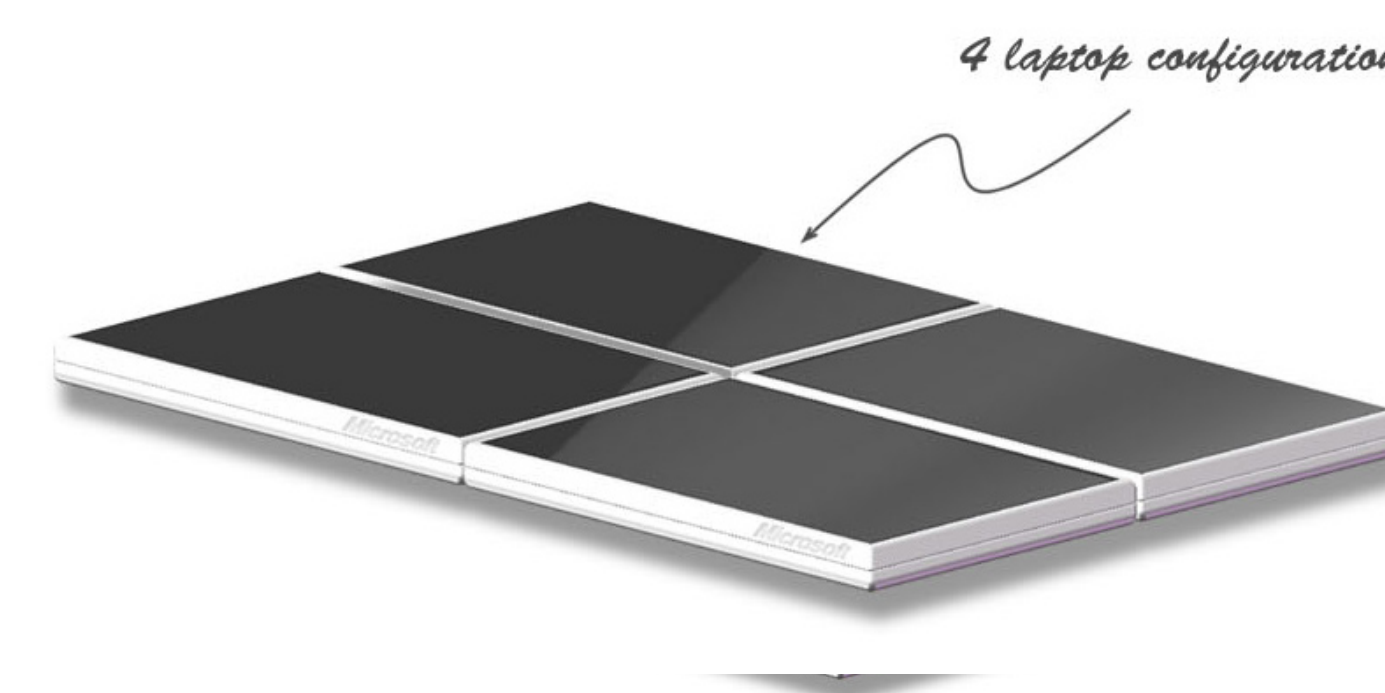
