

COLLABORATION

Ramping up and teaming up.

For the first month after Sarah joined my team, **I worked with her on a daily basis remotely** to help her to understand Digital Reasoning's products. I knew that a good understanding of the company's technology would help her to earn the confidence and respect of product managers and engineers.

I also spent a week with her in Nashville to brainstorm interaction design approaches and get feedback on Annotator designs from in-house data scientists, as well as to introduce her to people throughout the Engineering team and the rest of the company.

As Sarah ramped up, **we continually tweaked the way we worked together, making heavy use of Google Docs and InVision to collaborate.** By the end of January, she had taken on both UX and UI design for several features of the product.

Annotator interactions to define

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Dmitry

User selects node type that was not previously loaded

- need to show dependent types being loaded as well
- need to communicate that fetching label list may take time

User selects node type that was previously loaded as a dependent type

- need to communicate that there's still some system work to do (load its dependent types)

User selects label to show within a selected node type

User hides previously shown node type

User hides previously shown label within a node type

User selects a default node type and label to be applied to new annotations

Sarah

User selects a text span and creates a new annotation with the default type/label

- mouse interaction
- keyboard shortcut

	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/YZ60EP9WT
3	Load Annotations > 2	Loading modal once annotation is selected	https://invis.io/GK60LNDV8
4	Manage Annotations > 1	Hover state for manage button	https://invis.io/6H60LNKEZ
5	Add Bulk Annotation > 1	Default state for manage mode	https://invis.io/P960LN556
6	Add Bulk Annotation > 2	Hover state for node + value selection	https://invis.io/RV60LNVSP
7	Add Bulk Annotation > 3	Label selection options (includes search)	https://invis.io/ST60LNZFD
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/GK60LO3GV
10	Add Single Annotation > 1	Hover state for node selection	https://invis.io/7H60LO74K
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/5F60LOIWI
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/AR60ZO0YE
16	Edit Display Settings > 1	Hover state for display settings button	https://invis.io/SU60LOUQI
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/YJ61BYJ58
23	Save Confirmation > 1	Pre-click/hover state for save button	https://invis.io/KA61HY9SP
24	Save Confirmation > 2	Save in progress animation	https://invis.io/PT61BYXWE
25	Save Confirmation > 3	Successful save confirmation message	https://invis.io/3W61RZ0V5

