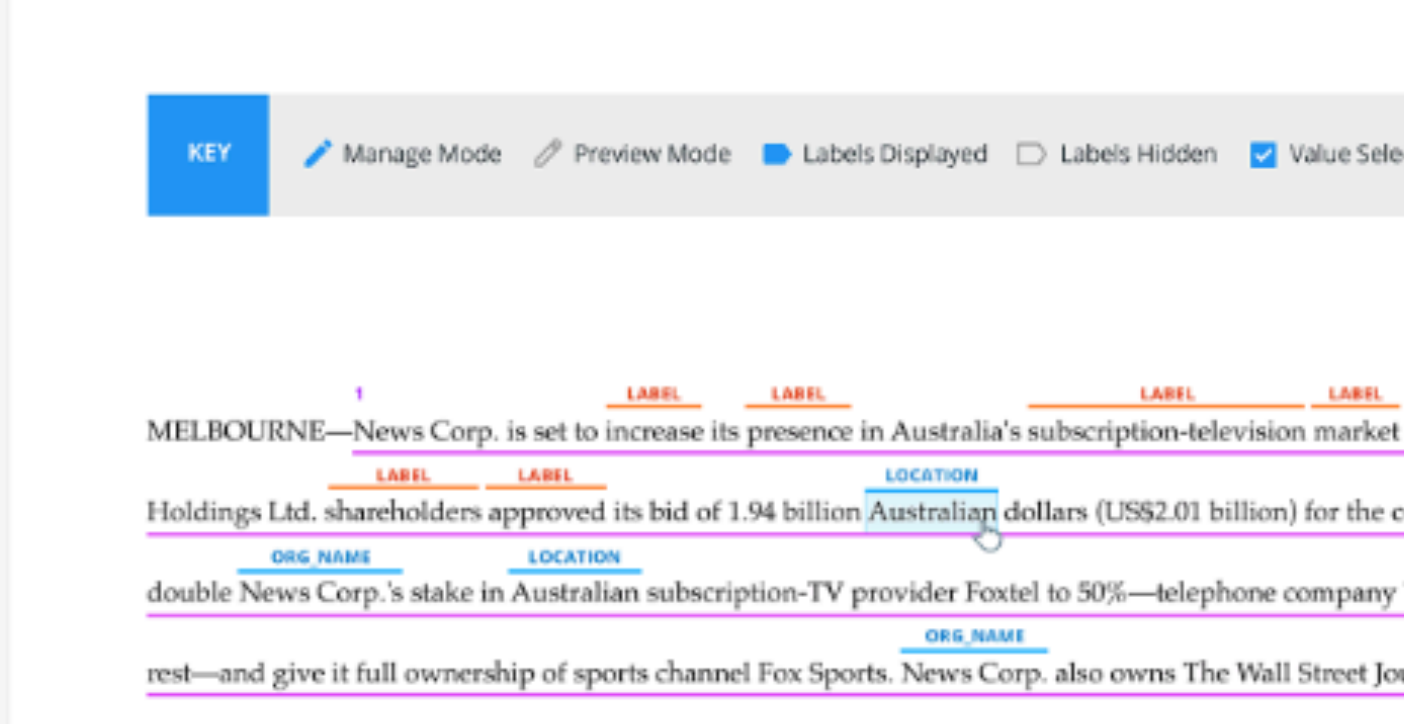
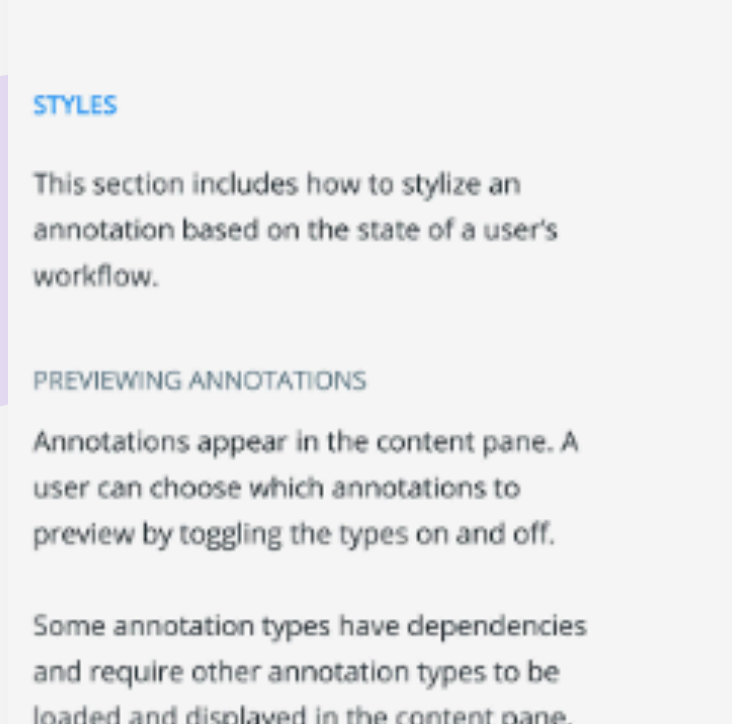