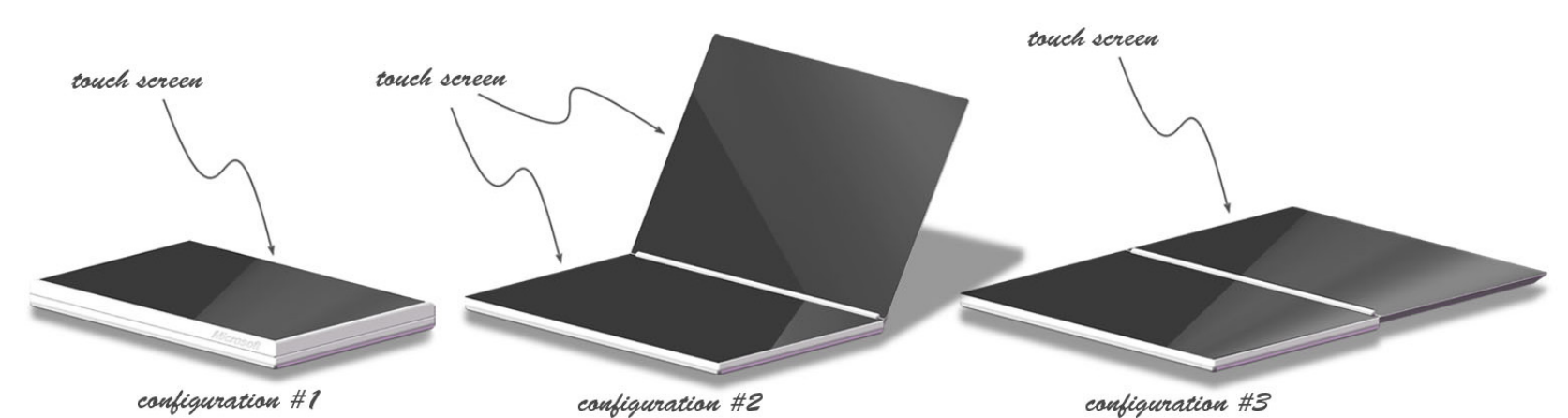
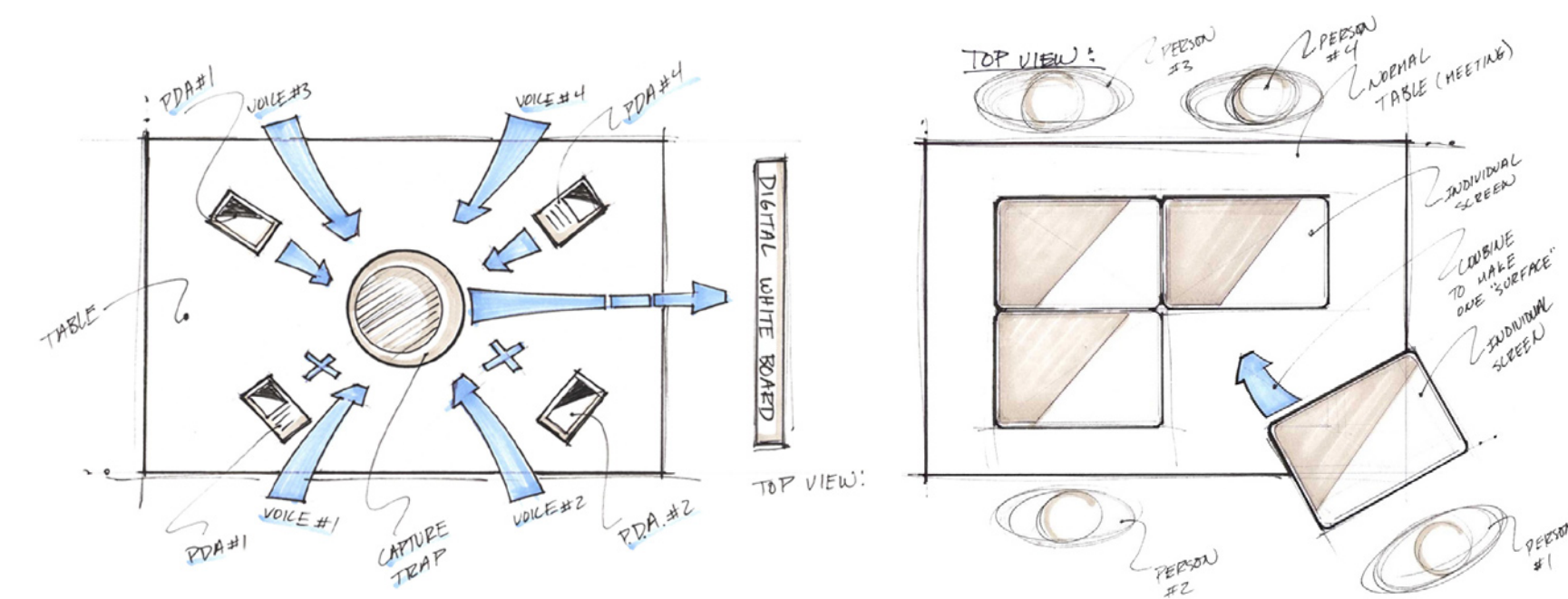