CHUNKS 10

Add Chunk > 1

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Add Chunk > 2

8 months ago

Add Chunk > 3

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Add Chunk > 4

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Add Chunk > 5

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Add Chunk > 8

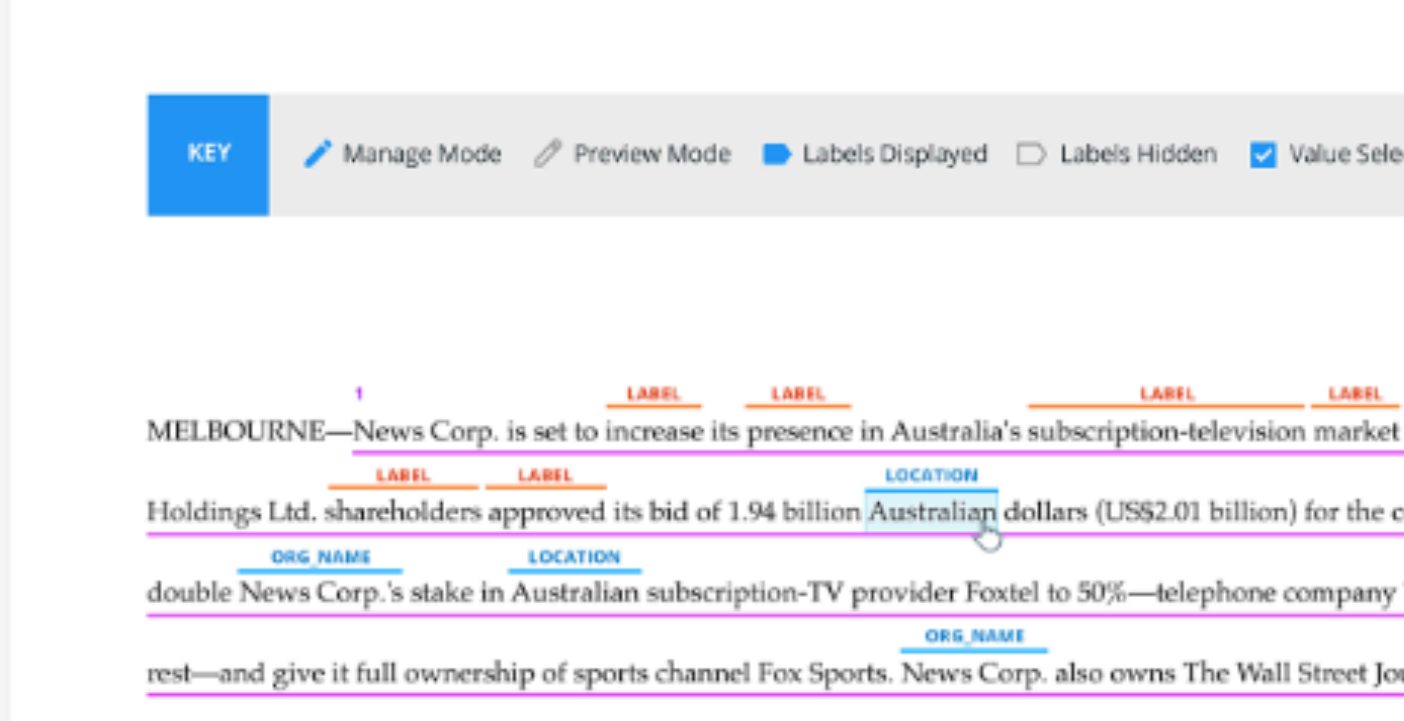
