

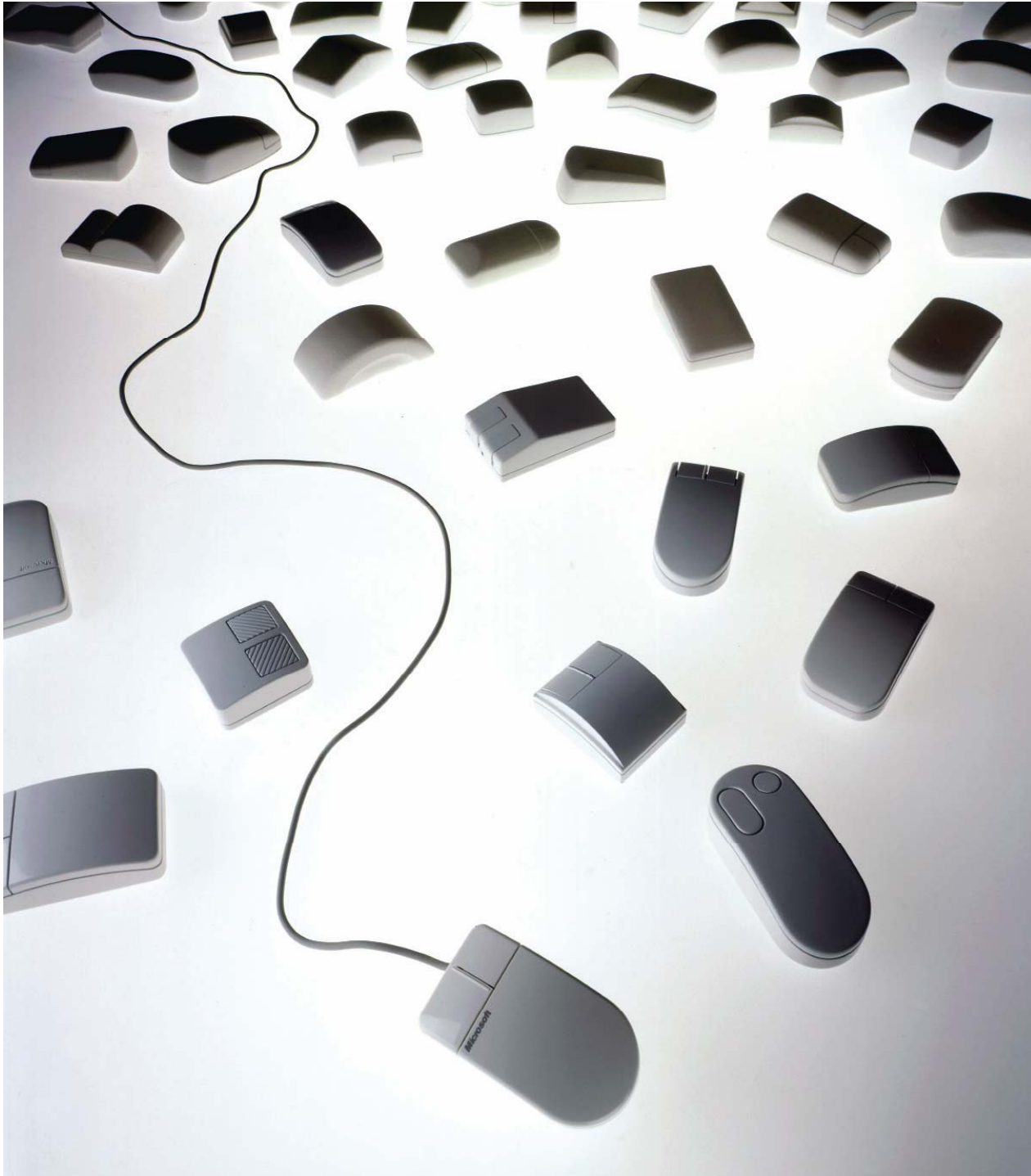


# Design Tools for Variations and Alternatives

*Björn Hartmann (bjoern@cs.stanford.edu)*

“The best way to have a good idea is to have lots of ideas.”