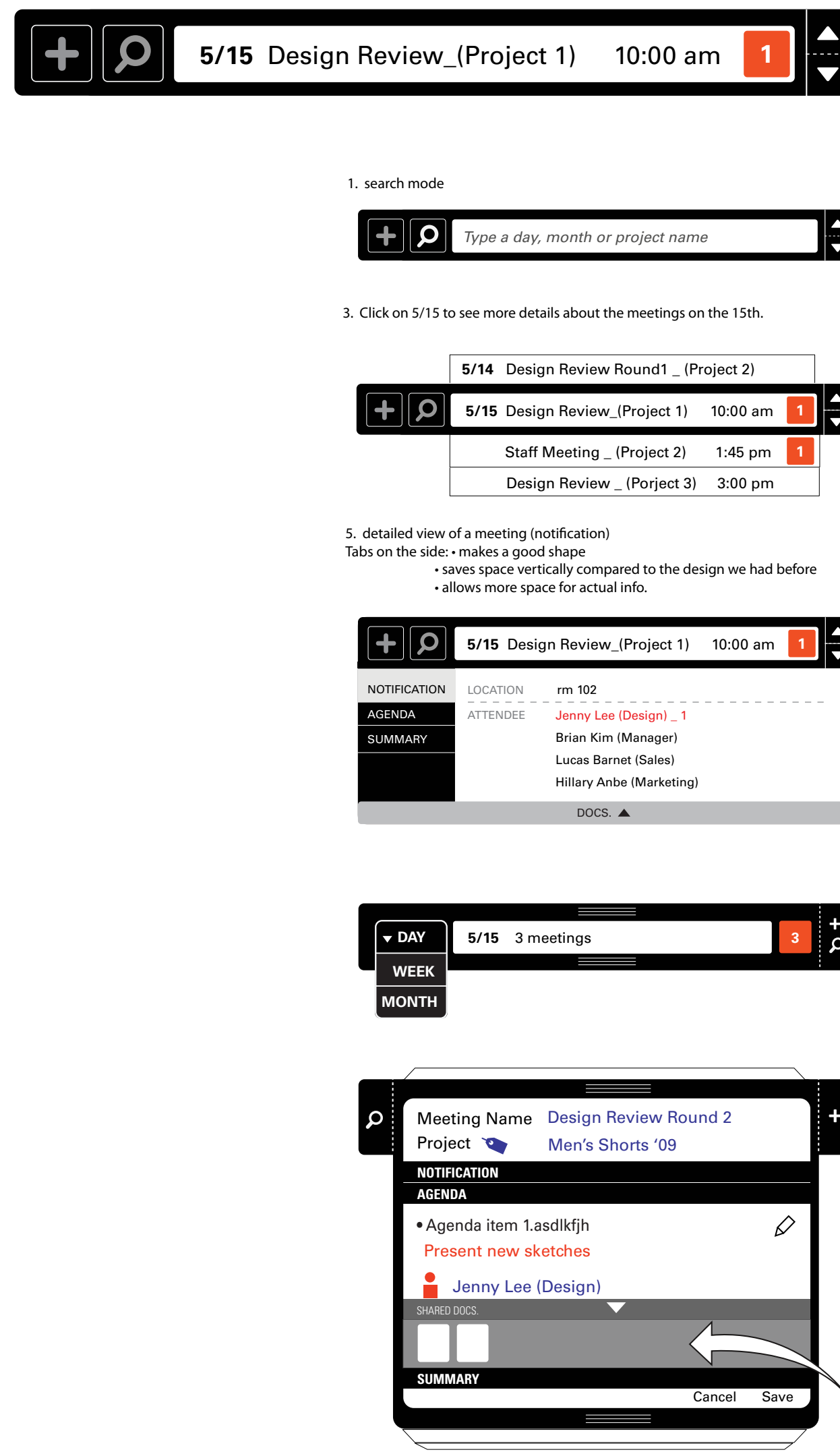