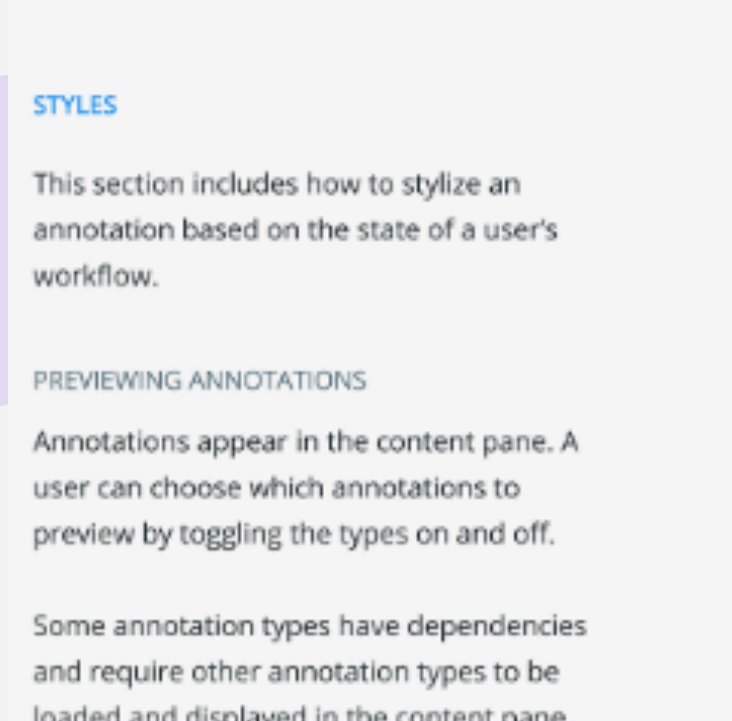
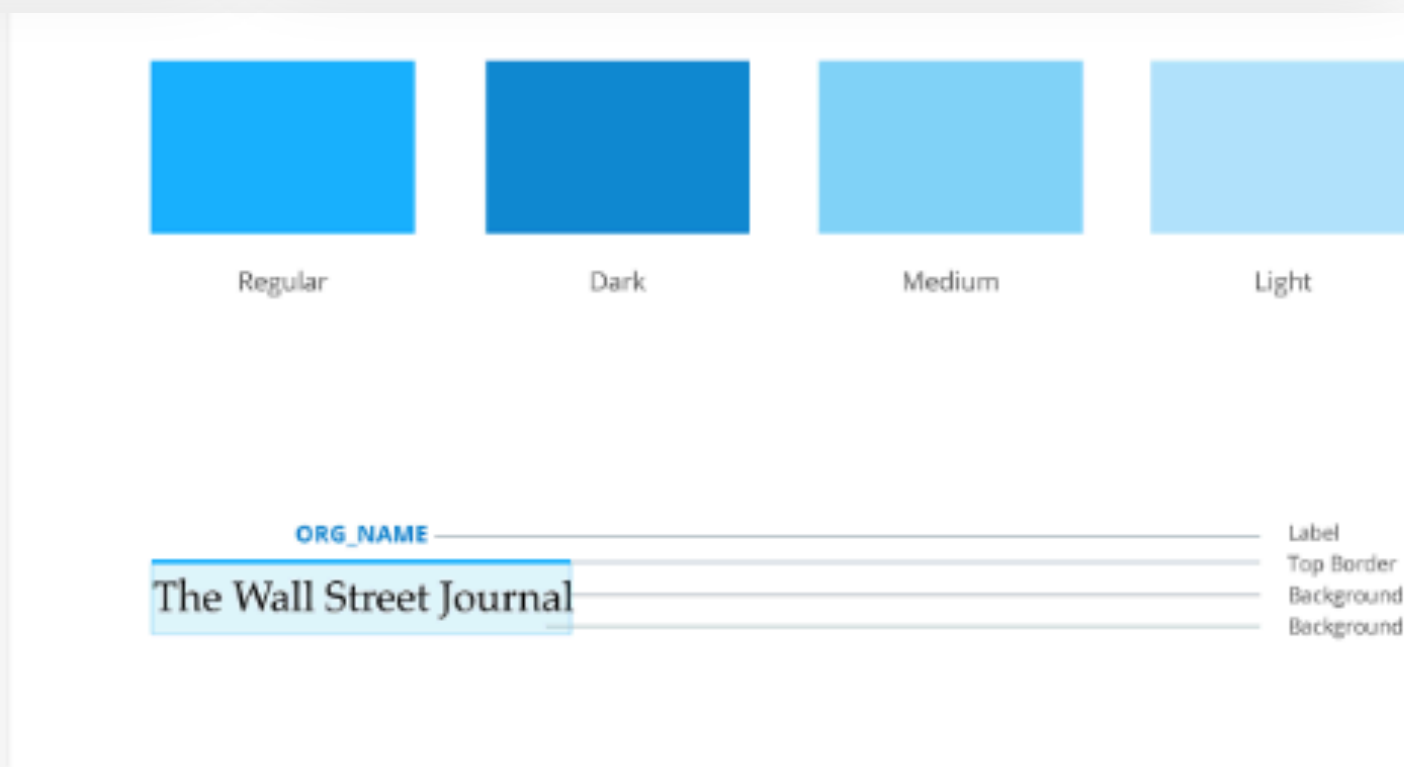
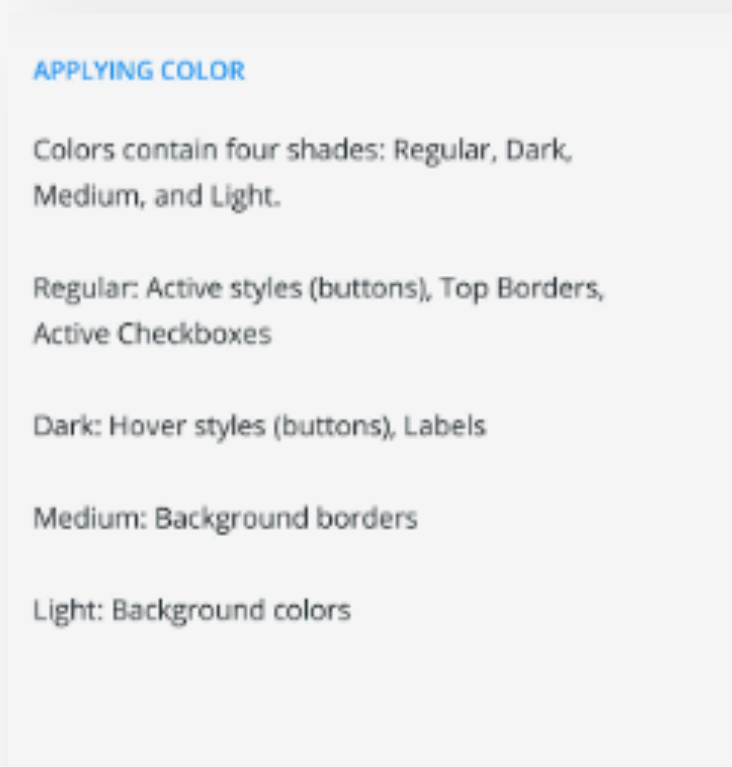
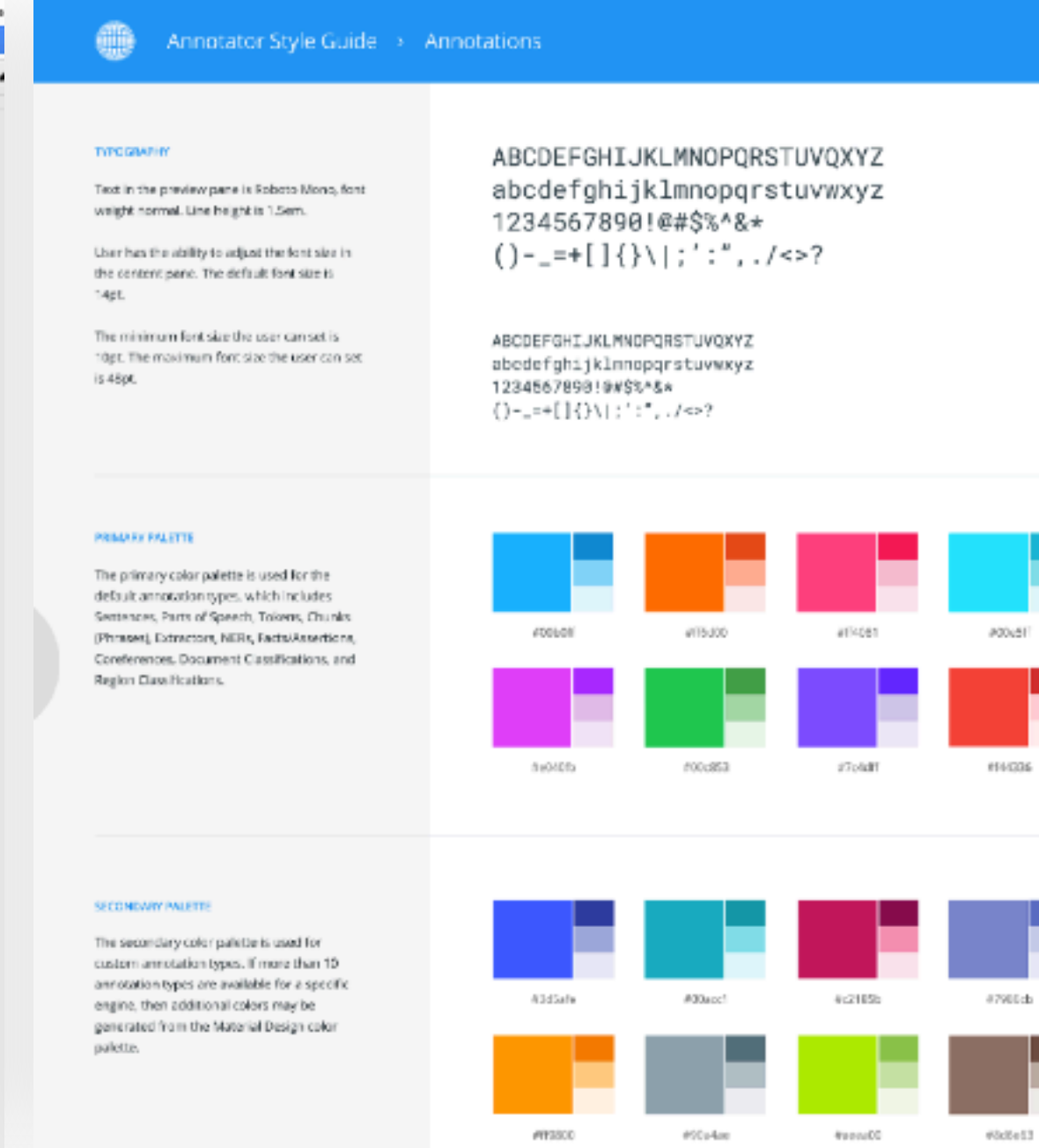
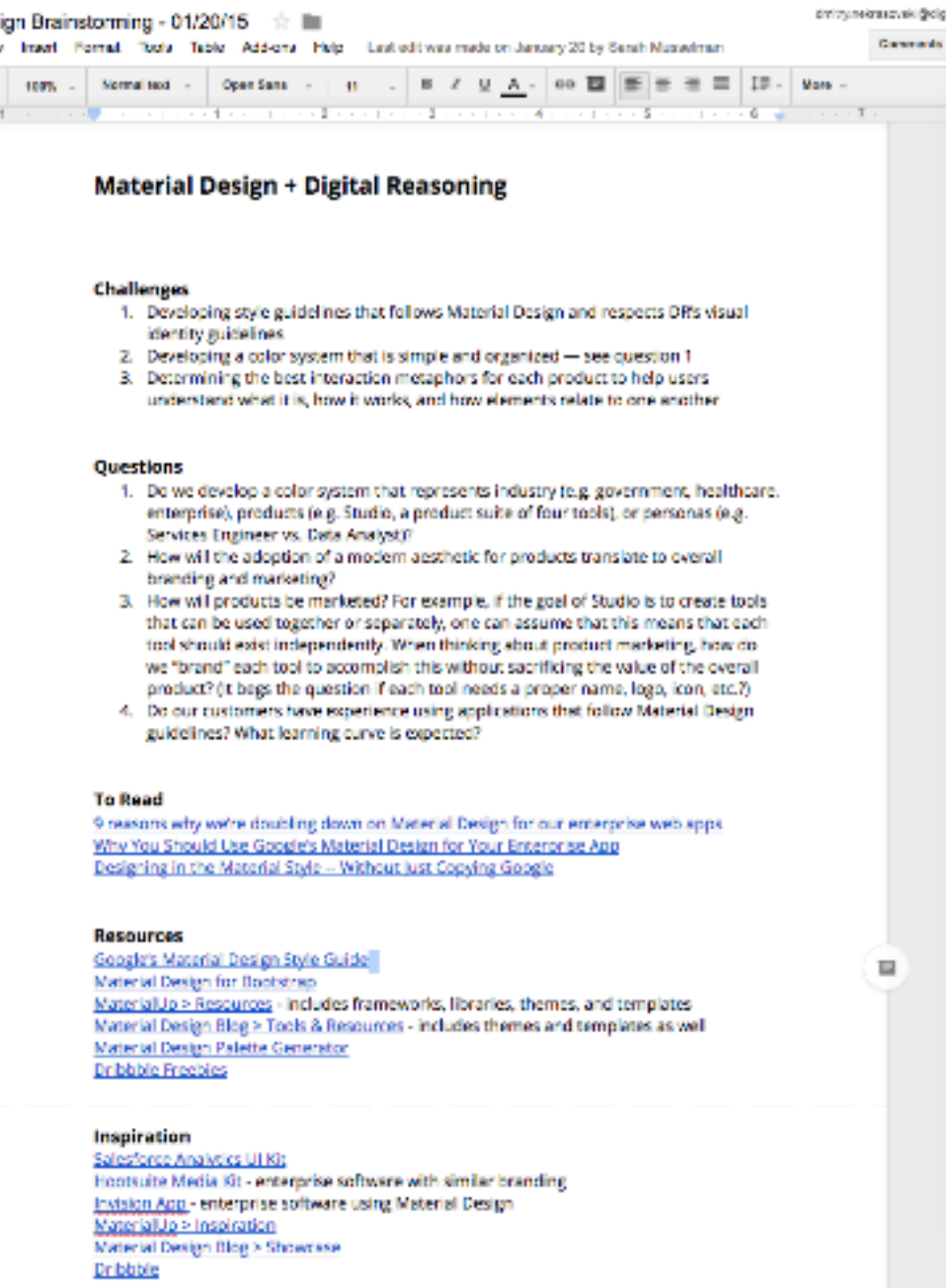
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Add Chunk > 9

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Add Chunk > 10

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.