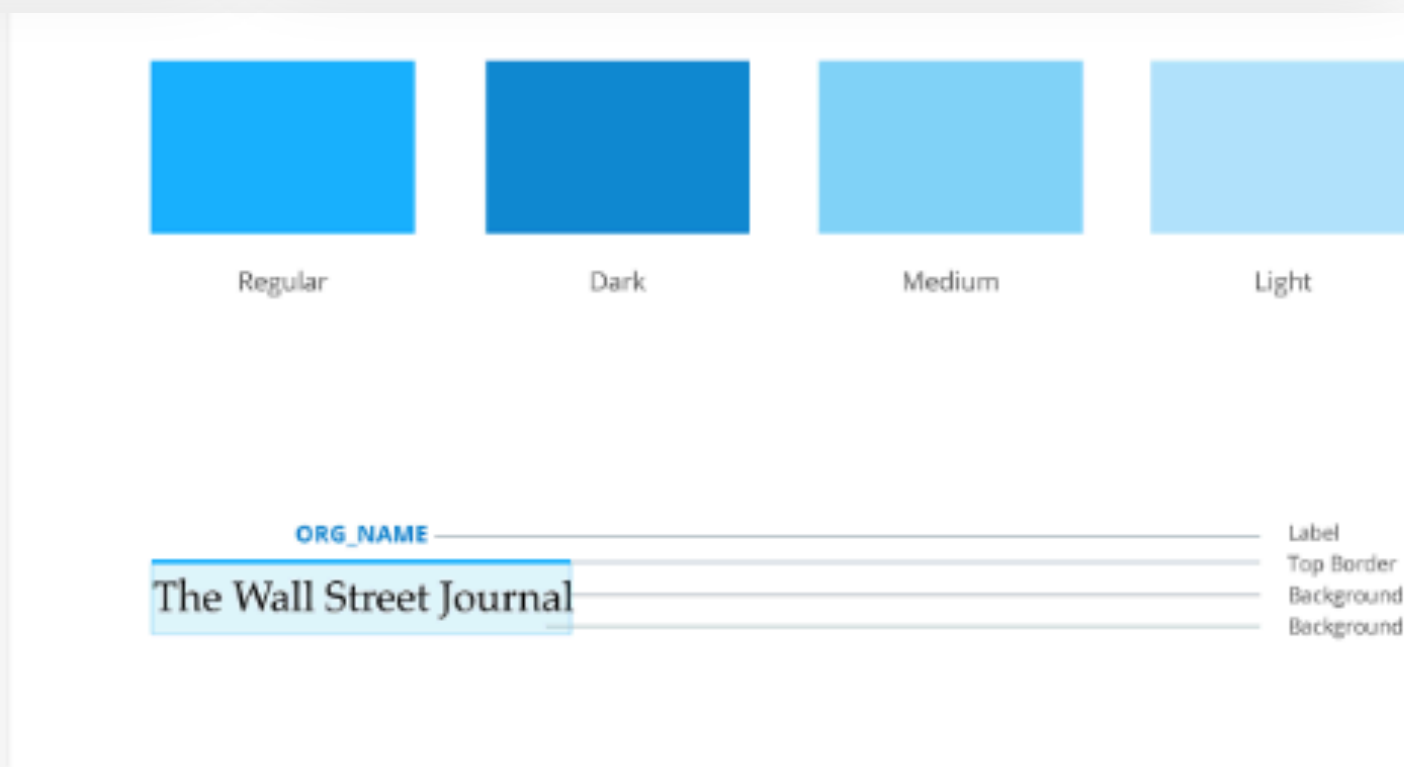