CoLab

The future of work will involve increasing amounts of collaboration due to the complexity of work relationships and processes. One of the key avenues to achieving collaboration is the meeting. In current meeting situations a user or a series of users may utilize a range of programs and systems to compile data, communicate with others, and conduct the physical meeting itself. By converging the various organizational and communication characteristics of a meeting into an accessible and organized format that functions in the 3 main phases of a meeting, CoLab allows for both a functional and symbolic representation of what a meeting is. Additionally, the system allows users to pool generated material (voice and text) in meetings to allow for a more open and free dialog to occur. The CoLab design utilizes a multi-platform, multi-user software application partnered with a flex-use touch screen laptop. The primary function of this design is to centralize 4 main elements that form the organizational and communication aspects of any given meeting. These 4 elements are: notification, agenda, summary, and shared documents. By allowing users to have a centralized system to access and exchange information about a particular meeting at any time during the process, CoLab allows for an extended structural platform to collaborate at all times, and not just in face-to-face encounters. In addition to exchanging existing information, CoLab also allows users to capture and organize information and conversations that are generated during a meeting. To complement the application, CoLab utilizes a flex-use laptop which is a collaborative artifact that when combined with other laptops forms a single point of engagement (single interactive table) during actual meetings.

- Jason Germany (Industrial Design)
- Amanda Fonville (School)
- Sarah de Atley (Linguistics)
- Saul Aguilar (School)
- Xiang Ling (Visual Communication Design)



Carbon

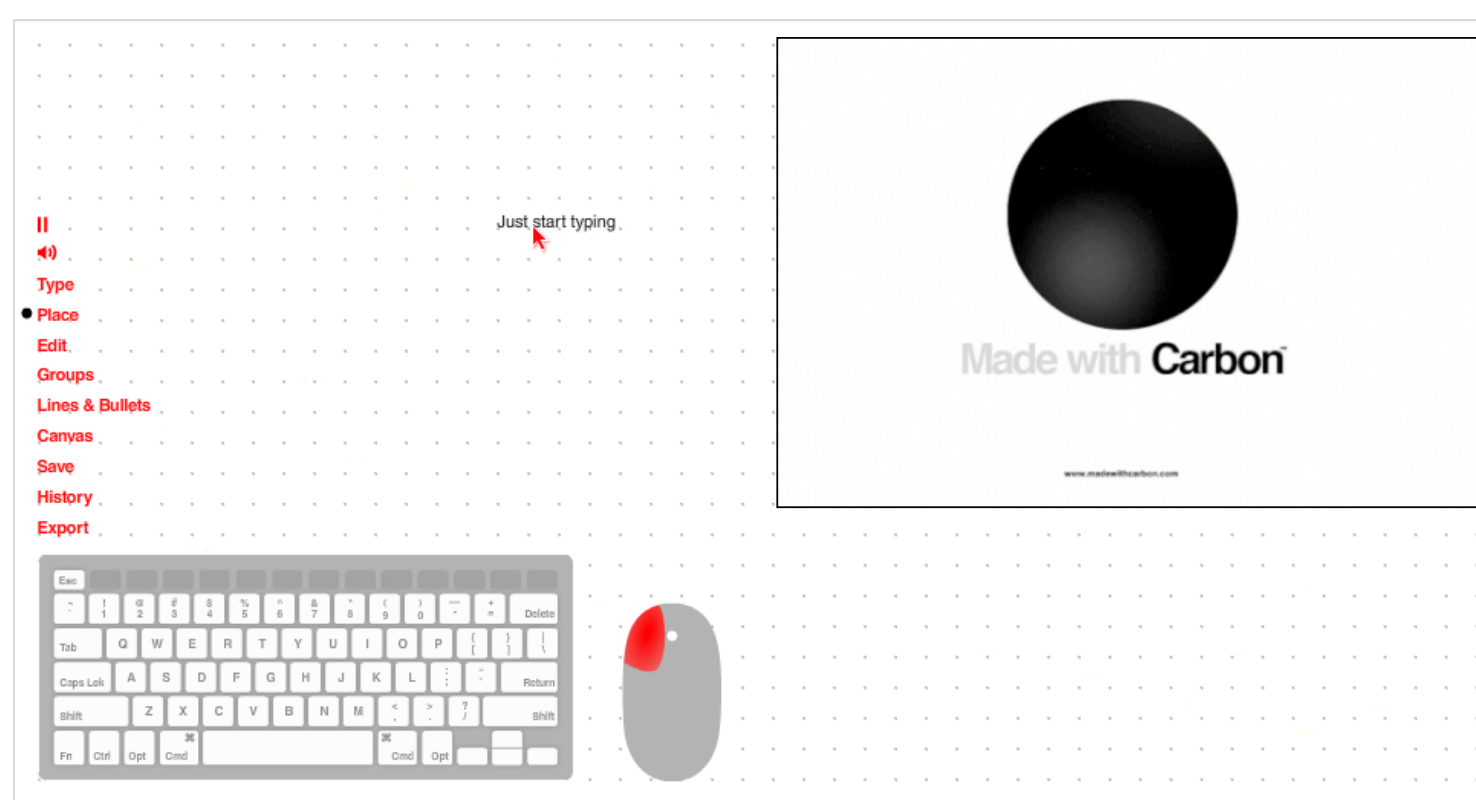
Paper or whiteboards are currently the best way of brainstorming. Software provides usage advantages in some aspects (for example, moving and exporting). We see opportunity for combining qualities of written mediums and digital mediums. Carbon is a single-user brainstorm facilitation tool. Carbon accommodates perpetual idea flow. With Carbon, creative professional in search for ideas make no design decisions (typeface, size, color), enjoy a minimal UI, and develop ideas as concept maps on an infinite canvas.

