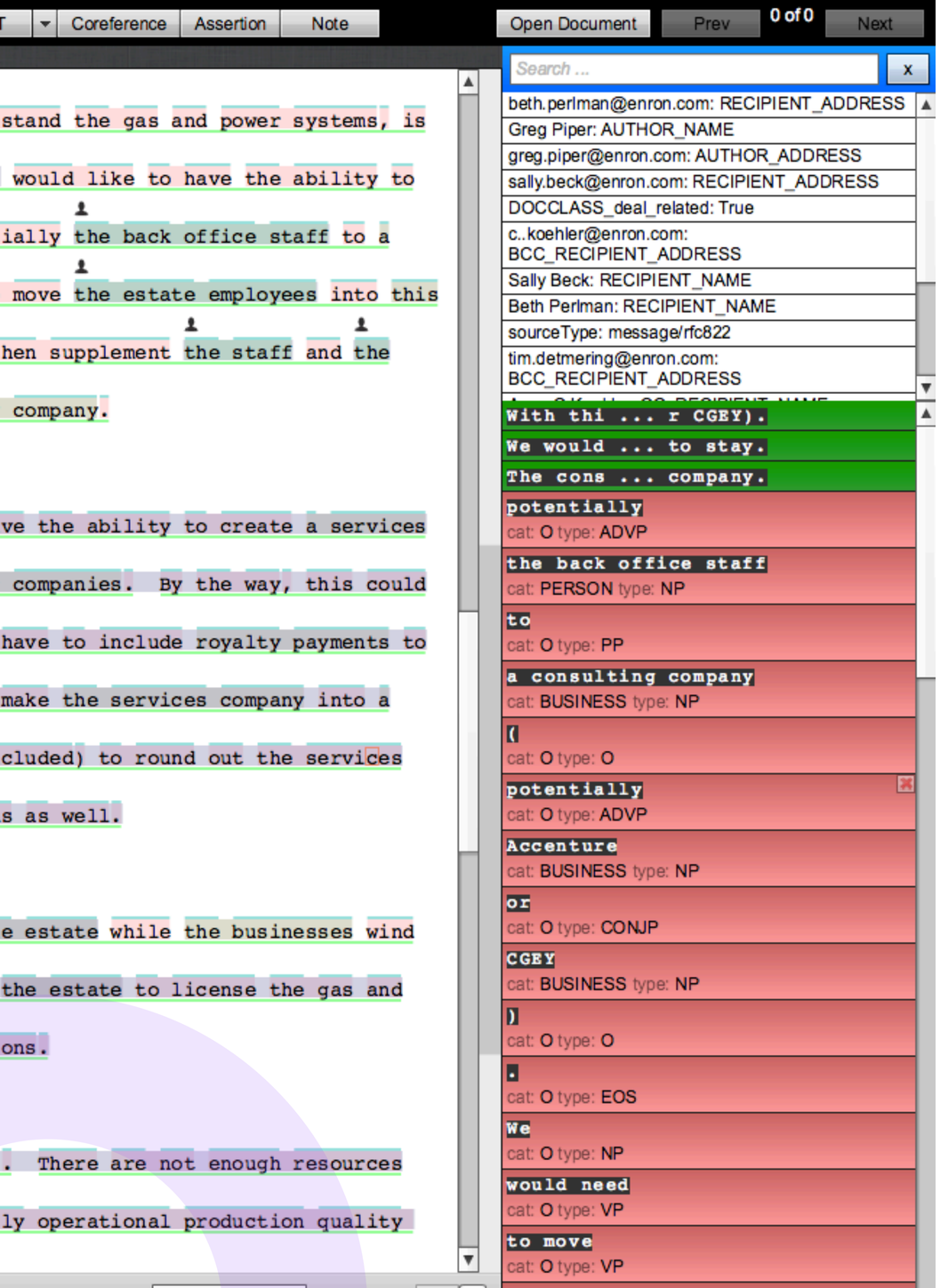


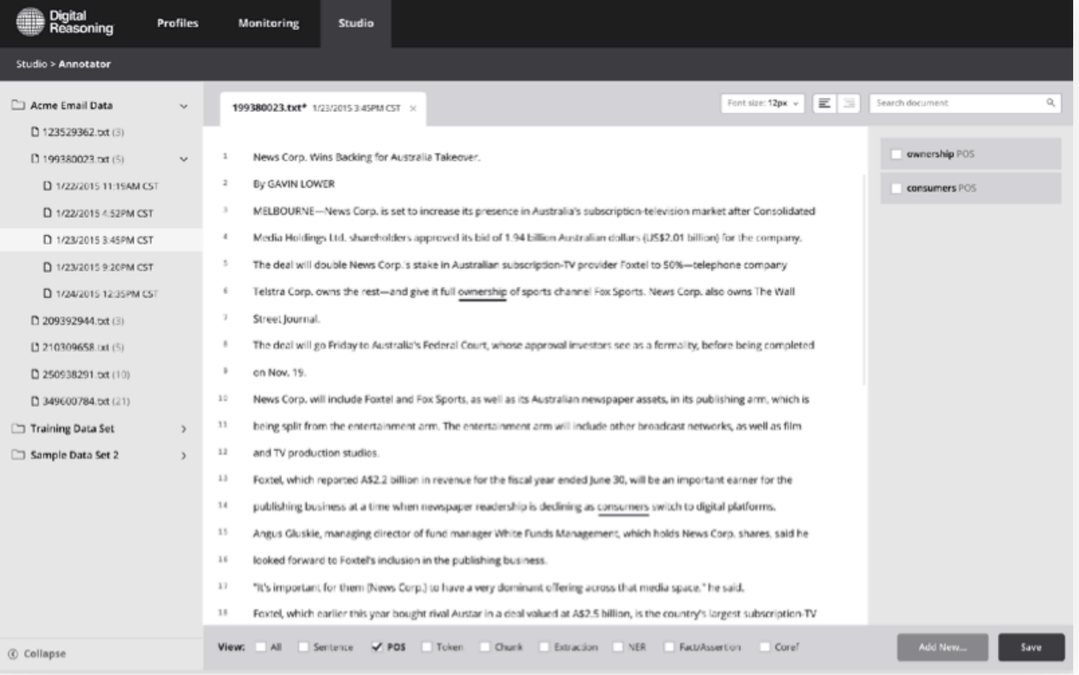
CHALLENGE

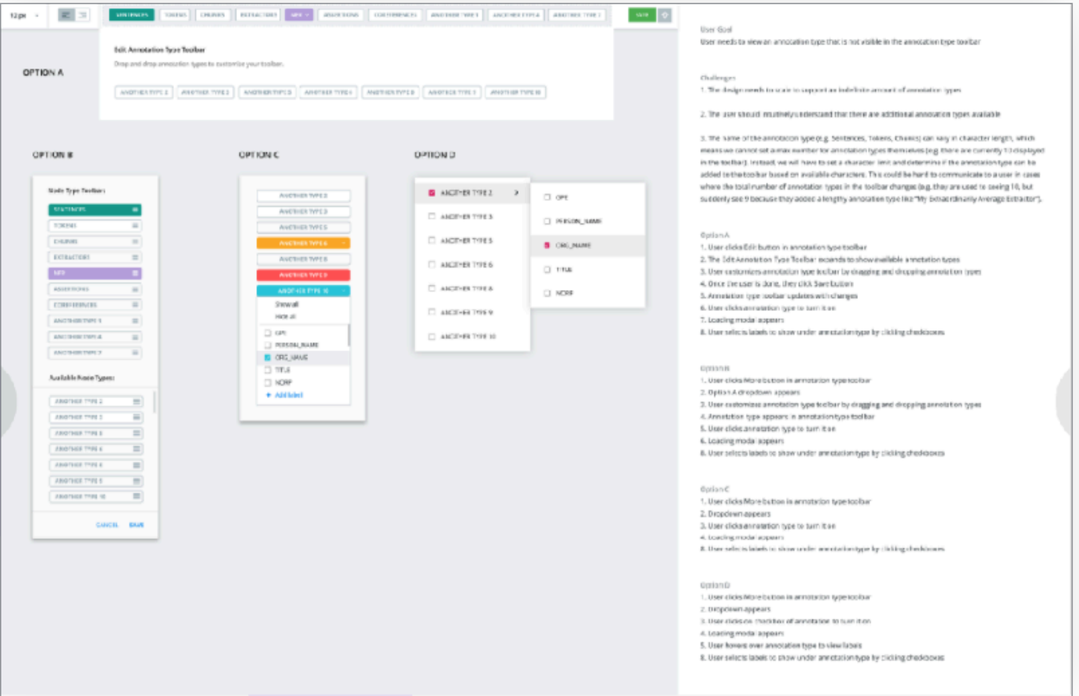
Not designed for humans.

My first project at Digital Reasoning was the design of a new tool for data scientists to **annotate training datasets for machine learning models**.

Annotation is an essential part of a data scientist's workflow for developing new ML models for natural language processing. It involves meticulously applying layers of metadata ranging from tokens (words and punctuation) to phrases, sentences, and multi-sentence regions. **Accuracy and efficiency are both paramount.** Missing or incorrect annotations on a single training document can affect the accuracy of the whole model.

The company's existing annotation app was outdated and cumbersome to use even for skilled in-house data scientists. Among other UX issues, it **forced users to continually switch their attention back and forth** between content and annotation panes, as well as to **scroll a great deal** to find the right annotation to use.





APPROACH

Wrangling complexity.

With a large project scope and a tight timeline, I **interviewed several in-house data scientists and observed them** using the old tool during a trip to Nashville, then dove right into the design challenges.

I initially wanted to combine the document management and annotation aspects of the tool. However, as I reviewed my early designs with data scientists, I realized that making document management and annotation separate modes would make it easier for them to focus on each activity.

The two biggest challenges I faced in designing the new app were **scaling design elements to support a potentially unlimited number of annotation types** and working through a variety of interaction design options for **supporting different modes of work within the tool**, from high-level scanning of existing annotations, to detailed annotation creation, to bulk editing.