Tablet UI: Design Considerations

Design Goals

1. Take everything off of the HUD in the initial state

2. Keep the cognitive load as low as possible

3. Take advantage of opportunities to give visual/audio/haptic feedback to UI interactions

4. Create clear affordances for extending the tablet interface by user generated scripts

5. Give prominence to well-organized groupings of core functions (default scripts)

6. Build on familiar mobile device-like UI patterns

7. Preserve fixed placement, and if possible, user-specified placement of buttons, esp. on reload

Technical/Design Questions

1. Display of scripts in a 'home' screen-like section (Grid? Rows? Something else?)
   For MVP, vertical scrolling is best

2. A way to handle n script icons (scrolling or swiping mechanic?)
   For MVP, any additional "app" icons generated from a user script will be added beneath default scripts

3. A way to control the correct placement of grid items, even when scripts are reloaded
   How to accomplish this is TBD, pending technical feedback

4. A way to return to the root 'home' view
   This can be done with button(s) that are on the device, off-screen

5. A way to switch between views (e.g.: back and forth from Marketplace to Edit)
   Punting on this for MVP because screens will still open on the HUD

6. _____ [Some logic for handling for modal dialogs either on tablet or not, and why, how to we notify, etc.]
   Punt on this for MVP, show modals on the HUD until we find a way of notifying users of a modal on a closed tablet

7. _____ [Some logic to handle windows that display but are not tied to a 'core' home screen button (e.g.: Asset Server, Console, Script Editor]   Everything off the HUD at initial state (Users.js removal as a stretch goal)

Core Functions

system switches | Mute/Unmute
HMD/2D
Personal Bubble

content explore | Go To
Marketplace
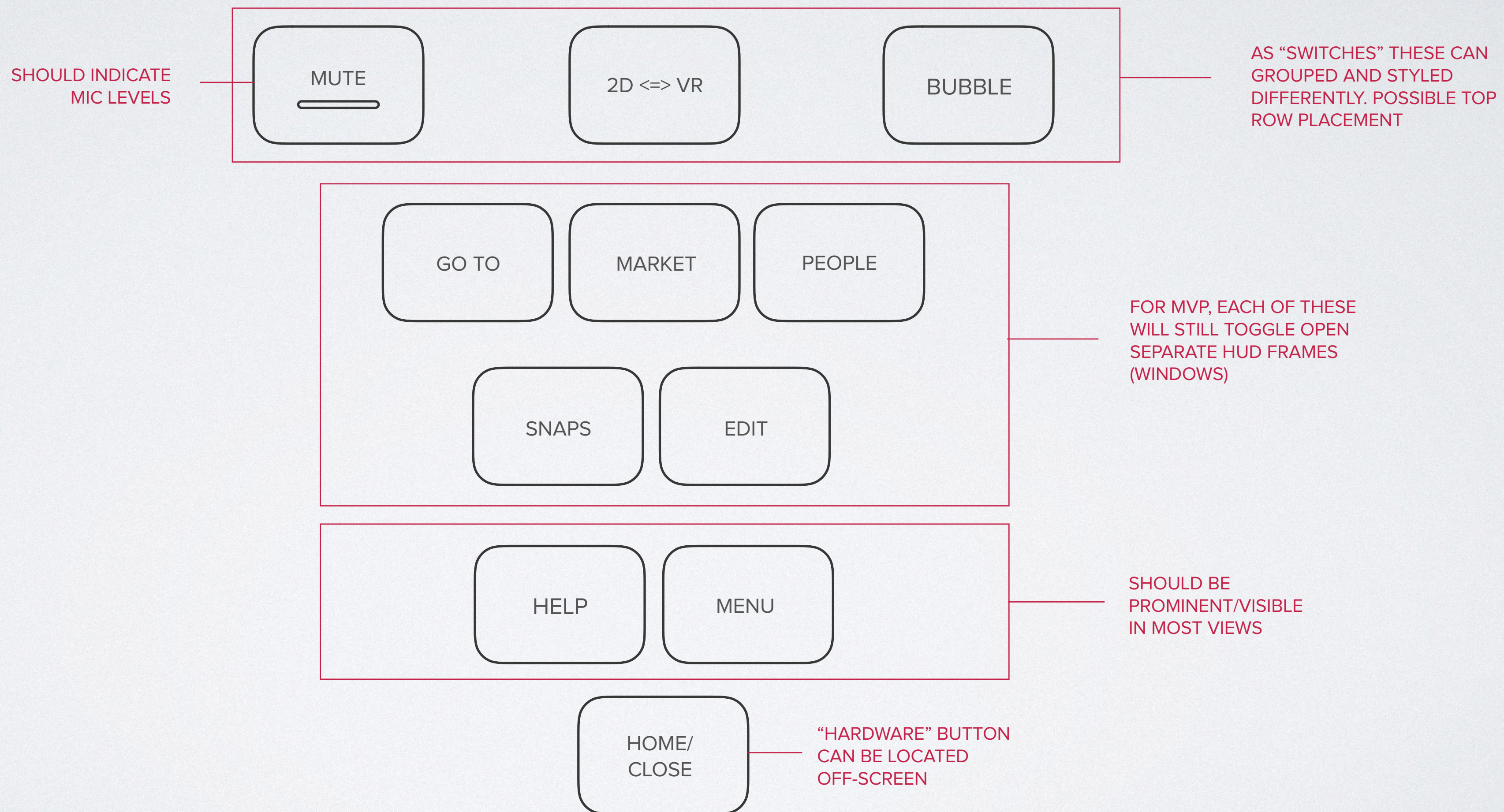People