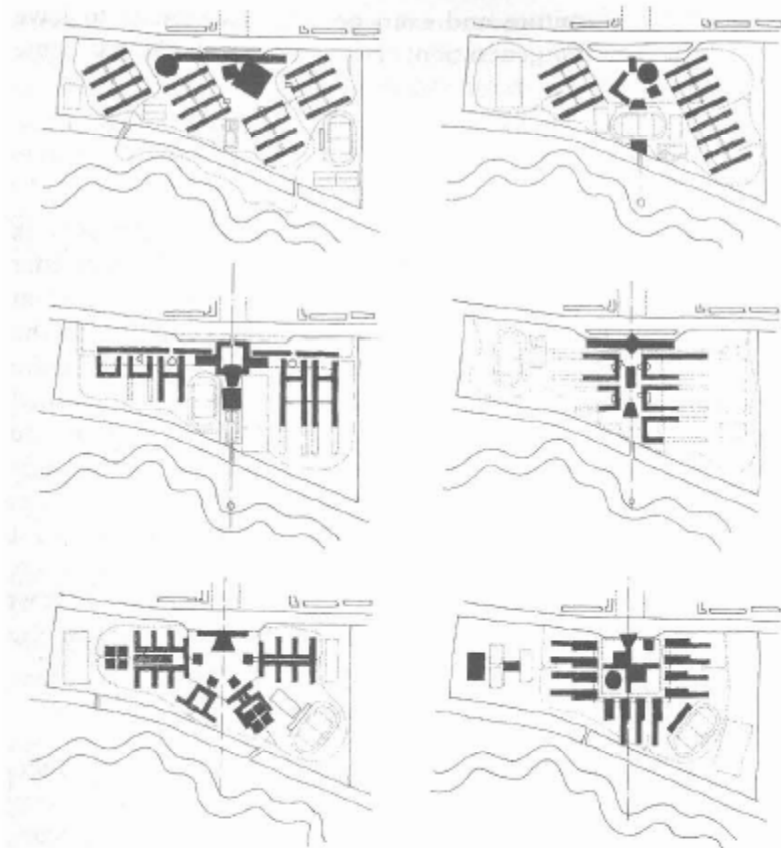
*-Linus Pauling*



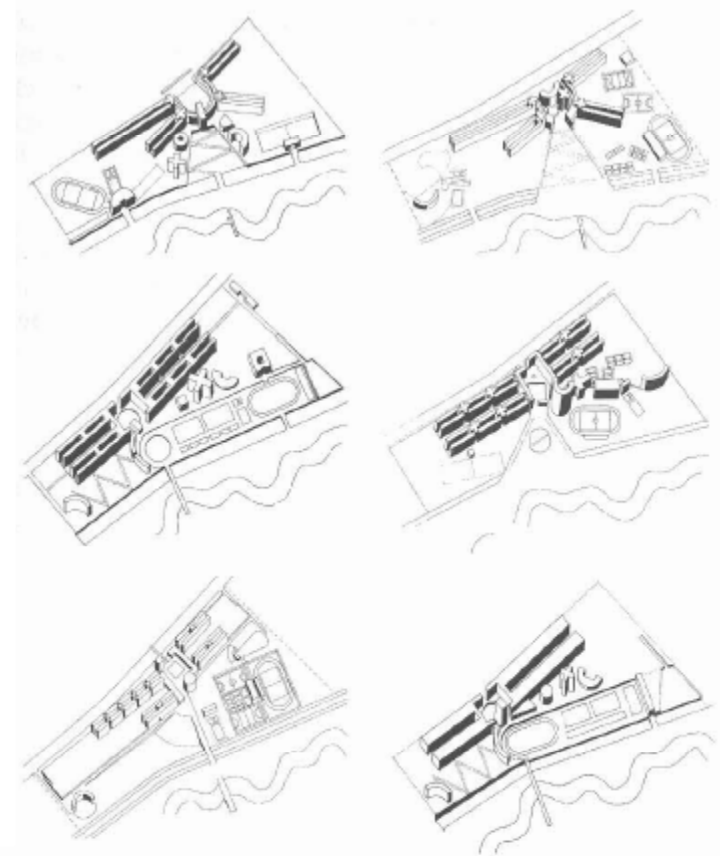
**Prototypes for the  
Microsoft mouse  
From Moggridge,  
Designing Interactions, Ch2**

*“...a designer that pitched only one idea would probably be fired. I'd say 5 is an entry point for an early formal review (distilled from 100's). Oh, and if you are pushing one particular design you will be found out, and also fired.”*

**Alistair Hamilton, quoted in  
Tohidi et al. , CHI 2006**



12.3a Michael Wilford describes a process involving the generation of many alternatives. These are just some of the alternative layouts considered for Temasek Polytechnic in Singapore. See also 12.3b



12.3b

# Counterpoint

*“You have to let an idea run and proceed with it to be convinced... of course you criticize it and you may leave it and start again with something new, but it is not a question of options, it is always a linear process.”*

**- Santiago Calatrava,  
quoted in Lawson, 1997**



Multiplicity matters,  
but how?



# Why and how do alternatives matter?

- To support creative action
  - Creativity is non-sequential, bouncy – tools need to support working with alternatives to get out of the way; “near-term experimentation”(Terry)
- For exploration:
  - “Mapping the territory” (Lawson)
  - “...to understand the range of [products] that might evolve” (Gaver)

# Why and how do alternatives matter?

- For justification: design rationale
- To get more information from 3<sup>rd</sup> parties:
  - During critique
  - During testing (Tohidi, CH106)
  - During client meetings (Lawson)

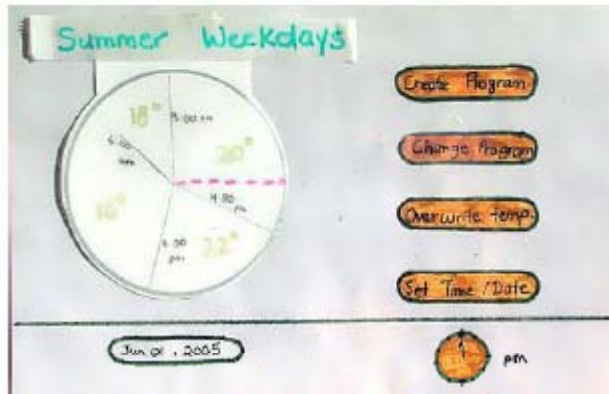


Figure 1. The "Circular" paper prototype

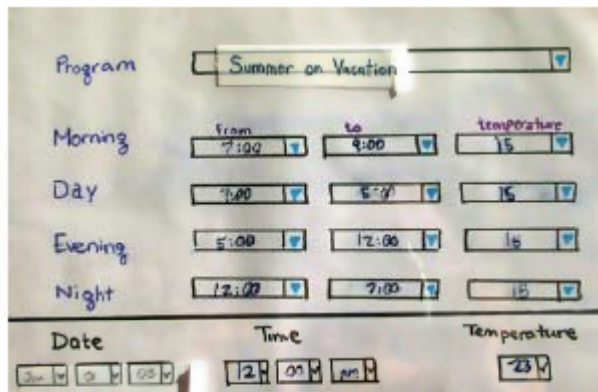


Figure 2. The "Tabular" paper prototype

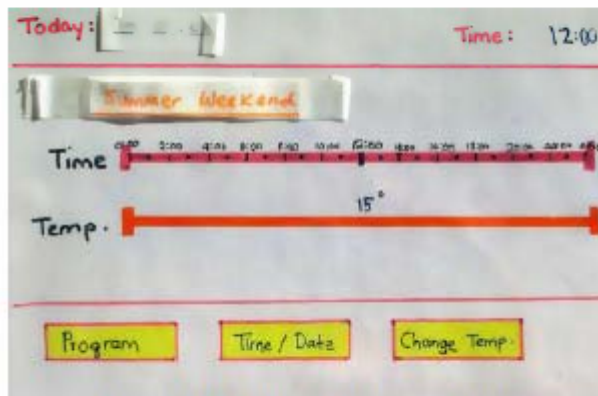


Figure 3. The "Linear" paper prototype

Tohidi et al, CHI 2006

# Tohidi et al., Hypotheses

- **H1:** Participants will rate designs lower when all alternatives are seen, compared to when they see only one.
- **H2:** Participants exposed to alternative designs will be less pressured to be positive, expressing fewer positive comments than those who only see one.
- **H3:** Participants who see alternative designs will provide more suggestions for improvement compared to those who only see one.