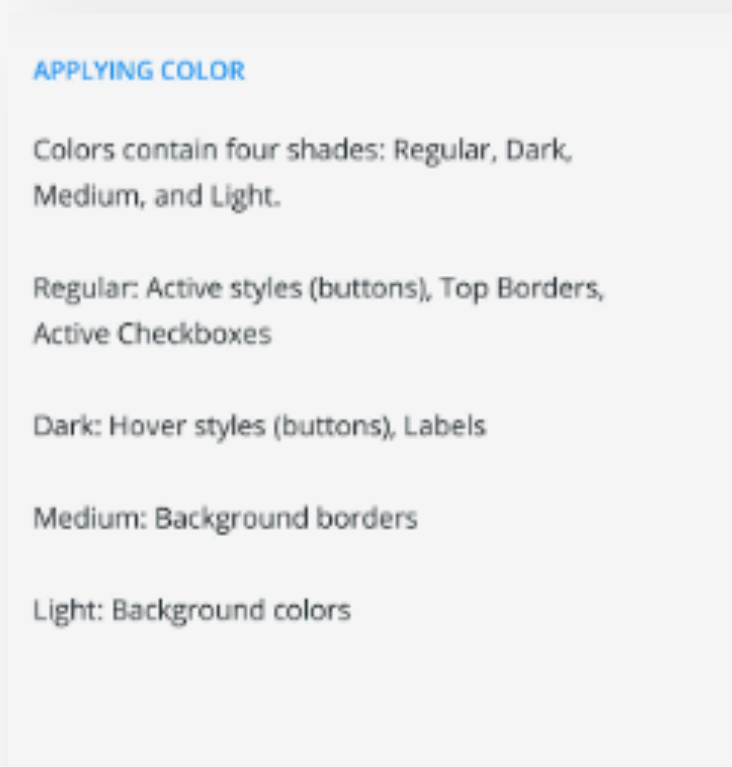
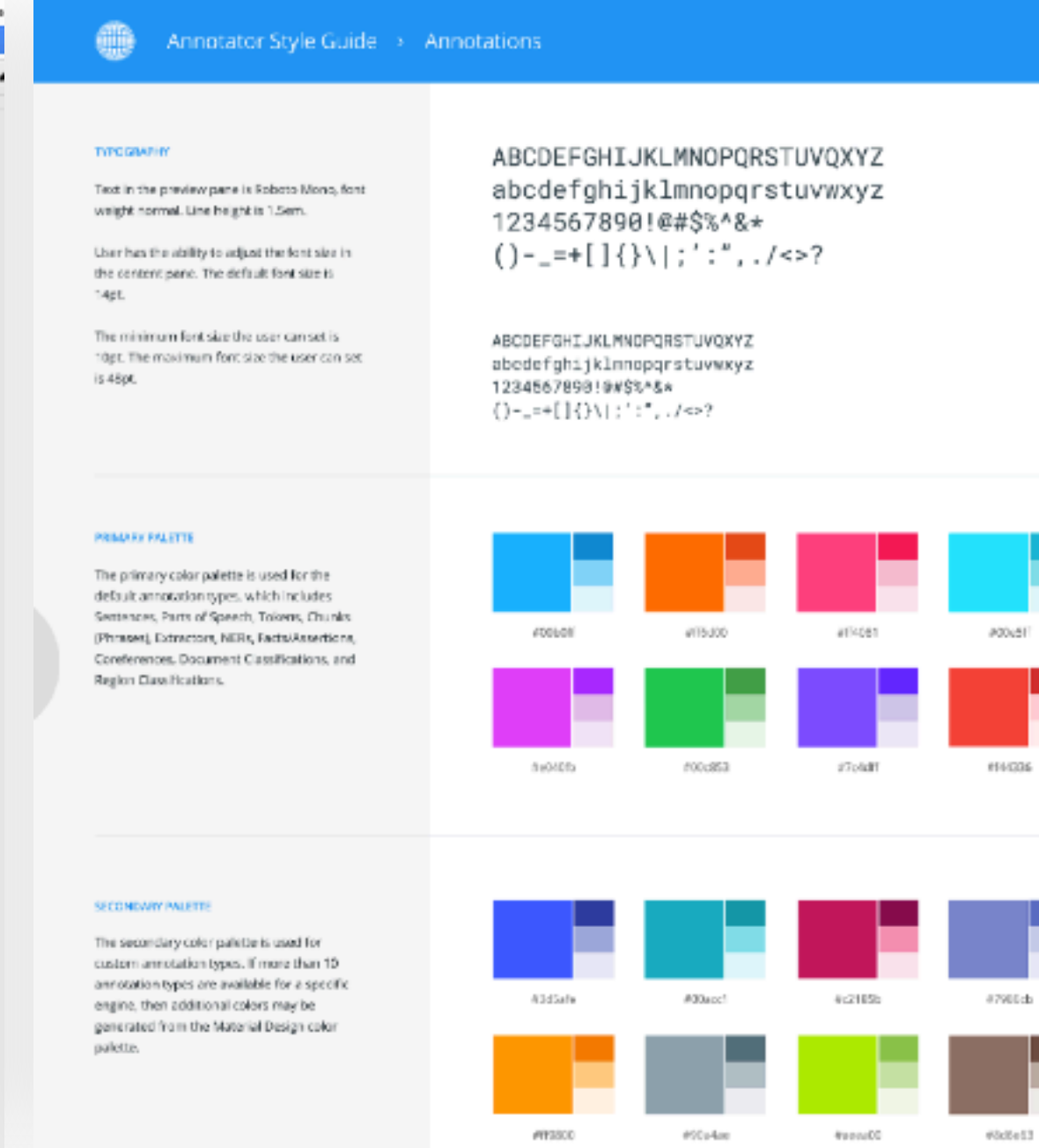
