

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, and was fully contributing to our small team.



Annotator interactions to define

File Edit View Insert Format Tools Table Add-ons Help All changes saved in Drive

100%

Normal text

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More

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

User creates a new annotation, choosing to override the default type/label

	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/YZ60CPPWT
3	Load Annotations > 2	Loading modal once annotation is selected	https://invis.io/6K60LNDX8
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/RV60LNNWP
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/6K60LO3GV
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/5F60LOHWJ
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/AR50OYEJ
16	Edit Display Settings > 1	Hover state for display settings button	https://invis.io/SU60LOUQH
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/CW61BYSSD
20	Search Document > 2	Pre-click state for search input field	https://invis.io/I461BYAJ5
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/VJ61BYJF8
23	Save Confirmation > 1	Pre-click/hover state for save button	https://invis.io/KA61HY95P
24	Save Confirmation > 2	Save in progress animation	https://invis.io/PT61BYXWE
25	Save Confirmation > 3	Successful save confirmation message	https://invis.io/3W61BZ0V5
26	Discard Confirmation > 1	Pre-click/hover state for discard button	https://invis.io/5W61BT55C

CHUNKS 10

Add Chunk > 1

8 months ago

Add Chunk > 2

8 months ago

Add Chunk > 3

8 months ago

Add Chunk > 5

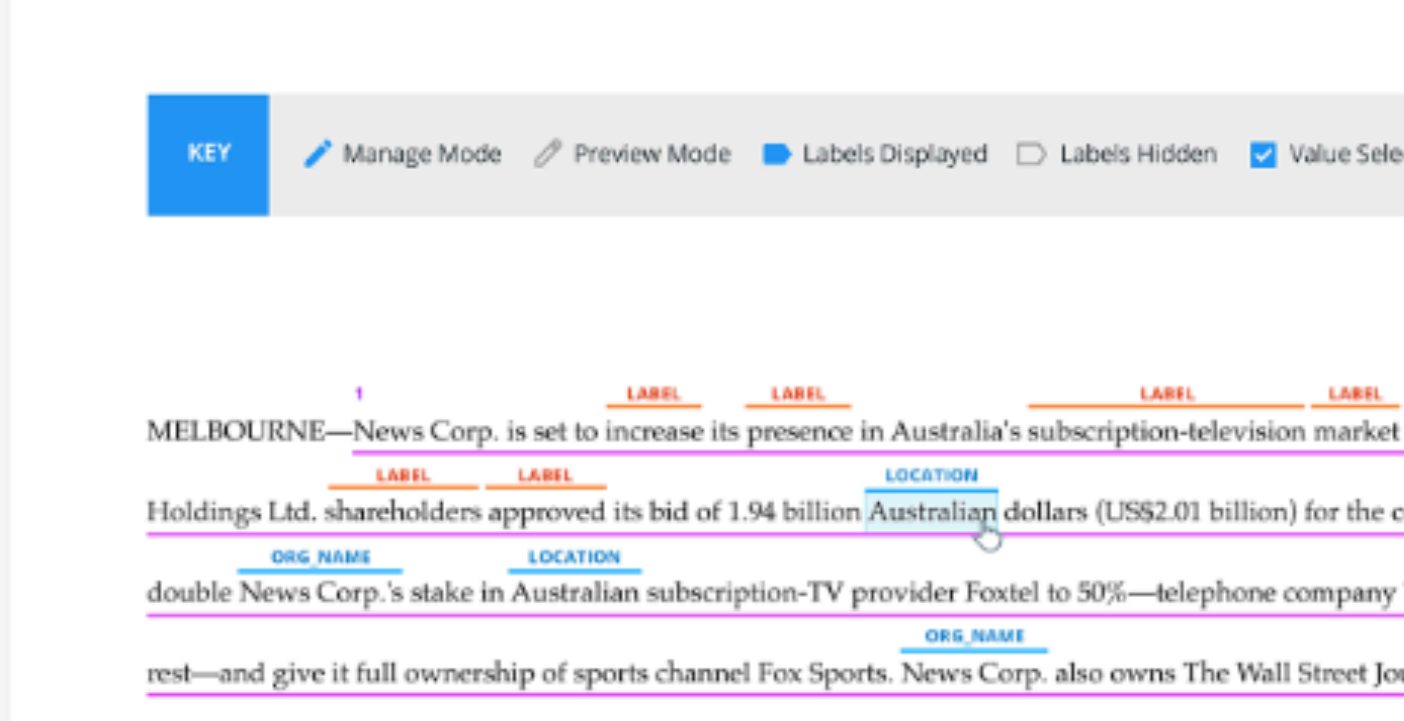
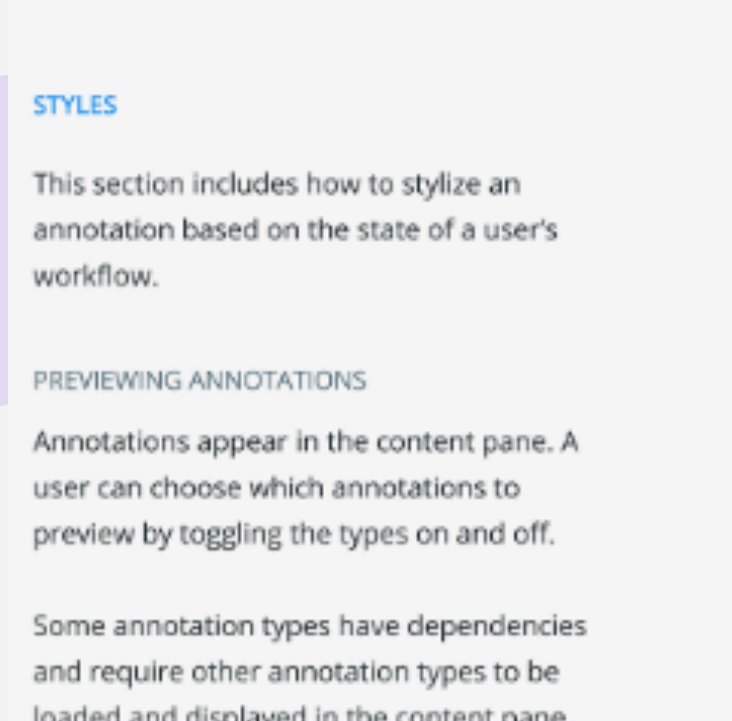