They can keep track of evolving ideas through an innovative versioning saving architecture that is inspired by snapshots on whiteboards and pen and paper. Carbon maps are online accessible, and carbon maps can be exported for further use. We have developed a native running web application that works full screen or re-sized on a dot-grid structure that is the skeleton for concept map development. We also have developed a flash-based tutorial website that provides an overview and training for using Carbon.

- Simon Bond (Visual Communication Design)
- Joey Flynn (Visual Communication Design)
- Drew Hamlin (Visual Communication Design)

Microsoft Design Expo'09: The Future of Work

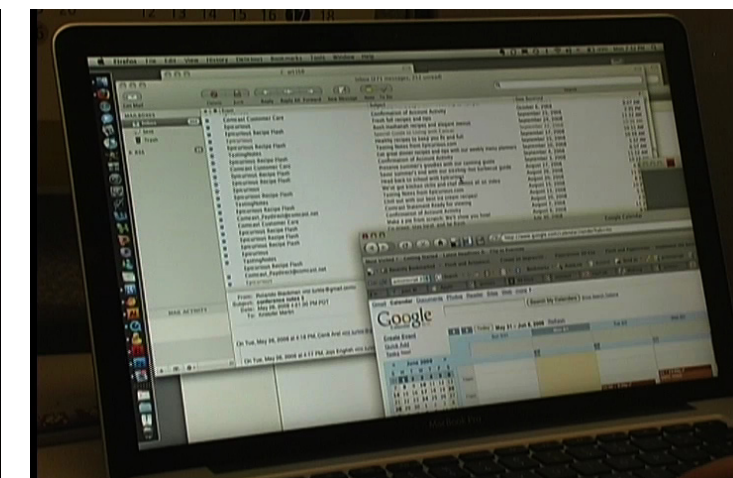
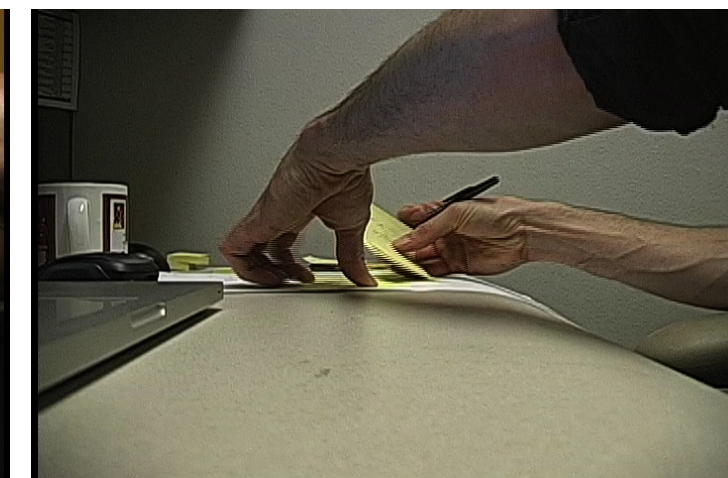
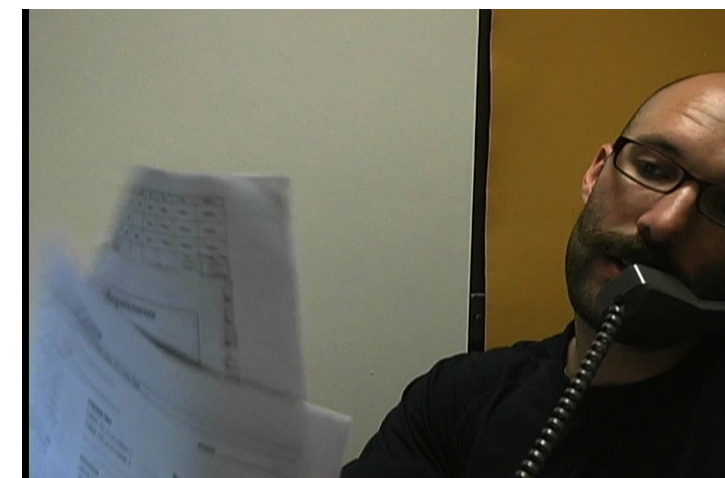
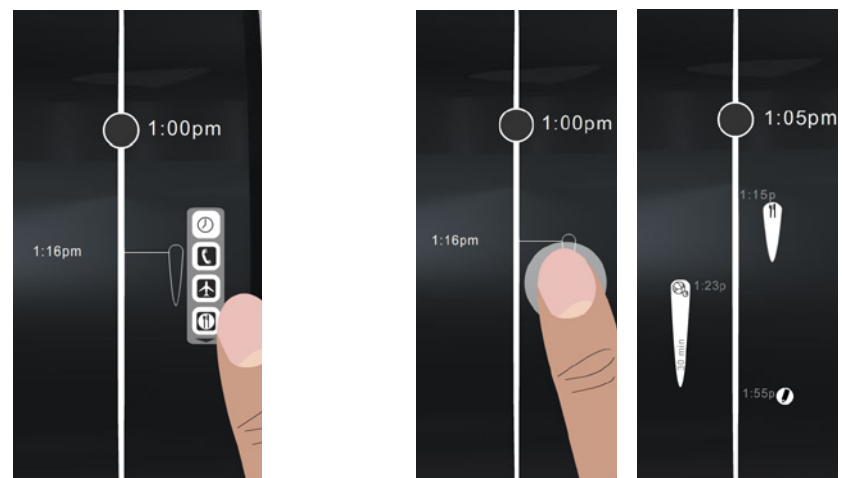
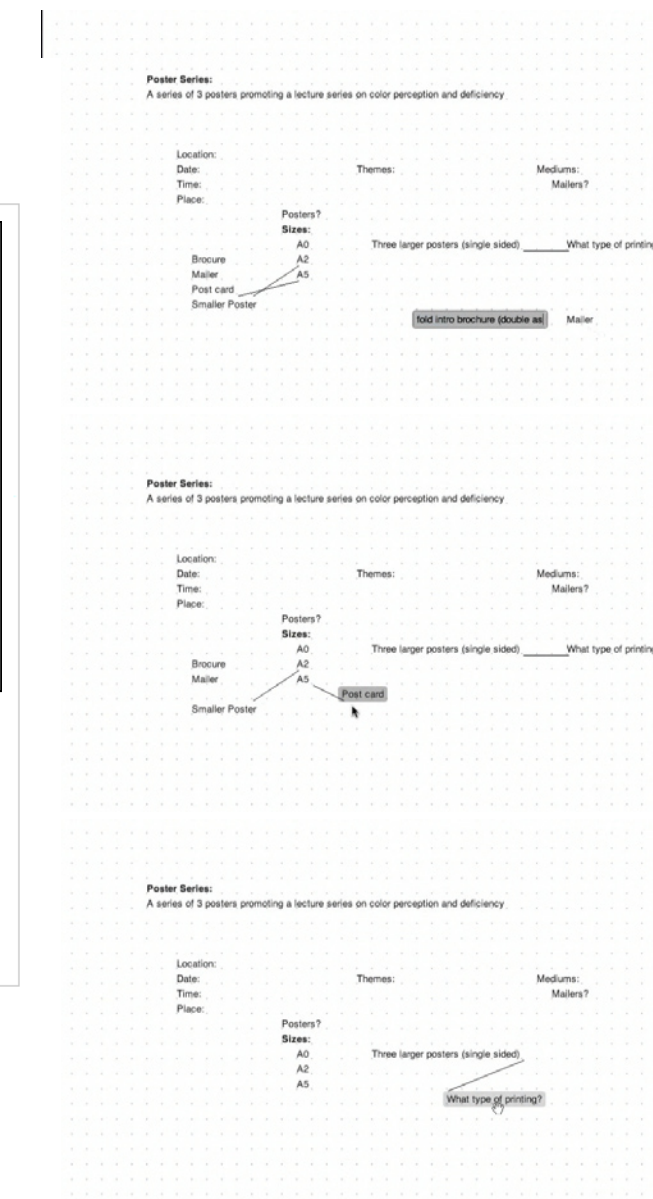
Made with Carbon