creating / editing | Edit
Snaps

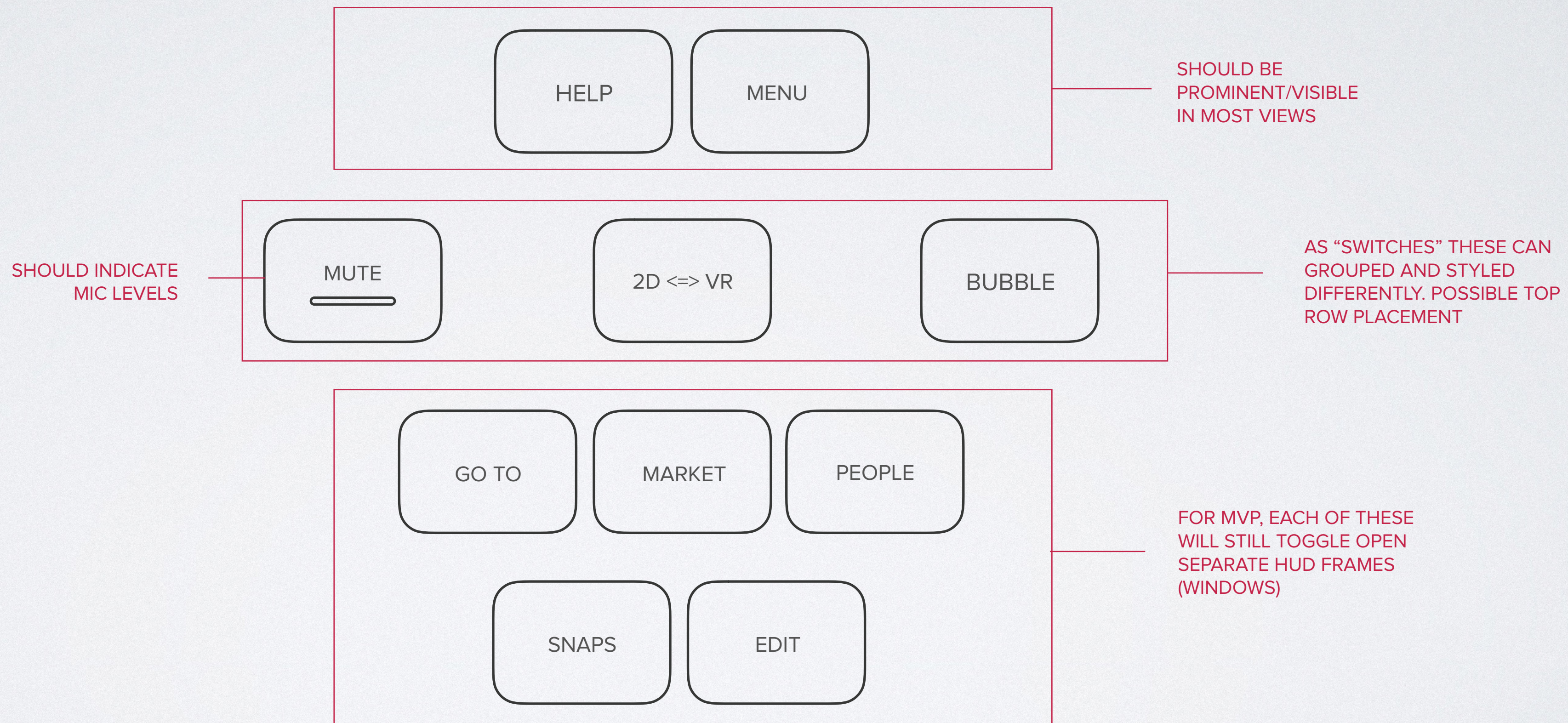*system settings* | Menu
Help

tablet control | Home/Back/Close

Core Functions

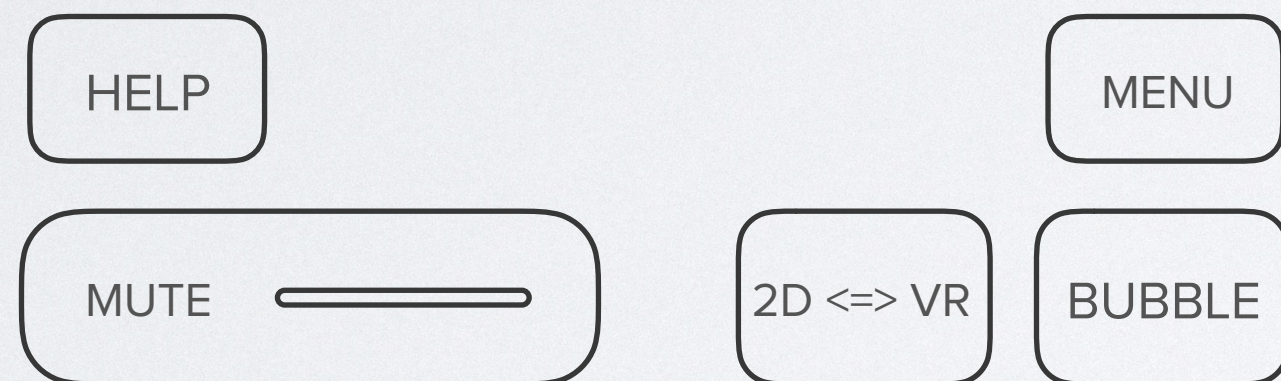|	
MUTE	2D <=> VR	BUBBLE
GO TO	MARKET	PEOPLE
SNAPS	EDIT	
HELP	MENU	
HOME/CLOSE		

Core Functions

system switches	Mute/Unmute HMD/2D Personal Bubble
content explore	Go To Marketplace People
creating / editing	Edit Snaps
system settings	Menu Help
tablet control	Home/Back/Close

Core Functions

SHOULD INDICATE
MIC LEVELS

MUTE

2D <=> VR

BUBBLE

AS "SWITCHES" THESE CAN
GROUPED AND STYLED
DIFFERENTLY. POSSIBLE TOP
ROW PLACEMENT

GO TO

MARKET

PEOPLE

FOR MVP, EACH OF THESE
WILL STILL TOGGLE OPEN
SEPARATE HUD FRAMES
(WINDOWS)

SNAPS

EDIT

HELP

MENU

SHOULD BE
PROMINENT/VISIBLE
IN MOST VIEWS

HOME/
CLOSE

"HARDWARE" BUTTON
CAN BE LOCATED
OFF-SCREEN

Core Functions

Grouped in order of visual prominence

HELP   MENU

SHOULD BE PROMINENT/VISIBLE IN MOST VIEWS

SHOULD INDICATE MIC LEVELS

MUTE   2D <=> VR   BUBBLE

AS "SWITCHES" THESE CAN GROUPED AND STYLED DIFFERENTLY. POSSIBLE TOP ROW PLACEMENT

GO TO   MARKET   PEOPLE

SNAPS   EDIT

FOR MVP, EACH OF THESE WILL STILL TOGGLE OPEN SEPARATE HUD FRAMES (WINDOWS)