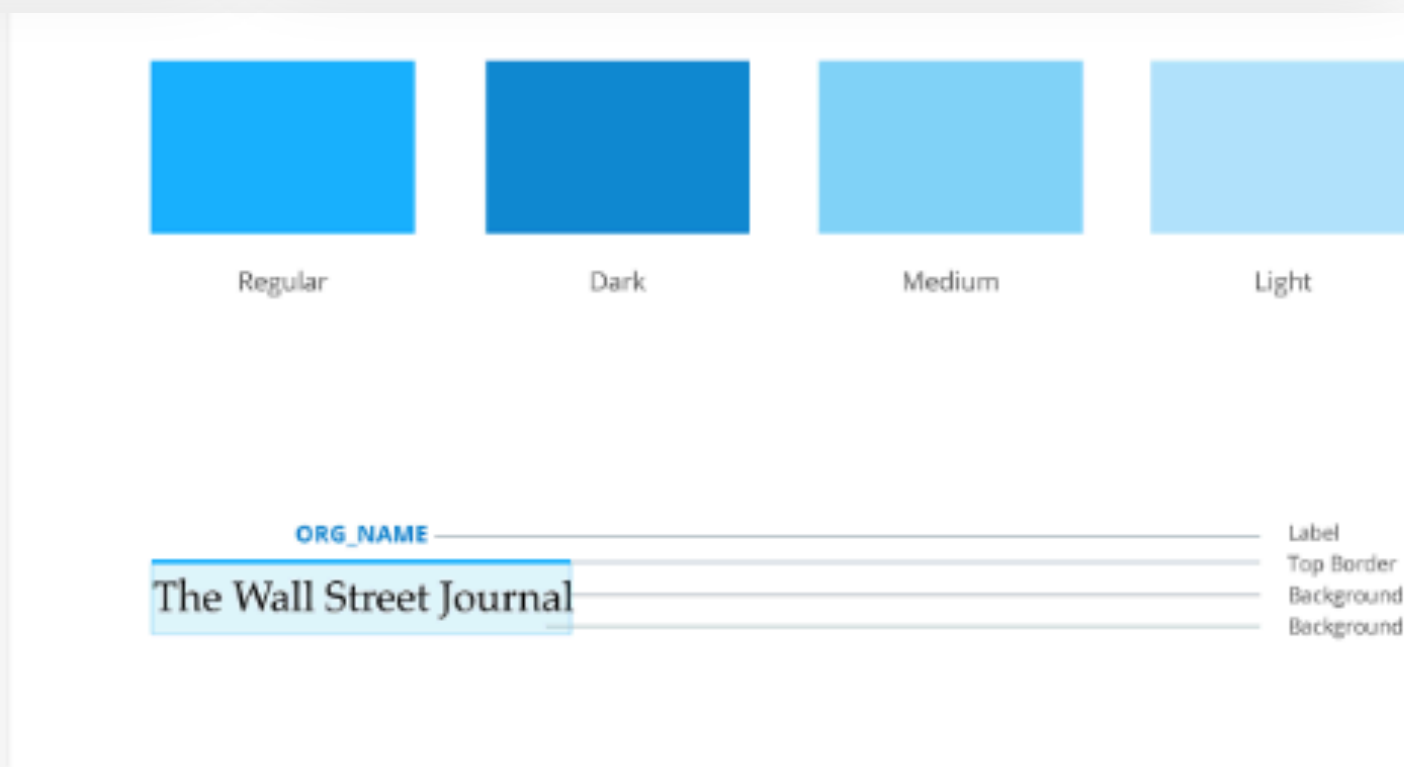
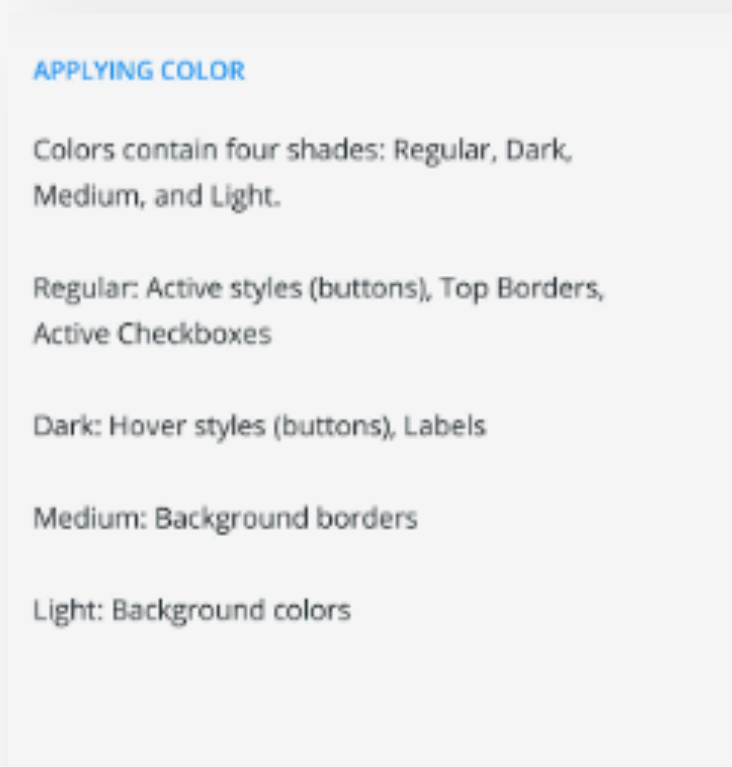
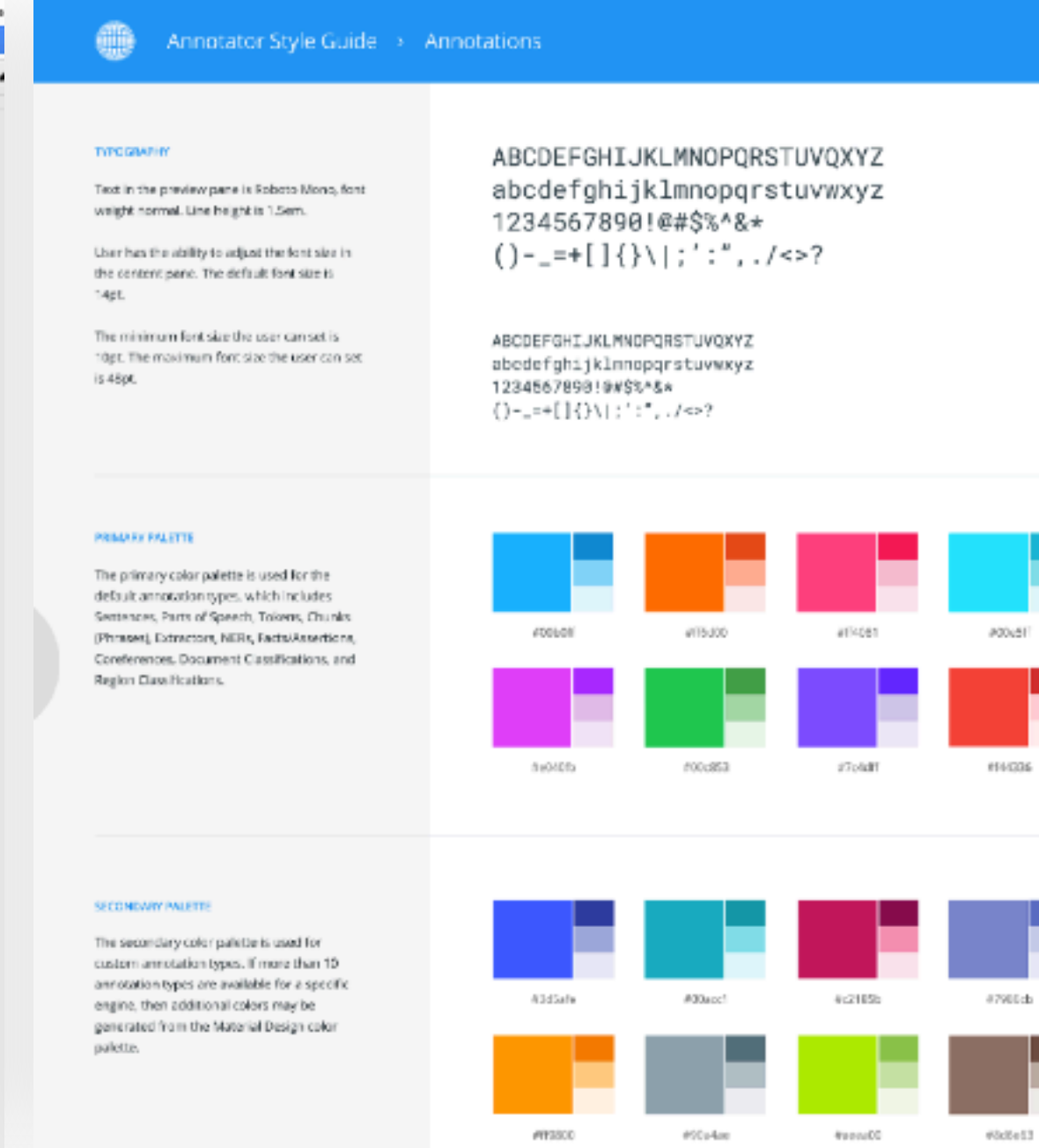
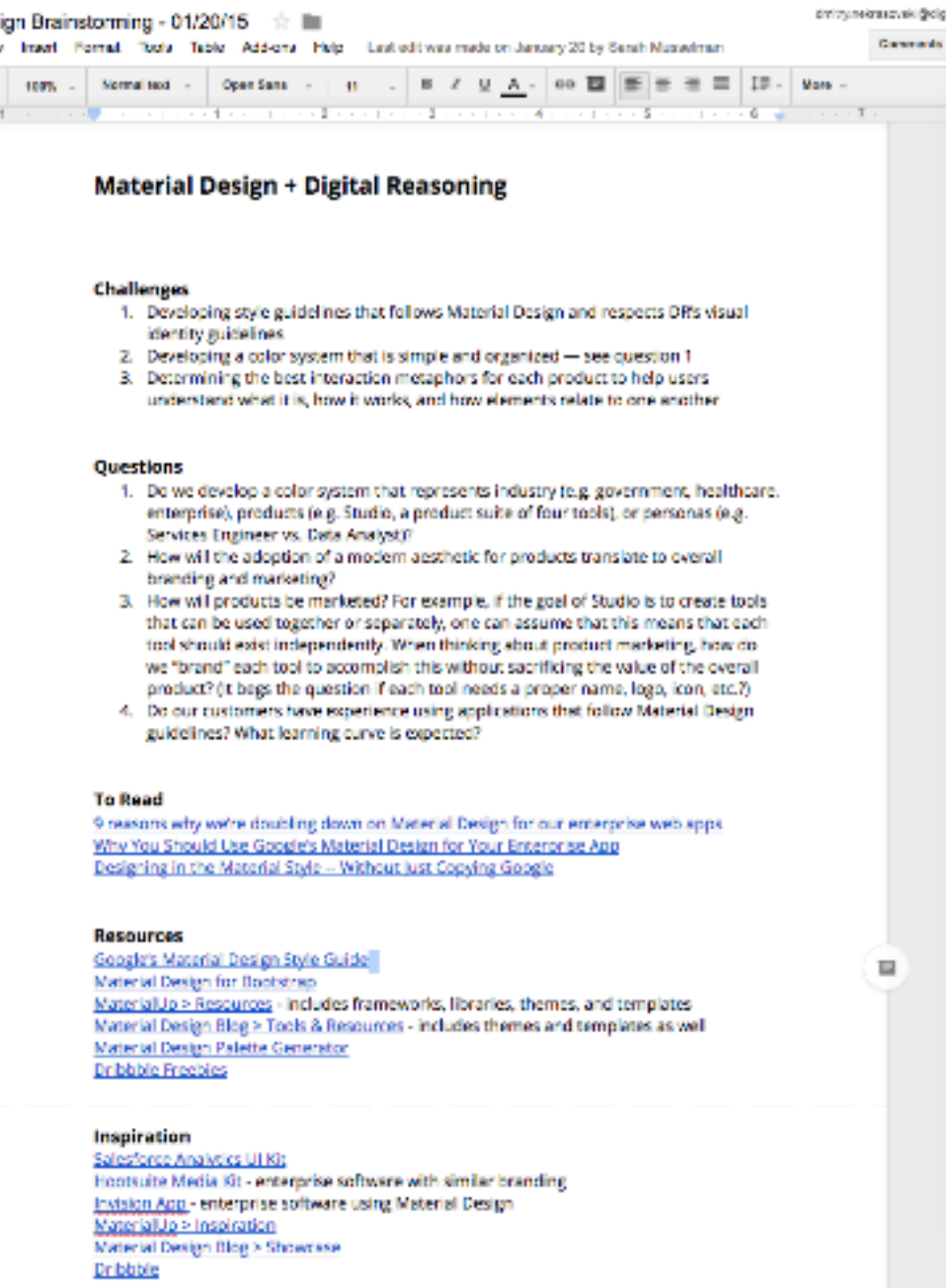
8 months ago

Add Chunk > 6

8 months ago

Add Chunk > 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 handle 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 how annotation type and state styling was applied in the context of different interaction modes within the product.