Carbon is a tool for creatives to record ideas. It combines the simplicity of paper with the scalability of the computer. [Download Carbon for Mac OS X](#)

Learn More
See Carbon in Action
Keyboard shortcuts reference
Watch how people use Carbon

News
Become a fan on Facebook
Follow us on Twitter for news and update information
Site is launched (5/19/09)



Tempo

People in their daily lives, especially those who are working in dynamic and ever-changing work settings, do not plan their days by habit. In order to make daily performances better, it is suggested that planning in advance increases efficiency by 30-50%. However, the devices / facilities offered for planning / scheduling today are relatively complex and take more precious time from a busy work day. Therefore, in order to make planning and scheduling a habitual and routine activity, we have designed a device / application which will allow users to input schedules, goals, and last-minute planning in a simple and quick manner, thereby increasing efficiency of workers and making everyday work appear less boring in the monotonous slew of activities. Tempo increases efficiency by providing a system that encourages frequent scheduling and planning habits. Tempo is a multi-platform widget that maps scheduled events to an easily accessible and interactive timeline. Its design as a wristband display affords a simple and intuitive method of input and manipulation of tasks.

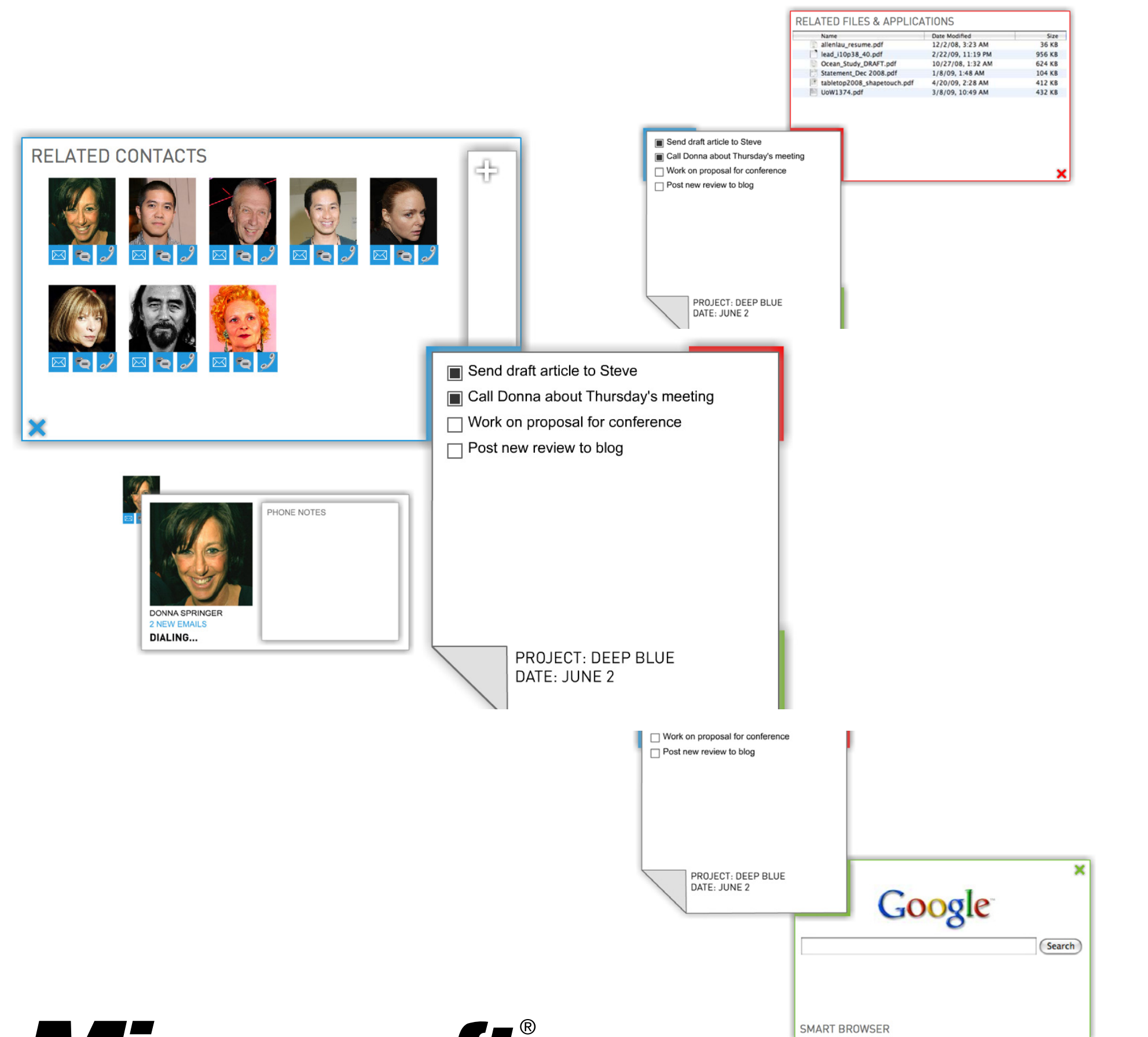
- Michael Canfield (School)
- Thani Suchoknand (School)
- Kyoka Hinami (Industrial Design)
- Ting Chun Chang (Industrial Design)

PostItNodes

Our product is an interactive system that places the activities of work in context, representing relevant relationships between people, projects, and documents. The transitions between tasks becomes more seamless, and the ability to communicate and operate in a unified environment negates many existing interruptions to the flow of work while highlighting opportunities for optimizing effort.