# Disentangling Definitions

- **Alternatives:** offer choice; pertain to the **design problem domain**
- **Variations:** changes to a common base; pertain to the **implementation domain**
- **Iterations:** Instances of the *same solution at different points of revision* (from Terry)

# What tools are out there, and what problems do they solve?

- Design Galleries (Marks, SIGGRAPH 97)
- SideViews & Parallel Pies (Terry, 2002 & 04)
- Subjunctive Interfaces (Lunzer, various)
- Linked Editing (Toomim, VL/HCC 2004)

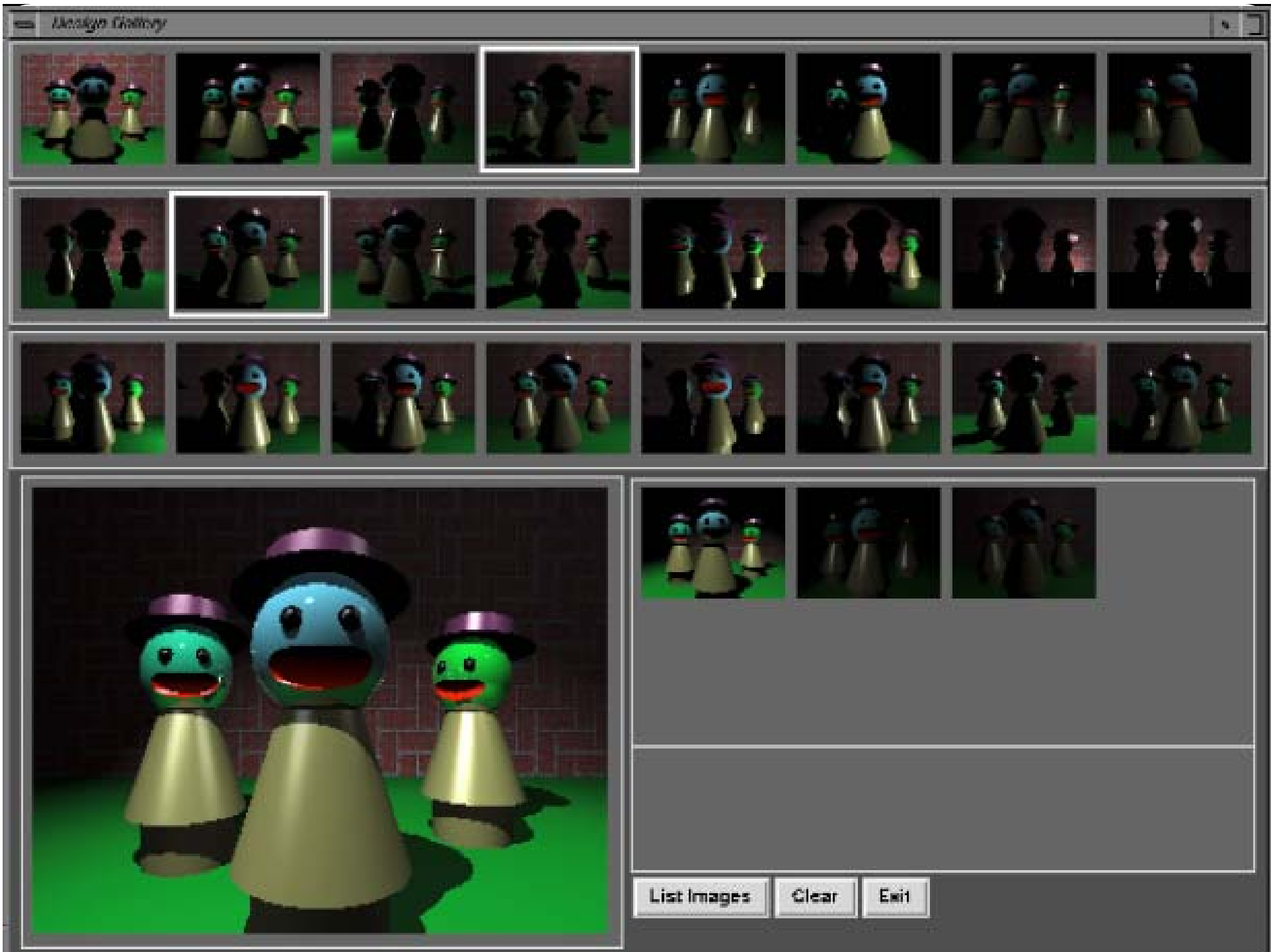
# Design Galleries (DG)

- Domain: graphics rendering; simulation of physical phenomena (light transport, particle systems) with lots of parameters
- Characteristics:
  - High computational cost  
(can't do realtime adjustment)
  - Unquantifiable output qualities  
(need human judge)

# Design Galleries (DG)

- Given formal description of
  - input vector (set of parameters to tweak)
  - method to create output (rendering, simulation)
  - output vector (relevant qualities of image)
  - distance metric
- generate space-spanning set of **variations** with maximum dispersion along with a UI for structured browsing of solutions





**Input:**

$L$ , a set of lights and corresponding thumbnail images.

$n < |L|$ , the size of the selected subset.

$c$ , an average-luminance cutoff factor.

**Output:**

$I \subset L$ , a set of  $n$  dispersed lights and their images.

**Procedure:**

```

SELECTION_DISPERSE( $L, n, c$ ) {
   $L \leftarrow L \setminus \text{find\_dims}(c, L)$ ;
   $I \leftarrow \emptyset$ ;
  for  $i \leftarrow 1$  to  $n$  do {
     $p\_score \leftarrow -\infty$ ;
    foreach  $q \in L$  do {
       $q\_score \leftarrow \infty$ ;
      foreach  $r \in I$  do
        if  $\text{image\_diff}(q, r) < q\_score$  then
           $q\_score \leftarrow \text{image\_diff}(q, r)$ ;
      if  $q\_score > p\_score$  then {
         $p\_score \leftarrow q\_score$ ;
         $p \leftarrow q$ ;
      }
    }
     $I \leftarrow I \cup \{p\}$ ;
     $L \leftarrow L \setminus \{p\}$ ;
  }
}