Wireframe Explorations

Grouping of prominent elements in top section

HELP   MENU

MUTE ⎯⎯⎯   2D <=> VR   BUBBLE

Grid of "app" buttons,
scrolling downward

HELP   MENU

MUTE   2D <=> VR   BUBBLE
⎯⎯⎯

Grid of "app" buttons,
scrolling downward

MUTE ⎯⎯⎯   HELP   MENU

HELP   2D <=> VR

Grid of "app" buttons,
scrolling downward

Wireframe Explorations

Grouping of prominent elements in top section
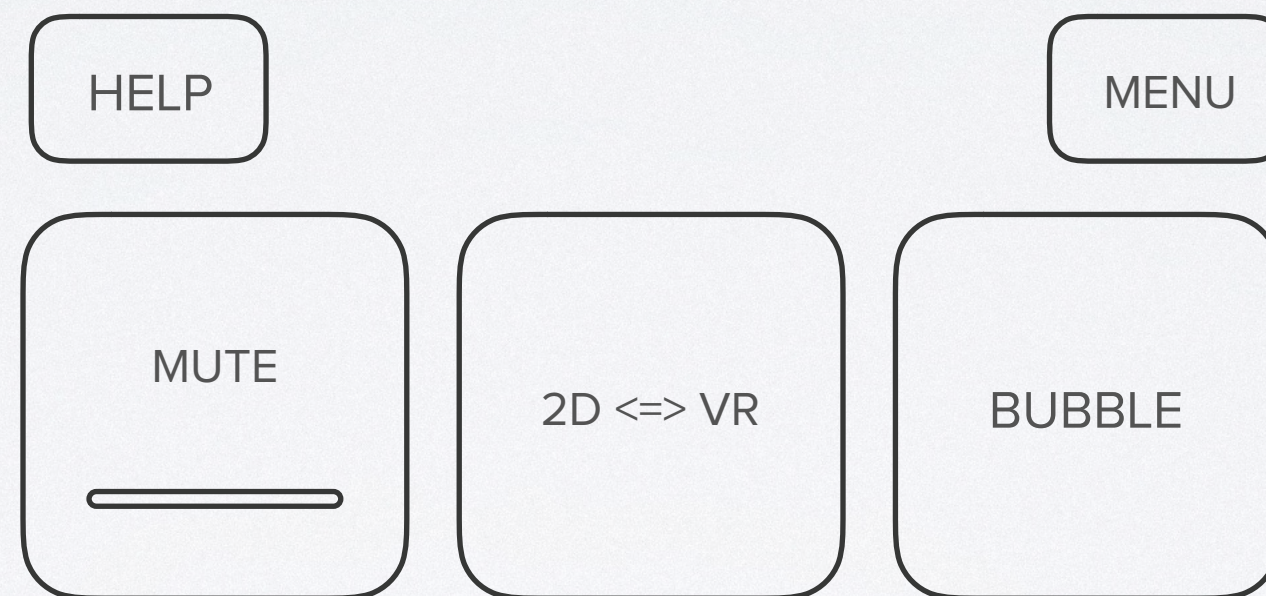
Grid of "app" buttons,
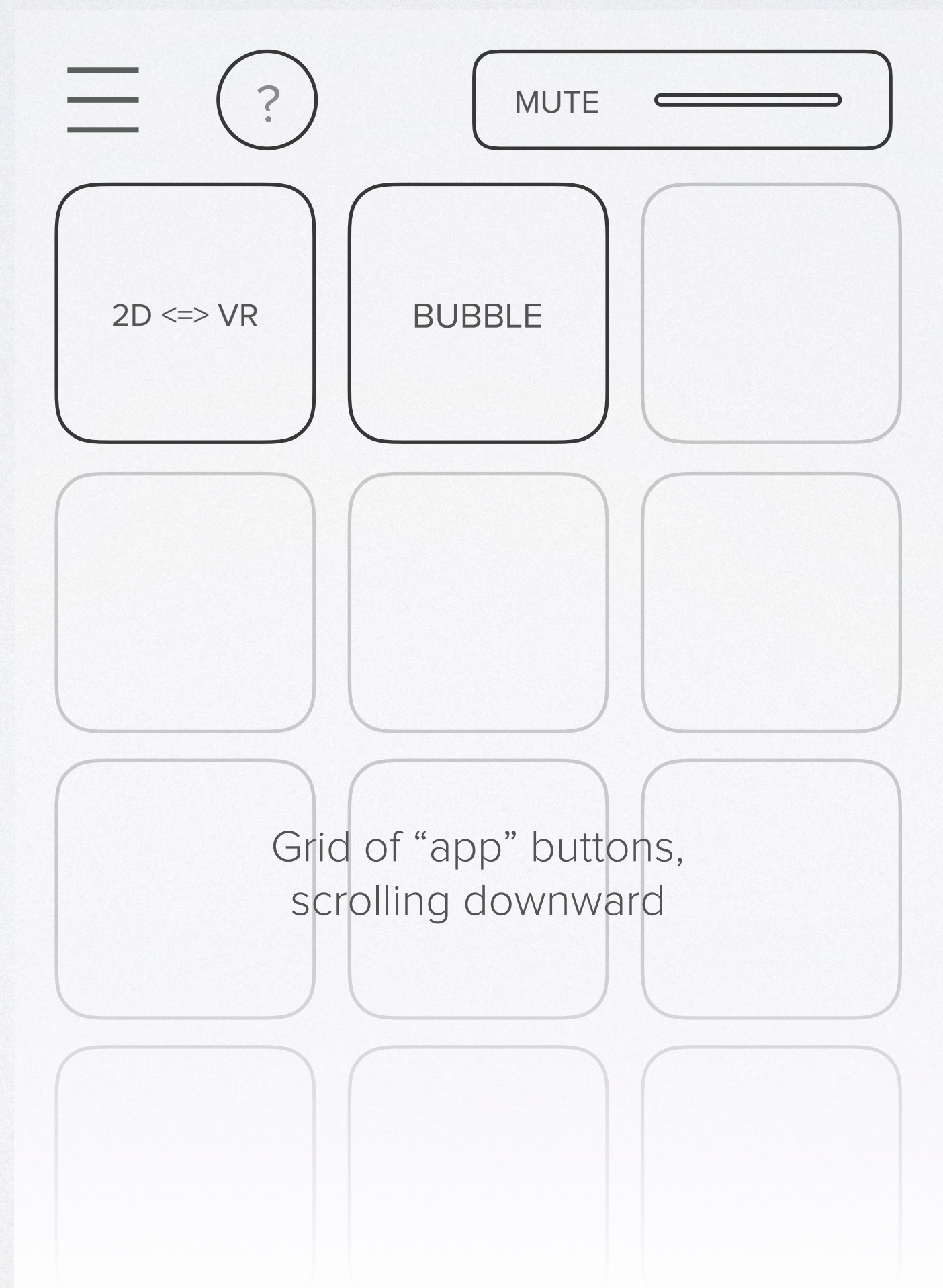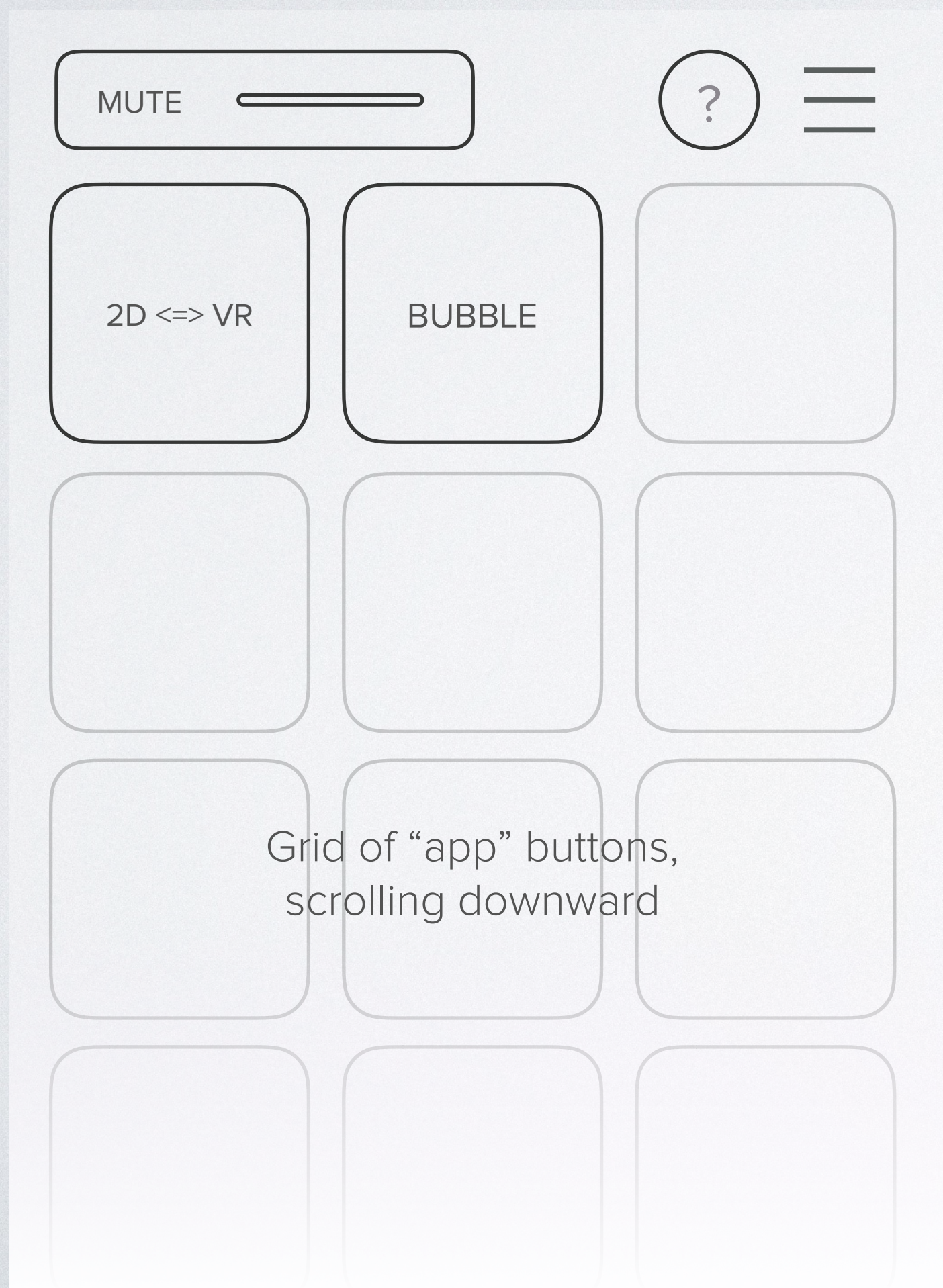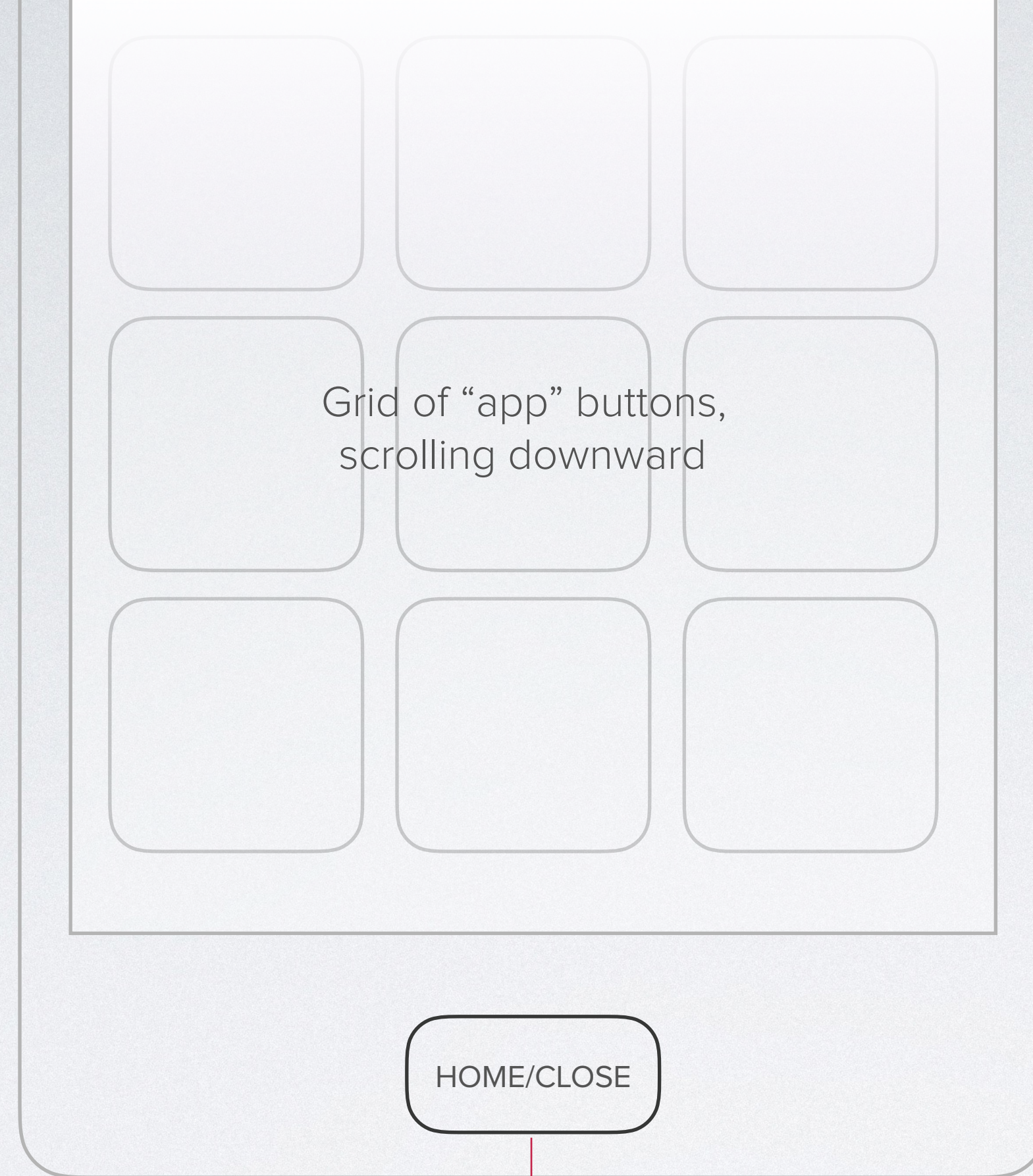scrolling downward

