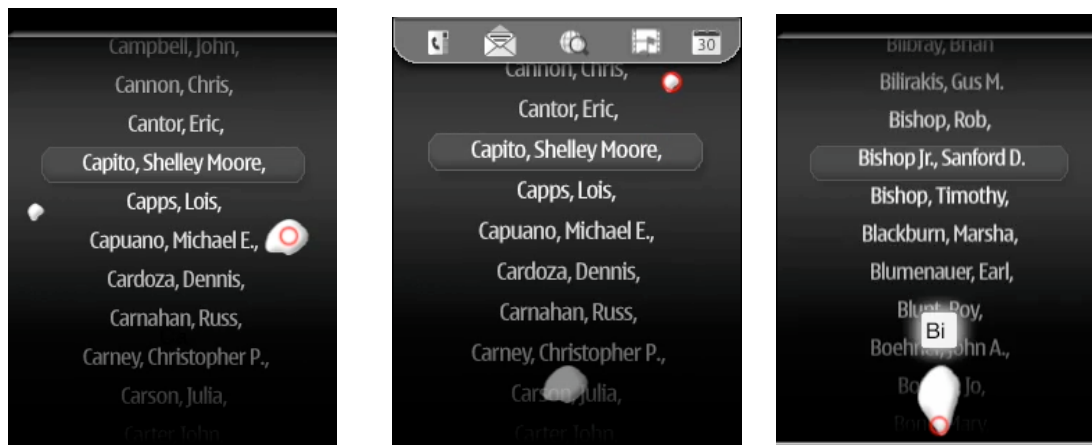


## Putty UI concept, a secondary UI for touch screens



*"A good tool is an invisible tool. By invisible I mean that the tool does not intrude on your consciousness; you focus on the task, not the tool. Eyeglasses are a good tool – you look at the world, not the eyeglasses"*

Mark Weiser, "The world is not a desktop", Interactions, 1994

### The user

Many touch screens require two hands to operate comfortably. Putty UI utilizes the 5-way navigation button that is seen on nearly all non-touch screen handsets, thus giving a seamless intuitive interaction requiring only one hand.

### What it is

Putty UI has 3 main components:

Putty:

- A universal experience between applications
- Allows for maximum visual real estate on the screen
- Faster navigation of applications
- Ability to move data seamlessly between applications
- To be used in one hand
- Allows "Motor memory" of an application, thus reducing the need to view the screen.

Passive putty:

- Using the putty as an ambient display to visualise data straight from content sources, such as stocks or weather data.

Gesture putty:

- Allows rapid access to applications via performing set gestures

### How it works

If the user presses and holds the touch screen at any position, Putty UI will appear, giving the user the same interaction as a 5-way navigation. Putty UI includes extra features such as:

- Being able to break off pieces of the putty to create bookmarks that allow quick navigation within applications.

- Being able to pass information seamlessly between applications by breaking off putty.
- Being able to set gestures to open up applications. When putty is active you can do one of the previously set gestures to open an application.
- Allowing users to navigate to their favourite applications from anywhere.
- Allowing motor memory: currently the user must always be looking at the screen to navigate. Putty UI allows users that are familiar with an application to be able to navigate it using motor memory eg. For a music player the user could, without looking at the screen, press anywhere and Putty would appear giving basic functions such as stretch the Putty up for play, down for stop, right for next track and left for previous track.
- Being able to break off pieces and for that piece of putty to form an ambient display. For example, if the user is on a weather website looking at the forecast for London they could break off a piece of putty and pass it to a dock at the top of the screen; the piece of putty would then form a weather logo and, depending on the weather forecast for London, the piece of putty in the dock would change colour. This then reduces the need for the user to keep checking the weather website.

### **Basic mock-ups**

Bookmarks example –

[www.bringbackthefunk.com/putty/bookmarks.mov](http://www.bringbackthefunk.com/putty/bookmarks.mov)

The red dot represents a finger pressing on the screen. This demo shows the user scrolling a list then creating a quick scroll bookmark.

<http://www.bringbackthefunk.com/putty/movedata.mov>

The red dot represents a finger pressing on the screen. This demo shows the user scrolling a list then passing the selected item to the gallery application to find media that contains the person selected.

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