```

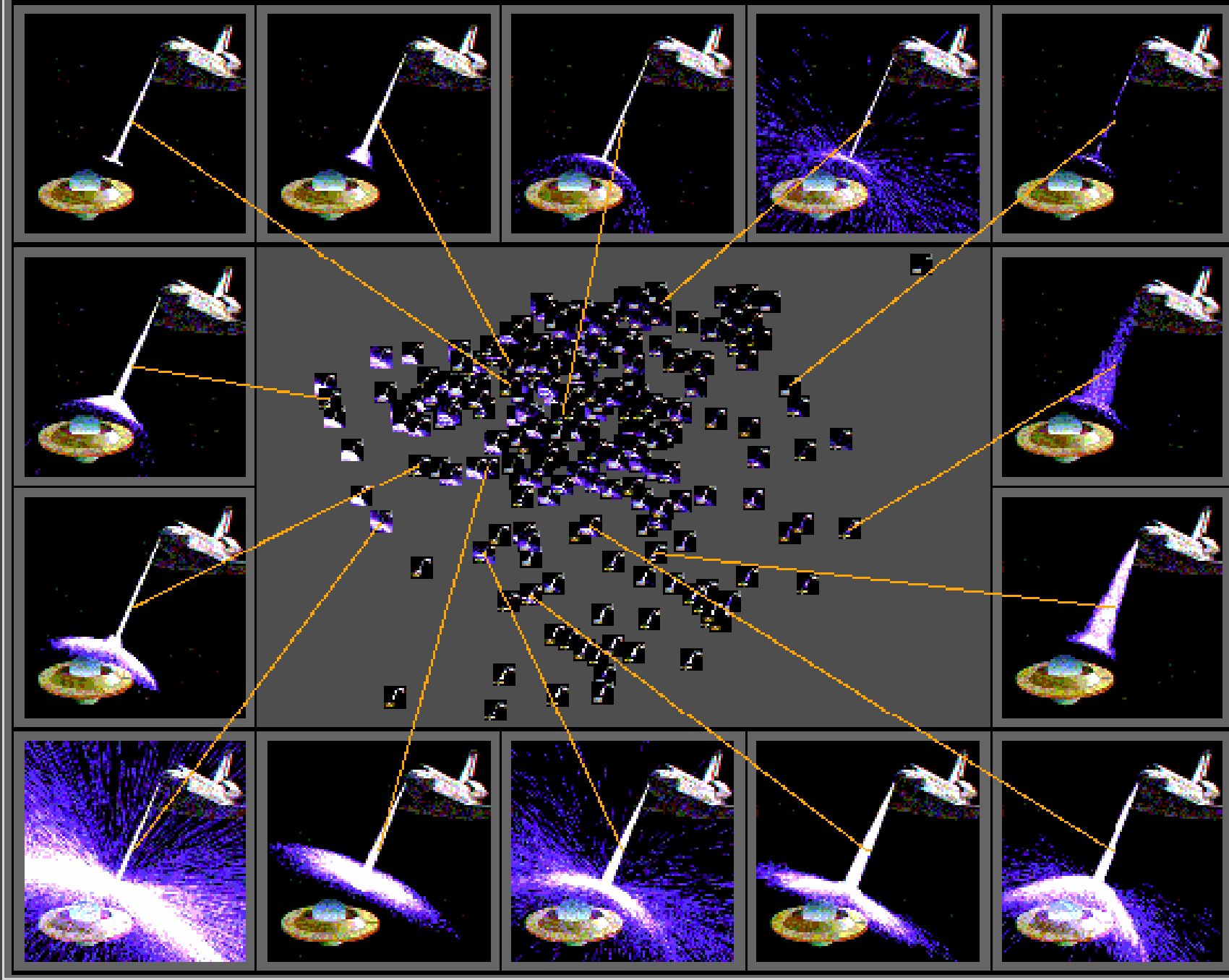
**Notes:**

$\setminus$  denotes set difference.

$\text{find\_dims}(c, L)$  returns those lights in  $L$  with average luminance less than  $c$ .

$\text{image\_diff}(q, r)$  returns the value computed by Equation 1.

Figure 1: A selection-based dispersion heuristic.



# Side Views & Parallel Pies

- Domain: 2D graphic design (still images)
- “What If Tools” for ill-defined problems
- Get beyond Single State Document Model
- A bag of tricks to support trying out multiple alternatives in parallel:
  - Fast previews
  - Multiple previews
  - Make previews stick persistent & composable

## Side View

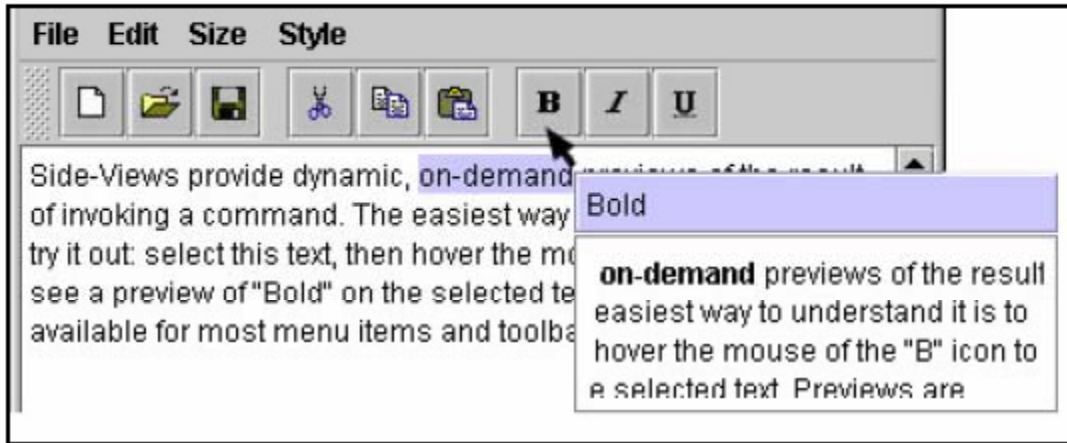
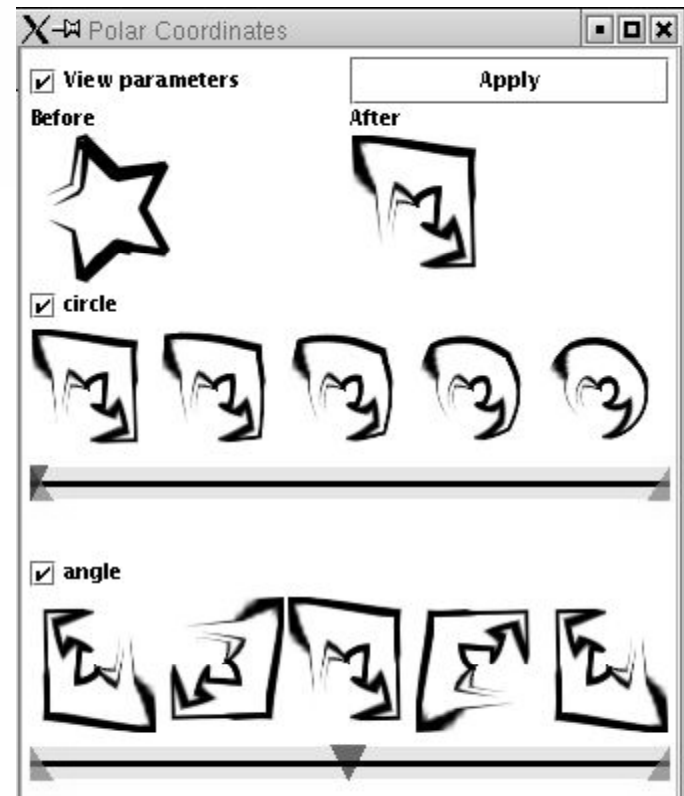
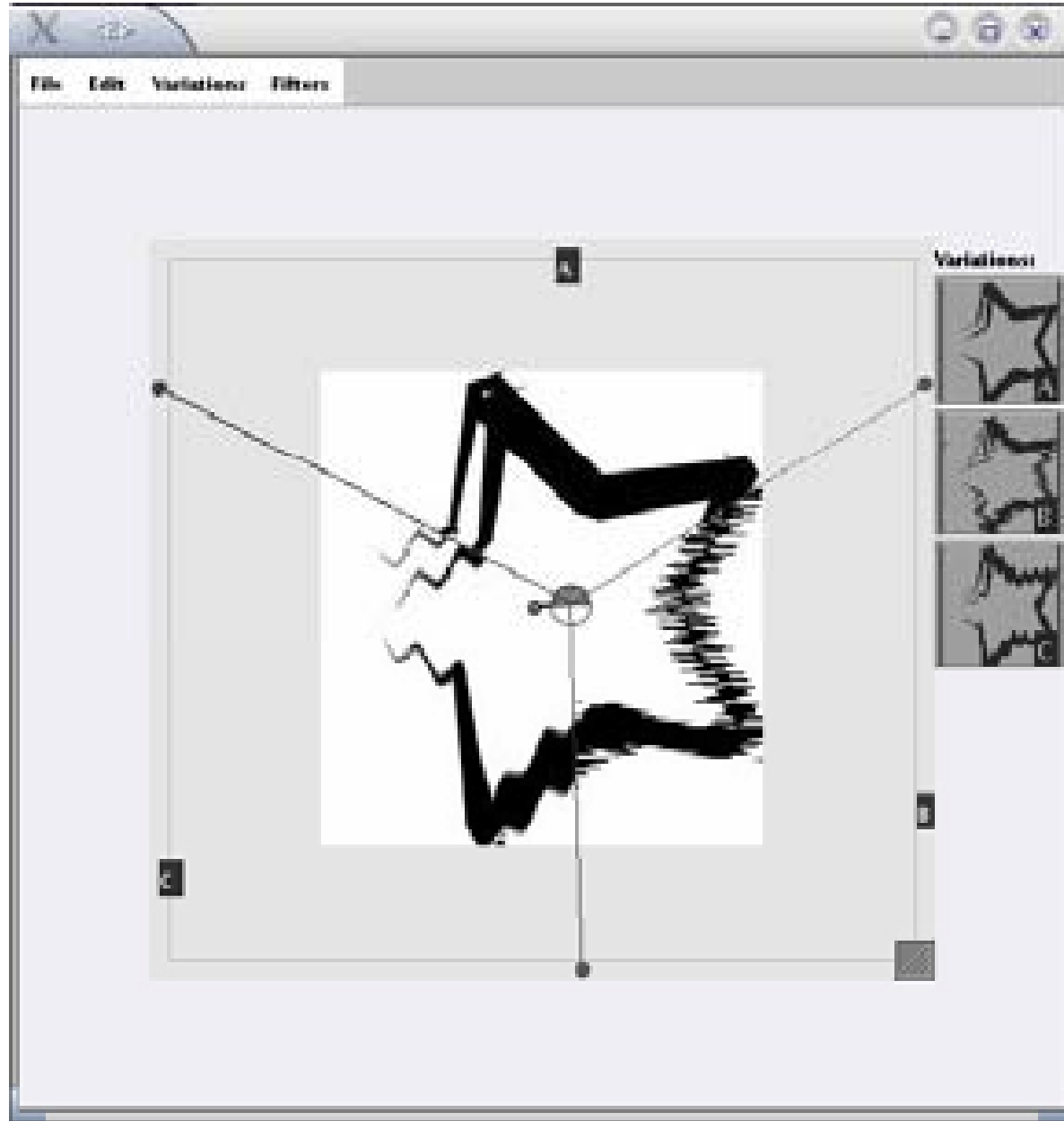