Grid of "app" buttons,
scrolling downward

Edge of "screen"

HOME/CLOSE
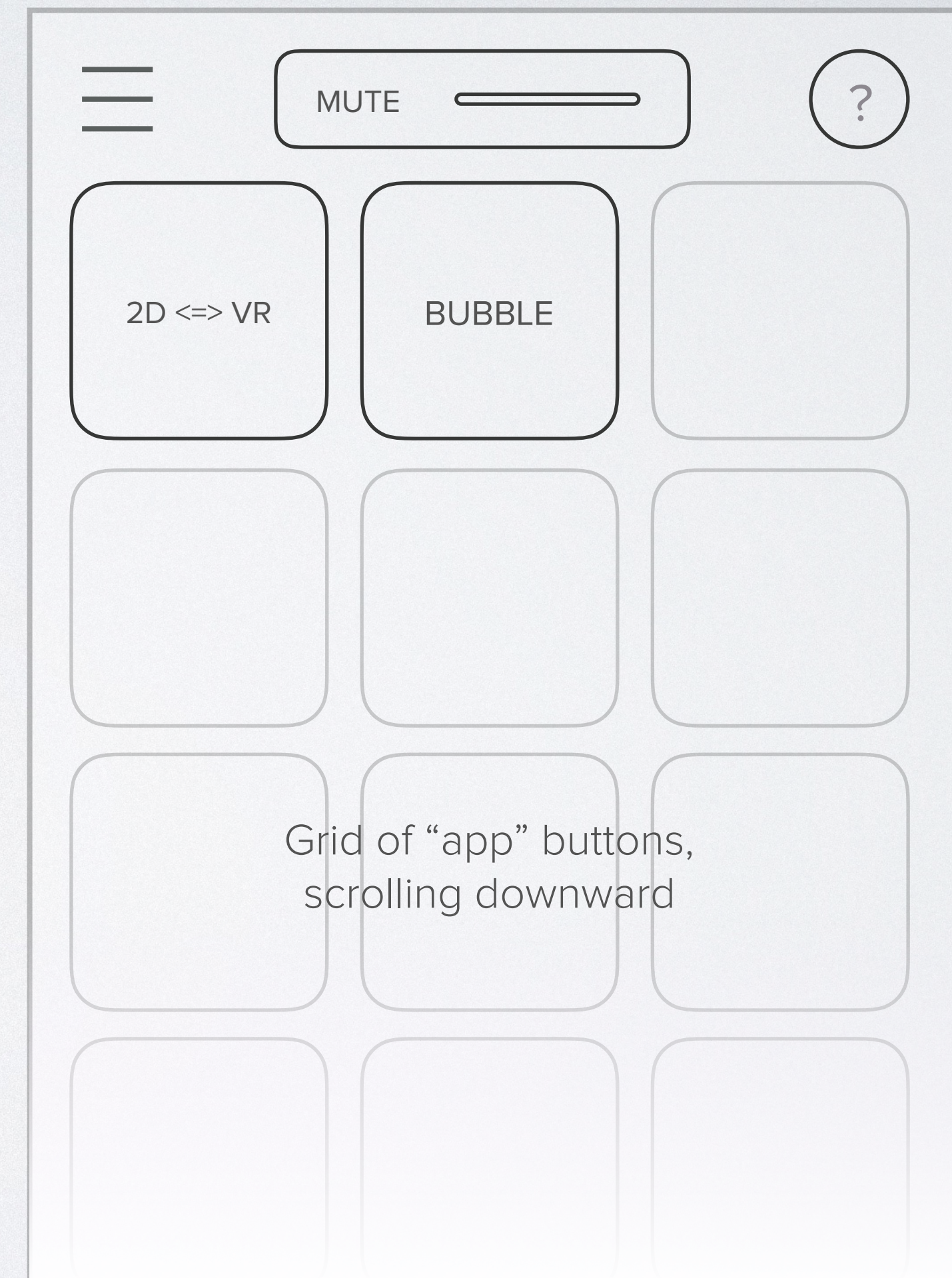
HOME

BACK

WHEN CLICKED, RETURNS TO "HOME"
SCREEN.

OPTIONALLY, COULD FUNCTION AS A
CLOSE TABLET BUTTON WHEN IN
'HOME' SCREEN VIEW

WHEN CLICKED, RETURNS
TO "HOME" SCREEN.