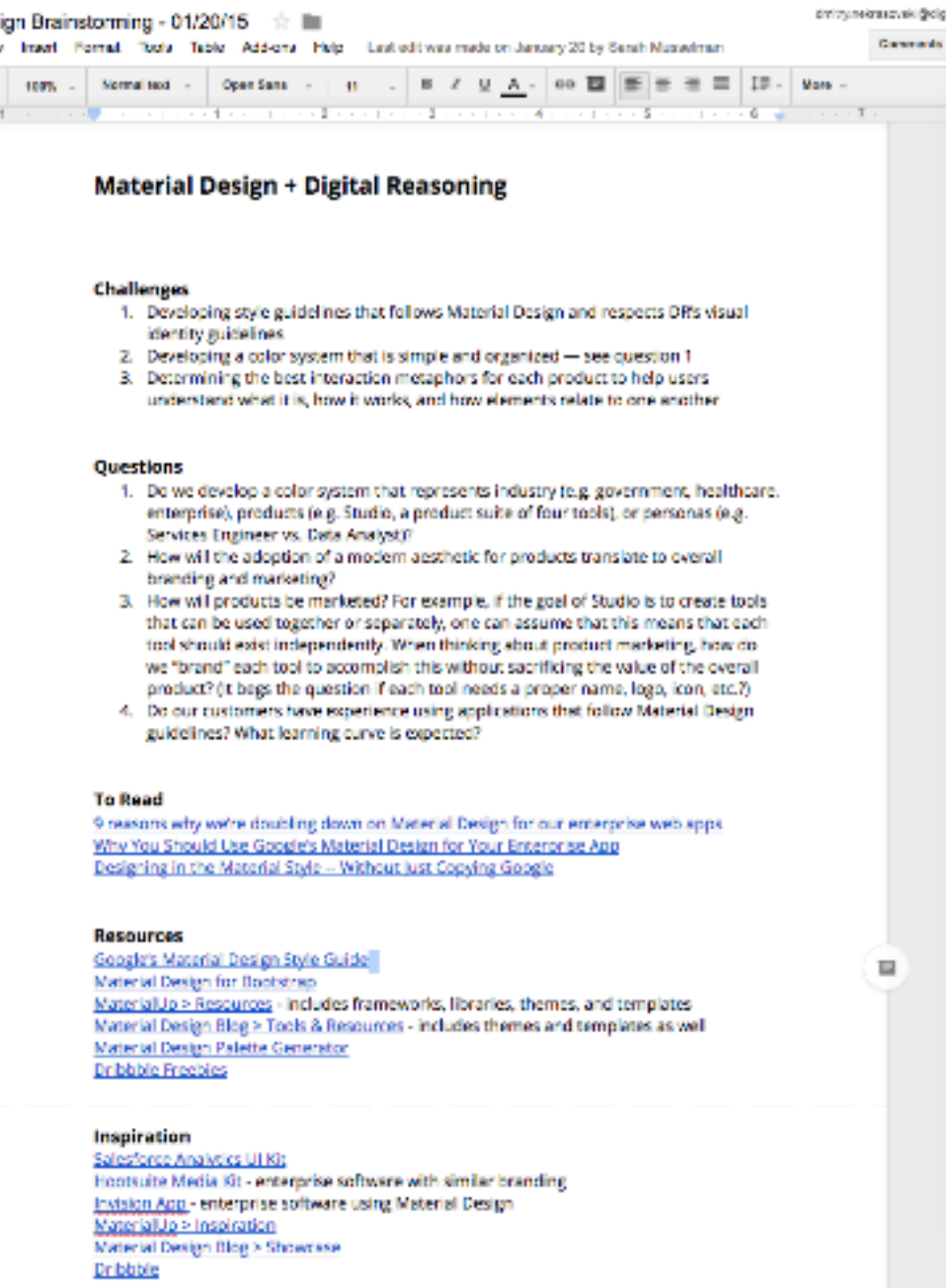