Figure 1. Side Views provide a preview of a command using a copy of the data to be affected. In this figure, a preview of “bold” is shown in a word processor



Parameter Spectrum

# Parallel Pie



Terry et al,  
CHI 2004

# Subjunctive Interfaces

- Domain: Information retrieval (e.g., booking a flight)
- Problem: tasks require many related queries, but only single requests are supported
- Idea:
  - Multiple scenarios can co-exist (e.g., alternative input values)
  - User can view scenarios side-by-side
  - User can adjust scenarios in parallel

**Counties:**

- Allegany**
- [Anne Arundel](#)
- [Baltimore](#)
- [Calvert](#)
- [Caroline](#)
- [Carroll](#)
- [Cecil](#)
- [Charles](#)
- [Dorchester](#)
- [Frederick](#)
- [Garrett](#)
- [Harford](#)
- [Howard](#)
- [Kent](#)
- [Montgomery](#)
- [Prince George's](#)
- [Queen Anne's](#)
- [Saint Mary's](#)
- [Somerset](#)
- [Talbot](#)
- [Washington](#)
- [Wicomico](#)
- [Worcester](#)

**Industries:**

- [Agricultural Services, Forestry, and Fishing](#)
- Construction**
- [Finance, Insurance, and Real Estate](#)
- [Manufacturing](#)
- [Mining](#)
- [Retail Trade](#)
- [Services](#)
- [Transportation and Public Utilities](#)
- [Wholesale Trade](#)

**Years:**

- [1993](#)
- 1994**
- [1995](#)
- [1996](#)

**Data:**

**Employees**

1,102

**Annual Payroll (\$1000's)**

28,420

**Establishments**

151



**Counties:**

 <a href="#">Allegany</a>	<a href="#">Dorchester</a>	<a href="#">Queen Anne's</a>
<a href="#">Anne Arundel</a>	<a href="#">Frederick</a>	<a href="#">Saint Mary's</a>
 <a href="#">Baltimore</a>	<a href="#">Garrett</a>	<a href="#">Somerset</a>
<a href="#">Calvert</a>	<a href="#">Harford</a>	<a href="#">Talbot</a>
<a href="#">Caroline</a>	<a href="#">Howard</a>	<a href="#">Washington</a>
<a href="#">Carroll</a>	<a href="#">Kent</a>	<a href="#">Wicomico</a>
<a href="#">Cecil</a>	<a href="#">Montgomery</a>	<a href="#">Worcester</a>
<a href="#">Charles</a>	<a href="#">Prince George's</a>	

**Industries:**

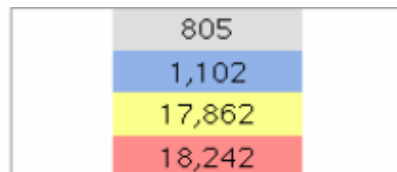
 <a href="#">Agricultural Services, Forestry, and Fishing</a>
 <a href="#">Construction</a>
<a href="#">Finance, Insurance, and Real Estate</a>
<a href="#">Manufacturing</a>
<a href="#">Mining</a>
<a href="#">Retail Trade</a>
<a href="#">Services</a>
<a href="#">Transportation and Public Utilities</a>
<a href="#">Wholesale Trade</a>