CONTEXTUALLY STEPS
NAVIGATION DEPTH BACK
ONE INCREMENT

EITHER HOME OR BACK COULD FUNCTION AS A CLOSE
TABLET BUTTON WHEN IN 'HOME' SCREEN VIEW

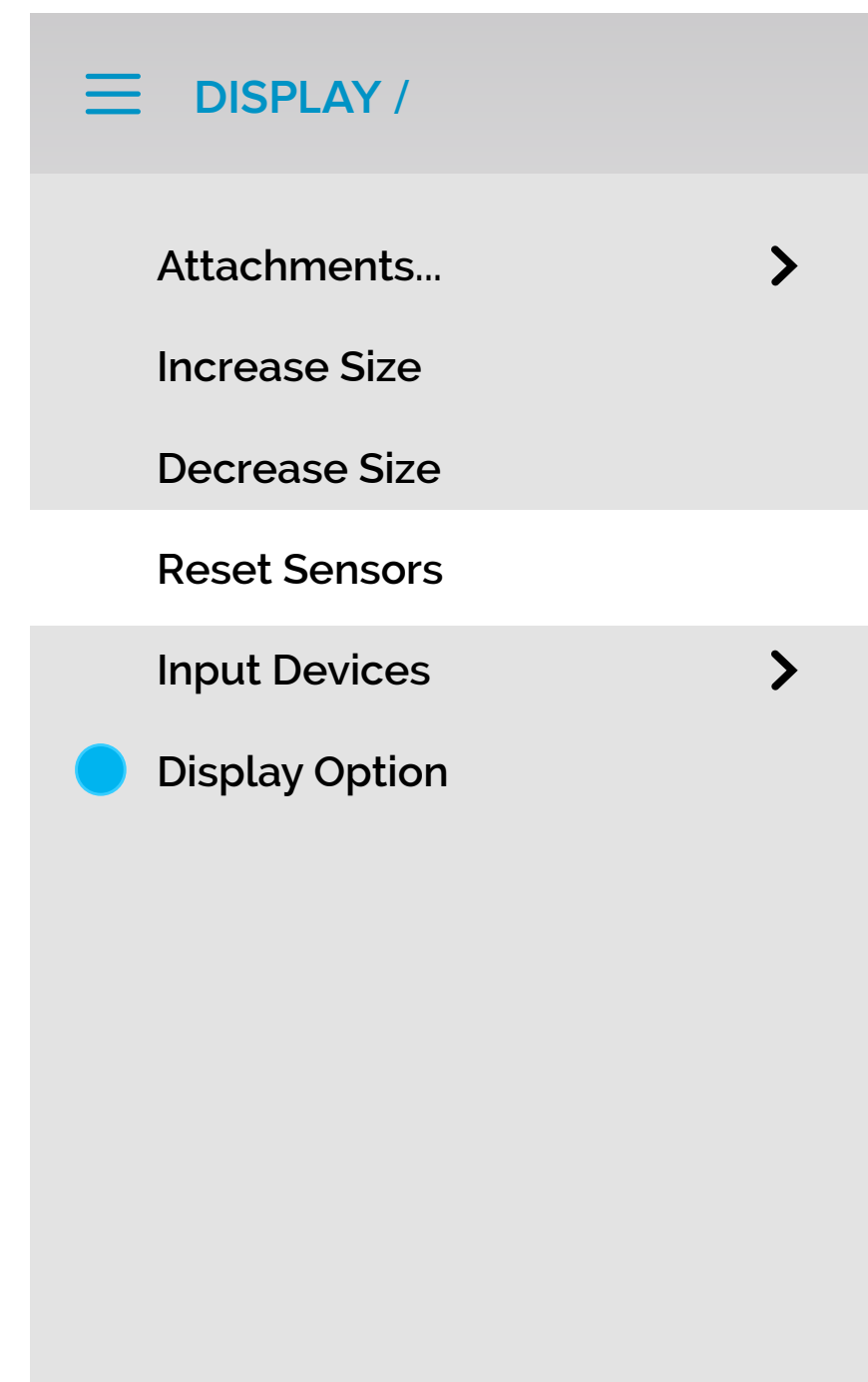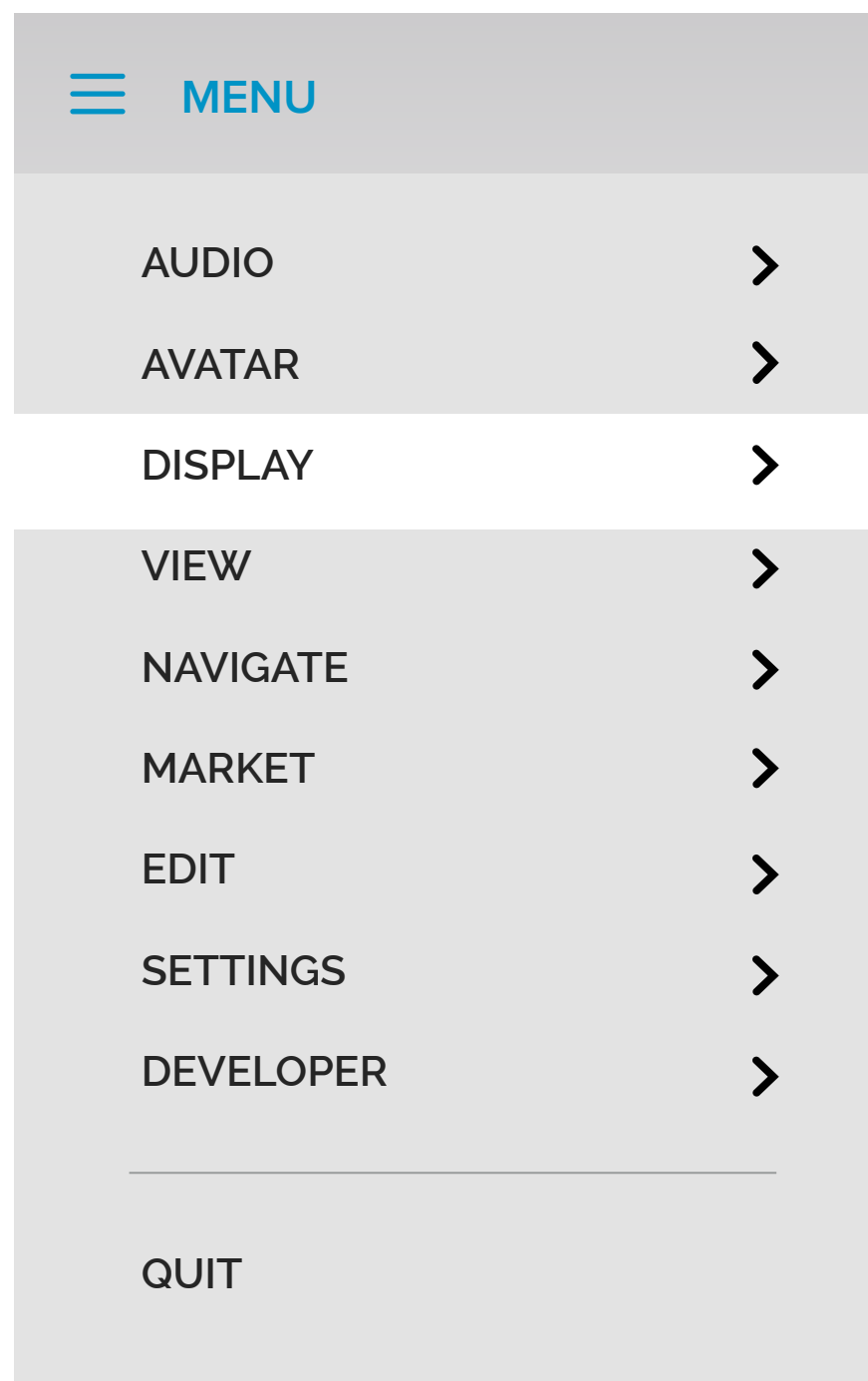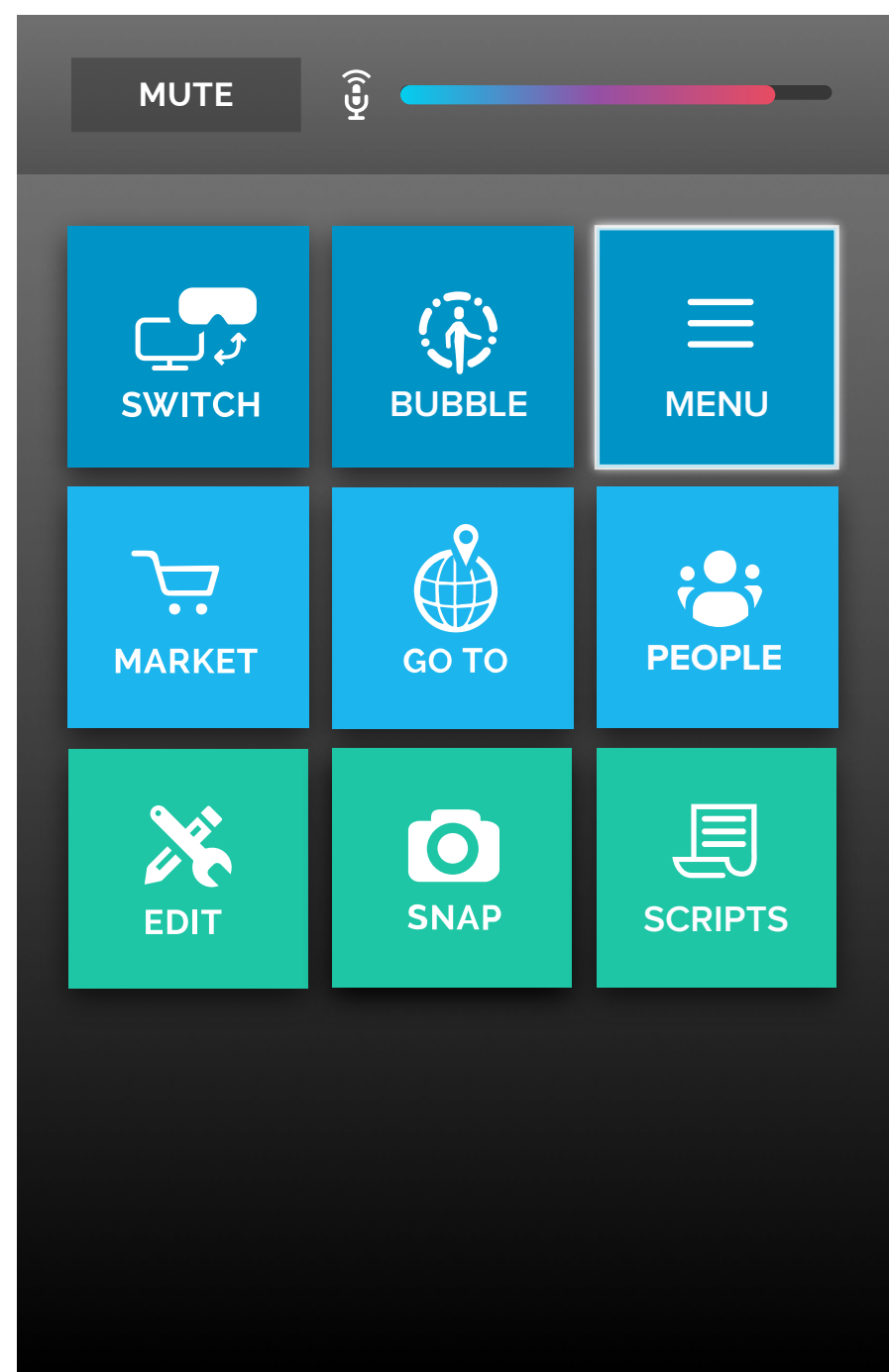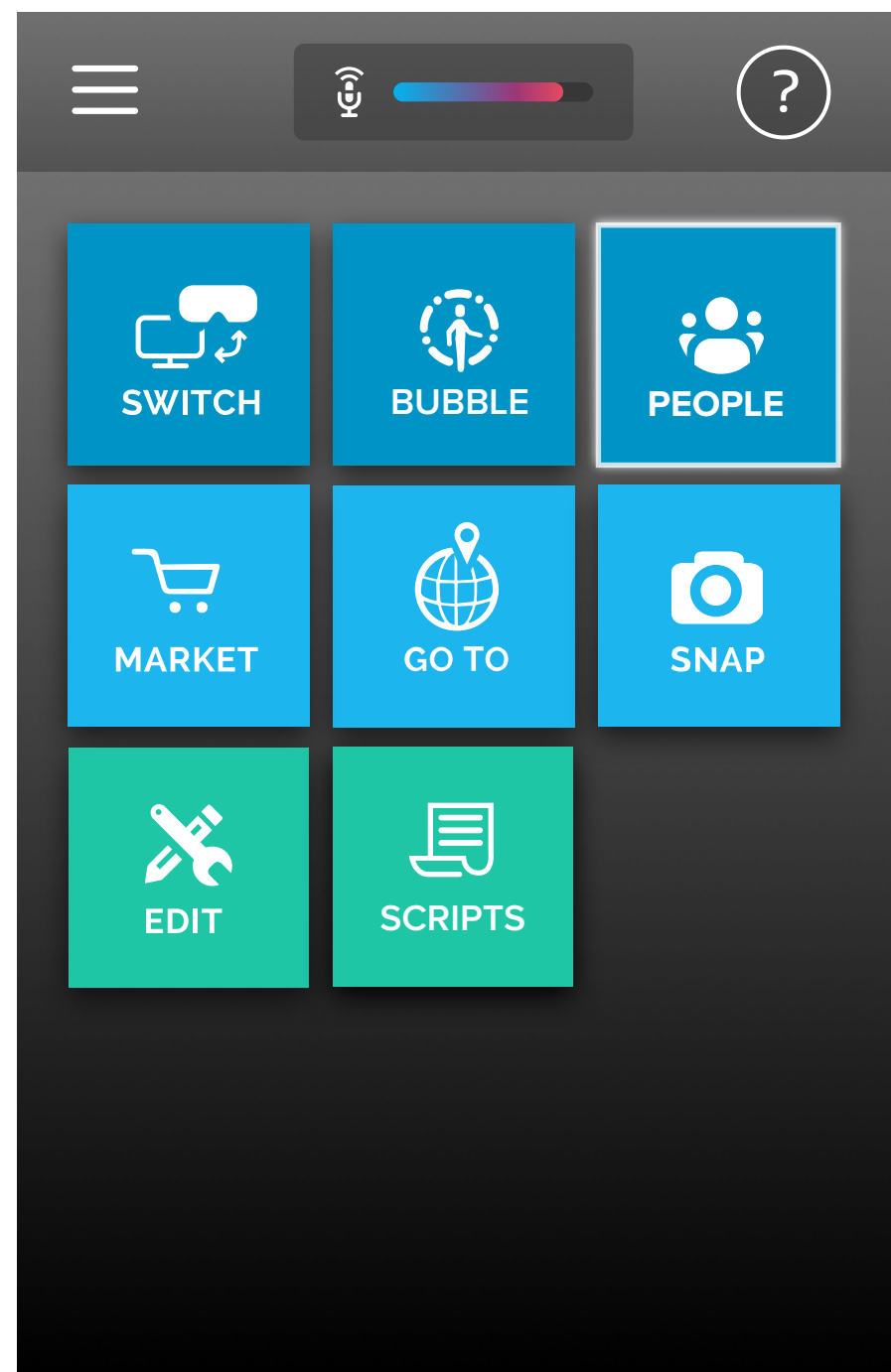# "Hardware" Buttons