Opening communication channels that are "medium agnostic". Rather than choosing email or phone or chat, the sender opens a channel and the receiver is able to specify an appropriate means to communicate based on their status. Both parties needn't use the same interface to the channel; one can be typing while the other is talking, but the system accommodates by translating the content and provides a dashboard of related people, projects, and documents. Within the communication interface, the relationships between the people in the conversation and with documents and projects are represented. Users have quick access to recent communication histories. Mid conversation, other people can be easily accessed to join or to receive notes or snippets of the dialogue. The concept of an "inbox" transforms, and all messages (text, voice, or video) are accessed through representations of people and projects. Messages that contain requests are easily distinguished from announcements, and the system presents opportunities to consolidate the effort to respond by grouping requests from the same person or about the same topic. Visualizing the contingencies that might impact the sequencing of work in a day, week, or month. The system helps to reveal opportunities to reduce the amount of "mode switching" and delays by highlighting when a future task might best be moved to your next task based on context (i.e. the tool that you are currently using, or the availability of collaborators).

- Jenny Kam (Industrial Design)
- Kris Martin (Interaction Design)
- Kayan Atesci (School)
- Drew Bregel (HCI)
- Milam Lynn (Math)



Interaction Design



Microsoft Design Expo'09: The Future of Work
University of Washington Division of Design
in collaboration with Microsoft Research
ART 484 - Projects in Interaction Design
Spring quarter 2009

Prof. Axel Roesler
and
Georg Petschnigg / Microsoft Pioneer Studios