**Years:**

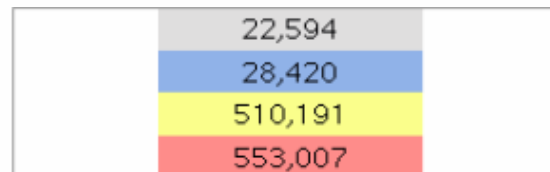
 1993
 1994
1995
1996

**Data:**

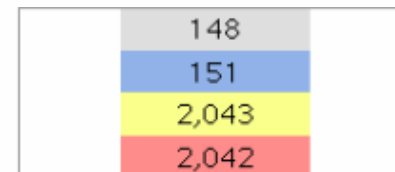
**Employees**

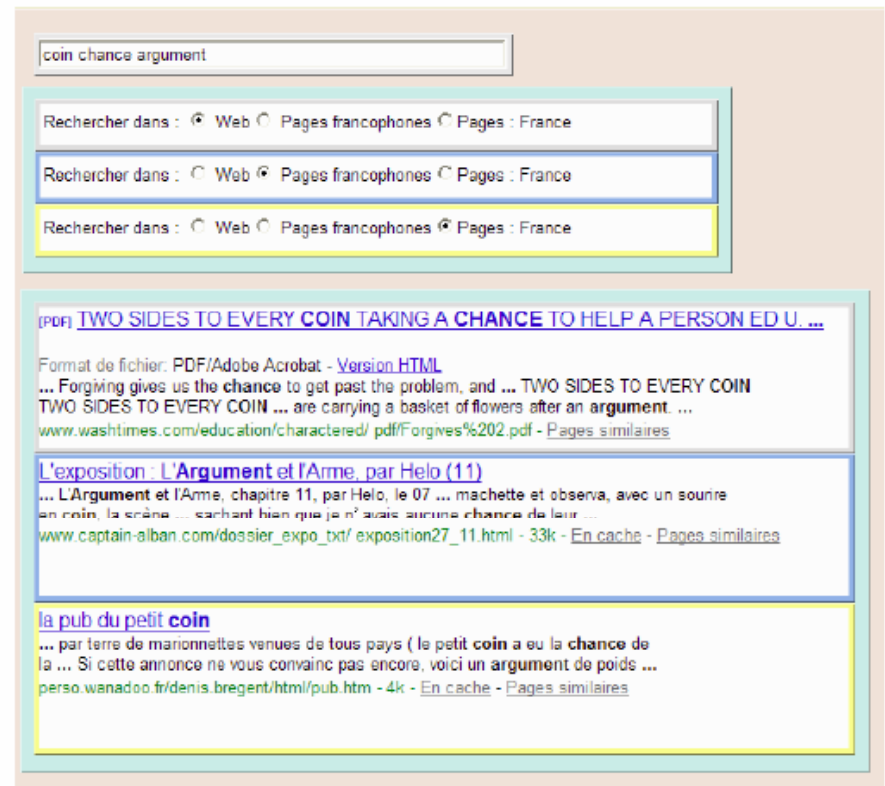
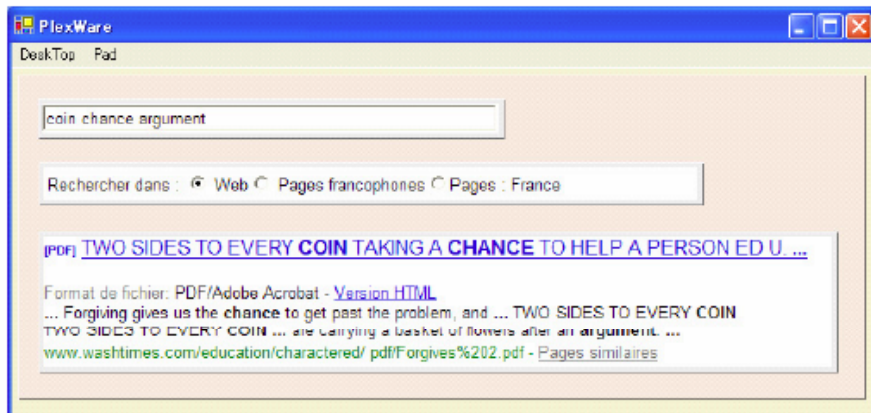


**Annual Payroll (\$1000's)**



**Establishments**





Clip Connect Clone

# Linked Editing

- Domain: programming
- Problem: code clones:  
tedious to edit, unobservable inconsistencies, overhead to maintain, hard to understand...
- However, “programmers *will write duplicated* code – let’s support the practice and mitigate its disadvantages.”
- Idea: clones are linked together in editor, similarities and differences visualized, editing possible in parallel or individually

# Linked Editing

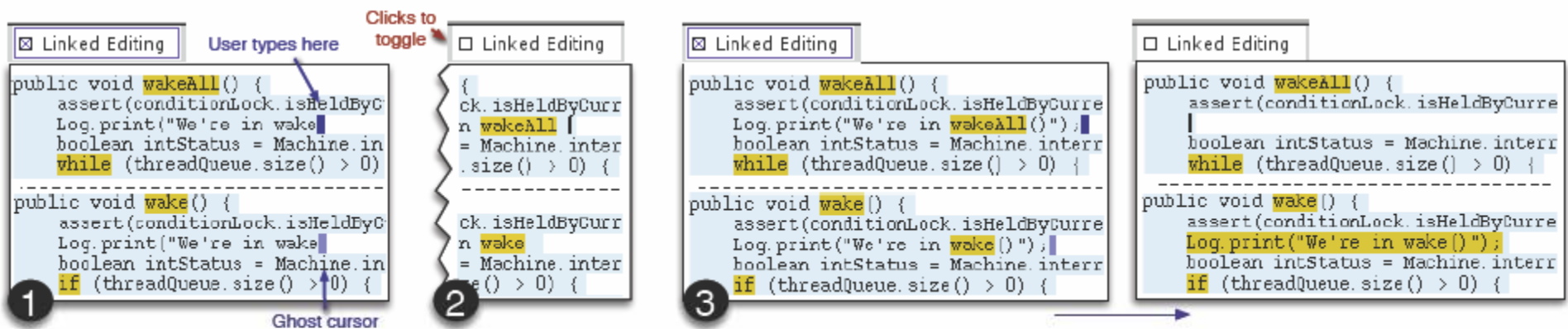


Figure 2. (1) Adding a line to two clones. (2) Modifying one instance. (3) Deleting line in one instance.