Considerations for placement/function(s)

Tablet UI: Early Visual Treatment Concepts

Tablet UI: Early Visual Treatment Concepts

MUTE

SWITCH BUBBLE MENU

MARKET GO TO PEOPLE

EDIT SNAP SCRIPTS

MENU	
AUDIO	>
AVATAR	>
DISPLAY	>
VIEW	>
NAVIGATE	>
MARKET	>
EDIT	>
SETTINGS	>
DEVELOPER	>
QUIT	

DISPLAY /	
Attachments...	>
Increase Size	
Decrease Size	
Reset Sensors	
Input Devices	>
Display Option	

EXPLORATIONS

Tablet UI: Early Visual Treatment Concepts

BREADCRUMB MENU ROOT

BREADCRUMB UP TO PARENT

SWITCH **BUBBLE** **PEOPLE**

MARKET **GO TO** **SNAP**

EDIT **SCRIPTS**

CLOSES THE TABLET

MENU

AUDIO ›

AVATAR ›

DISPLAY ›

VIEW ›

NAVIGATE ›

MARKET ›

EDIT ›

SETTINGS ›

DEVELOPER ›

QUIT

RETURNS TO "HOME" SCREEN

DISPLAY /

Attachments... ›
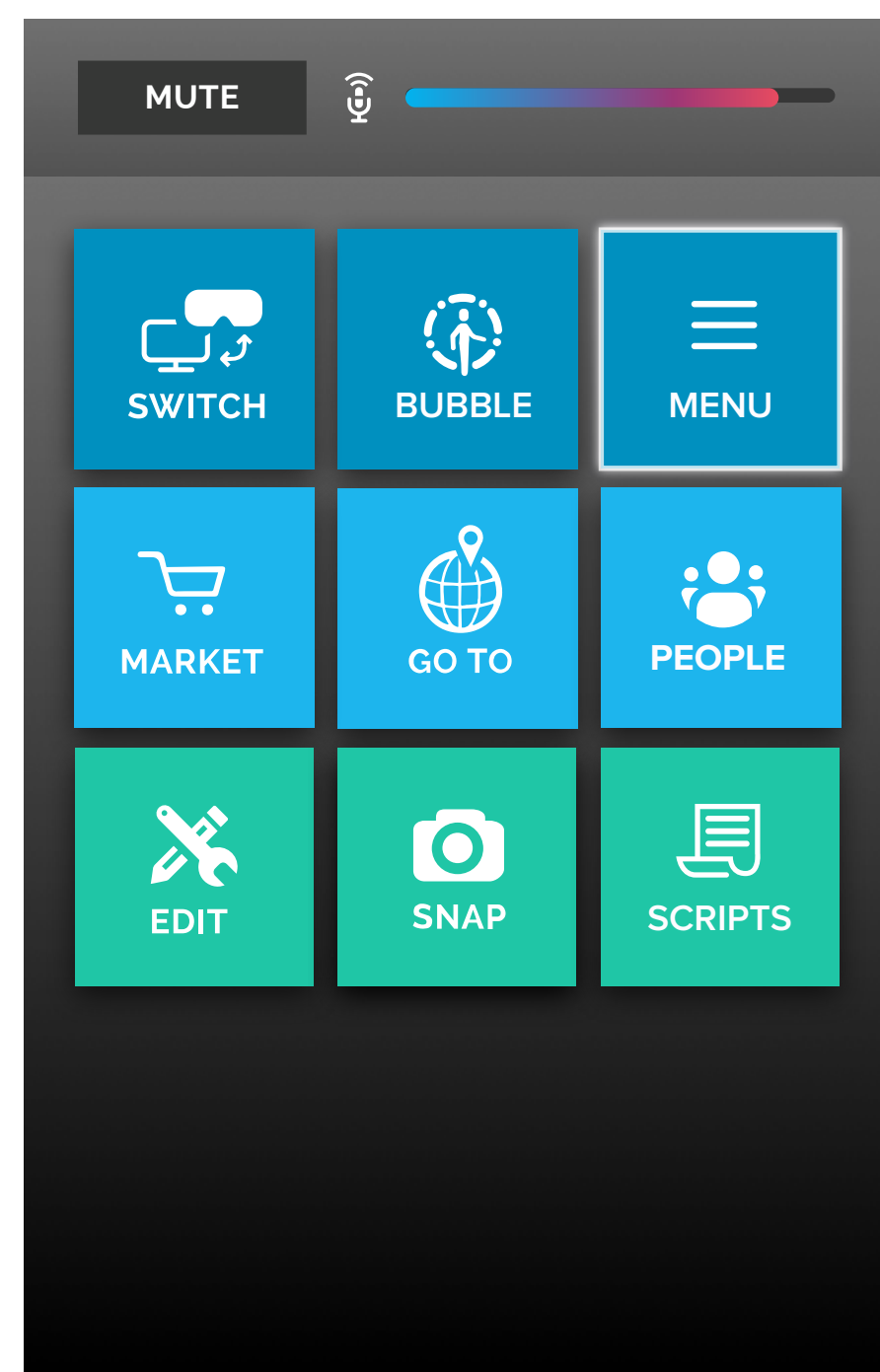
Increase Size

Decrease Size

Reset Sensors

Input Devices ›

Display Option

Tablet UI: Early Visual Treatment Concepts

IDLE HOVER CLICK ACTIVE HOVER ACTIVE DISABLED