Ramping up and teaming up.

Annotation Tool - Design Assets - 2016			
File Edit View Insert Format Data Tools Add-ons Help All changes saved in Drive			
Open Sans 10 B I S A			
	A	B	C
1	Screen Name	Screen Description	Link to Design
2	Load Annotations > 1	Hover state for selecting new annotation type	https://invis.io/YZ60LPPWT
3	Load Annotations > 2	Loading modal once annotation is selected	https://invis.io/GKG0LNDXB
4	Manage Annotations > 1	Hover state for manage button	https://invis.io/6H60LNEFZ
5	Add Bulk Annotation > 1	Default state for manage mode	https://invis.io/F960LNS56
6	Add Bulk Annotation > 2	Hover state for node + value selection	https://invis.io/RV60LNN5P
7	Add Bulk Annotation > 3	Label selection options (Includes search)	https://invis.io/5T60LNFZF
8	Add Bulk Annotation > 4	Hover state for pre-annotated phrase	https://invis.io/DN60LO14C
9	Add Bulk Annotation > 5	Post-click annotated phrase	https://invis.io/HK60LO3GV
10	Add Single Annotation > 1	Hover state for node selection	https://invis.io/H760LO74K
11	Add Single Annotation > 2	Editing modal for adding new annotations	https://invis.io/H360LOAVA
12	Add Single Annotation > 3	Editing modal with selected value	https://invis.io/5F60LOIWC
13	Add Single Annotation > 4	Post click annotated phrase	https://invis.io/6Y60LOLVP
14	Update Selected Label	Hover state for active/inactive node values	https://invis.io/CJ60LONTN
15	Edit/Delete Options	Additional options for Select Action, annotation widget, and inline annotation; Includes selected state for annotation widget	https://invis.io/AR5ZO0YEJ
16	Edit Display Settings > 1	Hover state for display settings button	https://invis.io/5U60LOUQH
17	Edit Display Settings > 2	Display settings options	https://invis.io/MN60LP3KZ
18	View Metadata	Global menu options	https://invis.io/G360LP6NW
19	Search Document > 1	Pre-click/hover state for search button	https://invis.io/CW61BY5SD
20	Search Document > 2	Pre-click state for search input field	https://invis.io/I1461BYAJ5
21	Search Document > 3	Search input field in focus	https://invis.io/XA61BYE52
22	Search Document > 4	Search results (text highlighted in document)	https://invis.io/YJ61BYEJ8
23	Save Confirmation > 1	Pre-click/hover state for save button	https://invis.io/XA61HY95P
24	Save Confirmation > 2	Save in progress animation	https://invis.io/PT61BYXWE
25	Save Confirmation > 3	Successful save confirmation message	https://invis.io/3W61BZ0V5

The figure displays a sequence of six screenshots from a software interface, arranged in two rows of three. Each screenshot shows a 'Chunks' tab with a list of items. The 'Add Chunk' button is highlighted in yellow. Below each screenshot is a text overlay indicating the number of chunks added and the time elapsed.

Row	Column	Add Chunk >	Time
1	1	1	8 months ago
1	2	2	8 months ago
1	3	3	8 months ago
2	1	5	8 months ago
2	2	6	8 months ago
2	3	7	8 months ago



DESIGN SYSTEM

Making Material progress.

While Sarah was ramping up, I asked her to research various publicly available design systems that our team could use as a basis for developing one for Digital Reasoning products.

We settled on Material Design for several reasons, including extensive documentation, momentum in the design community, and support for Angular, a framework that our Engineering team felt comfortable with.

The breadth of the Material Design colour palette came in immediately handy on the Annotator project, since we needed to **create design specs for over 30 combinations of annotation types and states** out of the box, plus additional custom annotation types for specific usage scenarios such as medical lab report annotation.

We then created our own style guide to **document the appearance and behaviour of various annotation types and states** in the context of different interaction modes within the product.