# Tunables

- Domain: multimedia programming in Processing
- Problem: parameter values have to be set at compile time whose effect can only be observed at runtime
- Examples: rendering style, cv color tracking
- Idea: from source code, automatically generate control interface to let programmers change parameters at runtime; record changes and re-integrate found parameters into source

*“Enlightened trial and error outperforms the planning of flawless intellect.”*

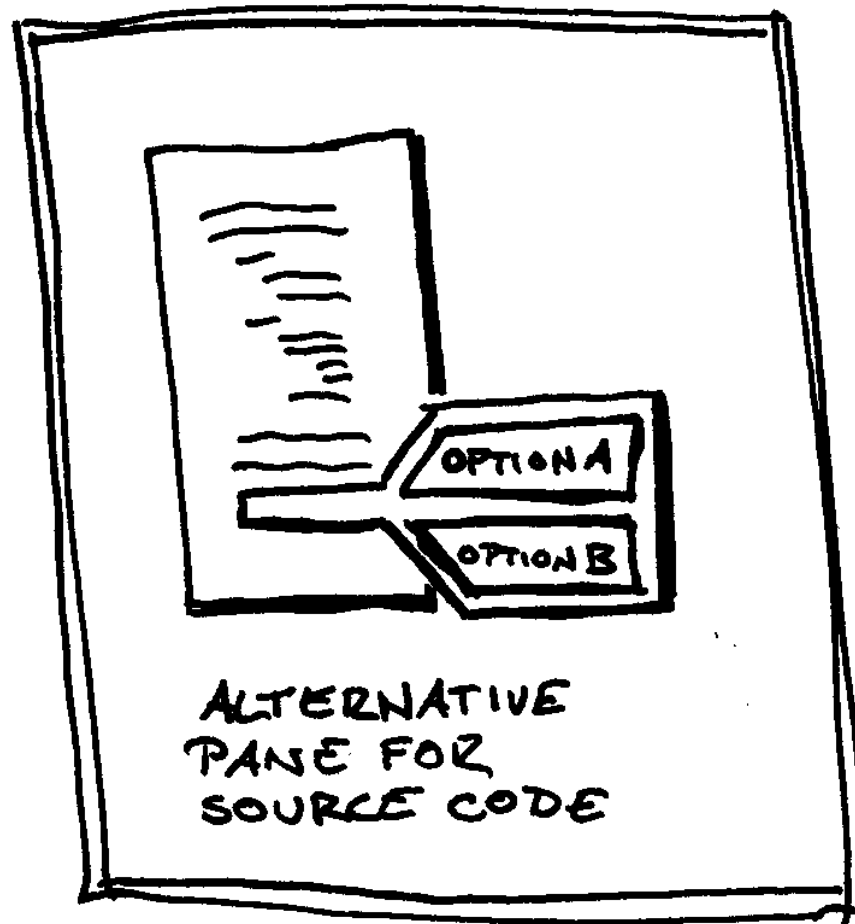
- David Kelley,  
quoted in Winograd, 2006

# Tunables Video

# Pilot Study Feedback

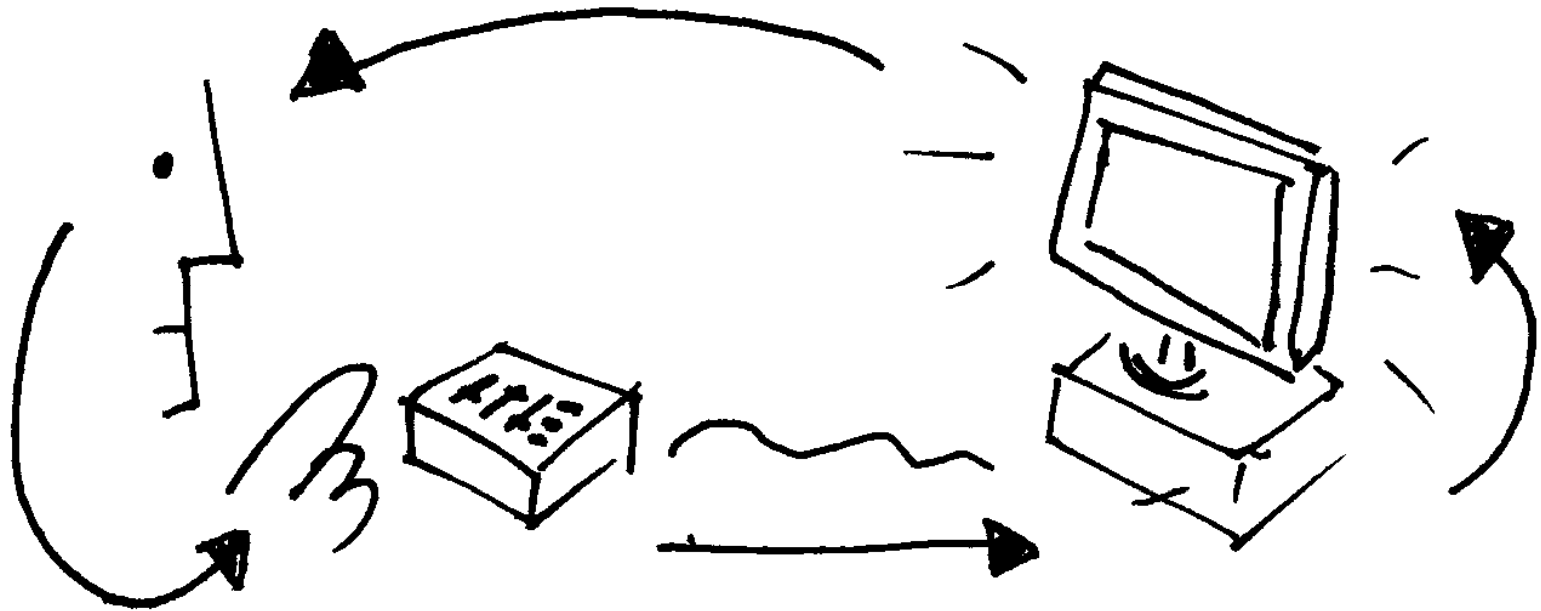
- Physical, spatially multiplexed control interface is a big win in terms of attention and parallel control
- Wanted support for parameter **variation**, as well as **alternative** execution paths



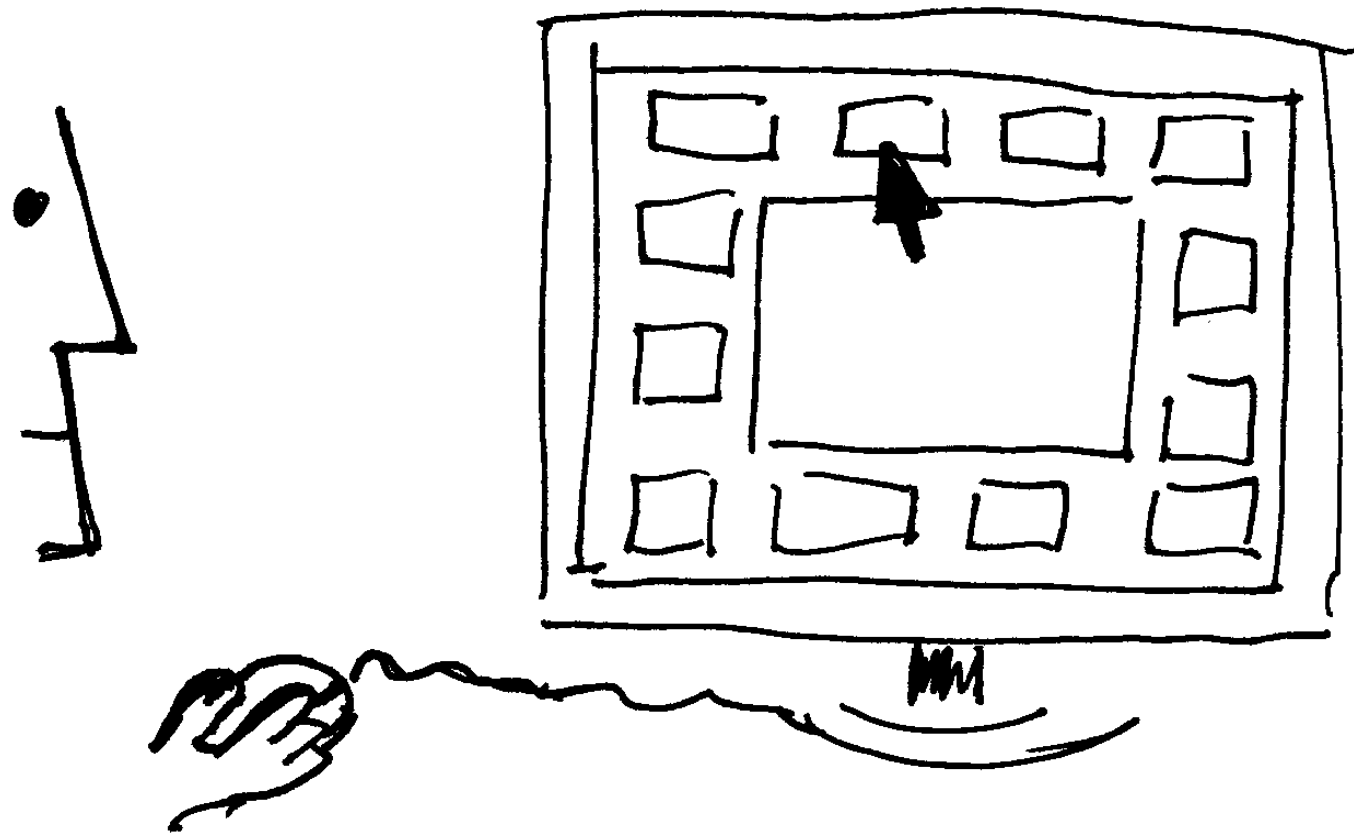


# Discussion

- DG, Side Views, Tohidi study, Tunables: Human provides “goodness” rating
- Things get interesting when there are multiple variations of multiple parameters
- Do you show alternatives in parallel or in sequence?
- Time to effect changes matters (next slide)



**Real-time adjustment (Tunables, Side Views) requires immediate feedback from application**



**If real-time feedback is not possible, pre-compute and select from options**

# Where is the opportunity?

- Neither DG nor Side Views nor Subjunctive Interfaces have interactive artifacts at their core – they are based on “documents”
- Relationship of input to output is that of a pipeline, not a feedback system

- Defining how the “transitions” of interaction design happen is still programming
- Linked editing is about code, but only about code as text, not about what happens when it runs

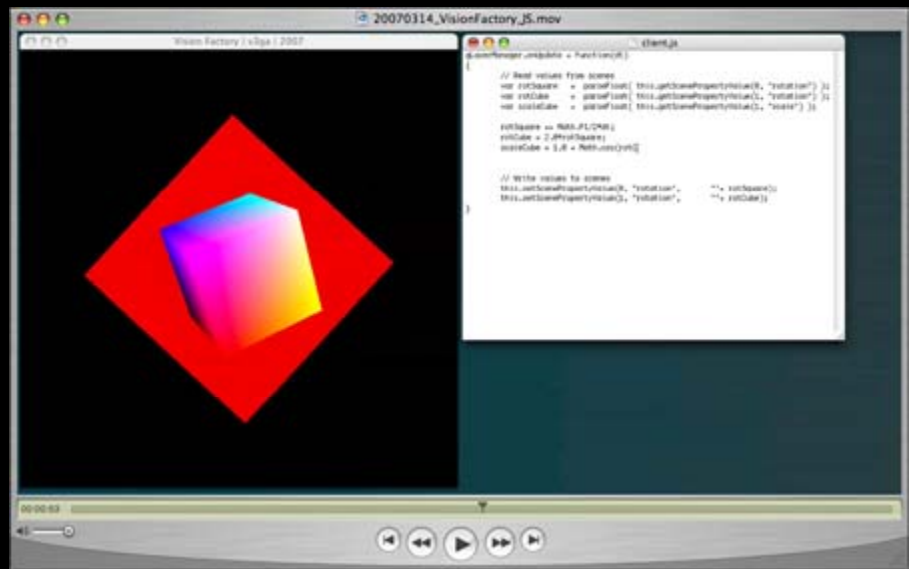
# Tangent: Coding as Performance

- Examples:
  - ChuckK/Audicle (Ge Wang, Princeton, now CCRMA)
  - Impromptu
  - <http://hackety.org/2007/05/22/runningWhilstEditing.html> (mov)

# On-the-fly programming

On-the-fly programming (or live coding) is a style of programming in which the programmer/performer/composer augments and modifies the program while it is running, without stopping or restarting, in order to assert expressive, programmable control for performance, composition, and experimentation at run-time.





## Where do People matter?

	Aimed at Lone Designer	Aimed at Performer+ Audience	Do people provide real-time input?	Do people create parameter values?	Do people create Input->Output mapping?
Design Galleries	x		No - Document (3D world)	No; Algorithm does	No; expert programs it
Side Views	x		No -Document (Image)	Mixed	Mixed - library implements primitives; people compose
Playing a Synthesizer		x	Human Performance	Yes	No (set in hardware)
Laptop Live Performance		x	No - Document (Score)	Yes	Yes (Beforehand)
"Chucking"		x	No -Document (code)	Yes	Yes (Live)
Tunables for Interaction Design	x	x	Mixed: Document+Human Performance	Yes	Yes (Beforehand)
Tohidi & Buxton Study		x	Yes? Paper prototype	no; separate implementations	

# When are alternatives...

## CREATED

## VIEWED

	Design Time	"Release" Time
"Release" Time Design Time	Exploration by Designer	X
"Release" Time	Client Presentation	Participatory Design



<http://hci.stanford.edu>

