

CellMailGraph

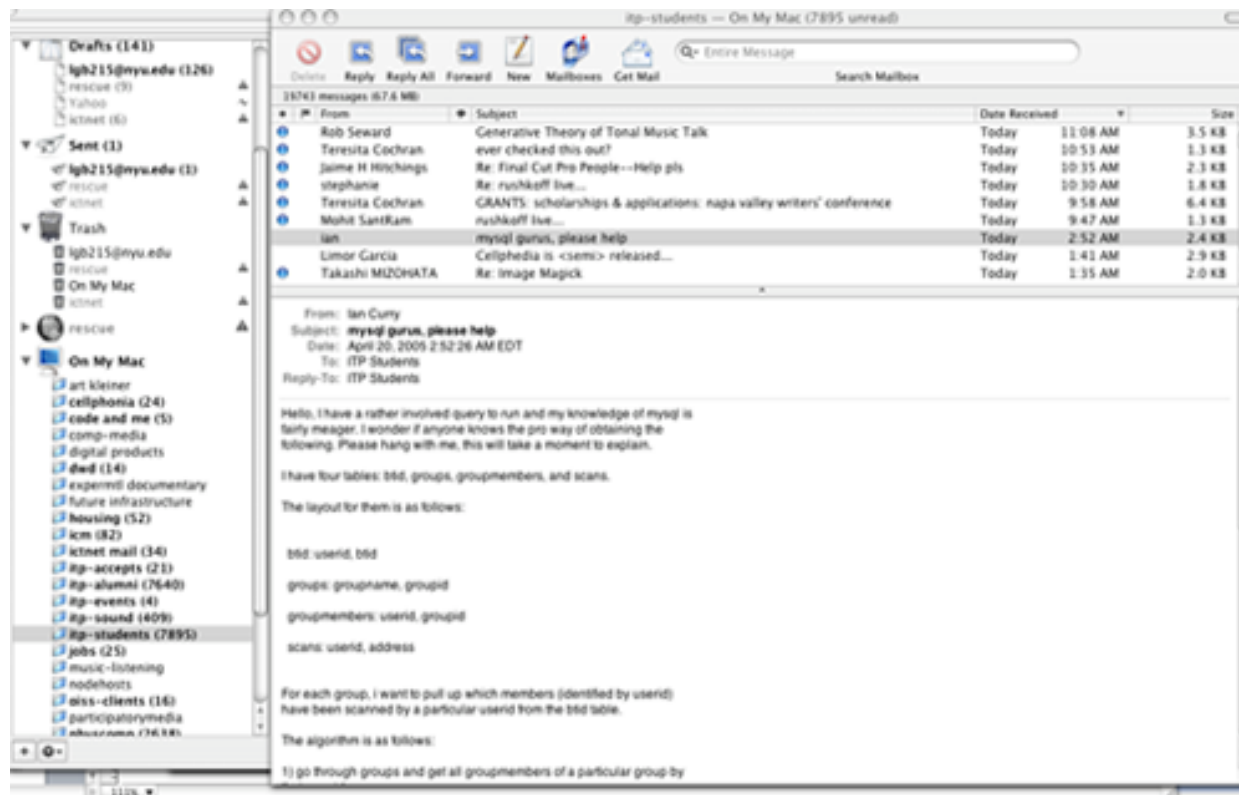
Laura Garcia-Barrio



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What: email visualization on handheld computers





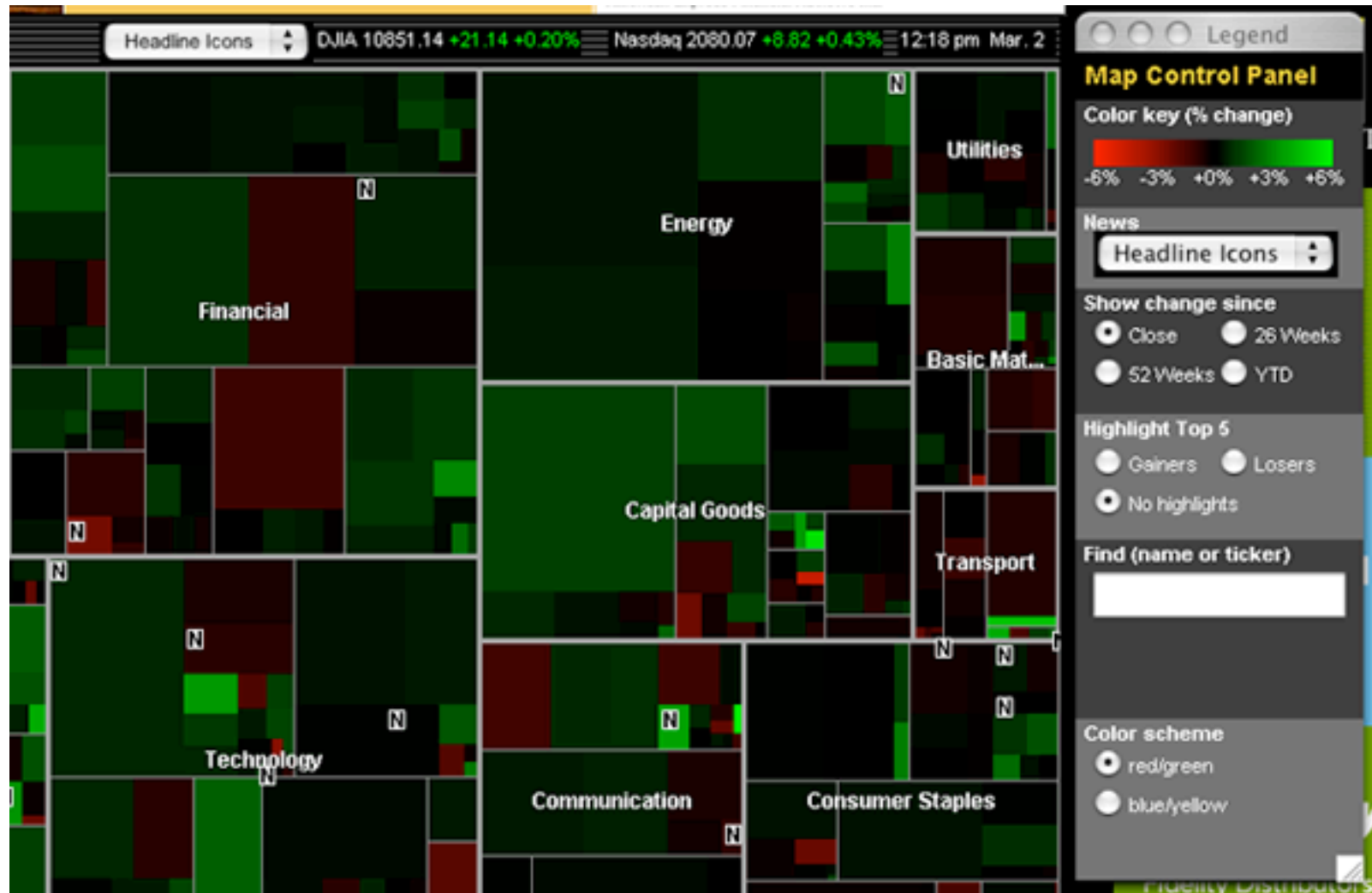
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What: getting started

cmgraph@fastmail.fm



Why: info visualization?



Map of the Market. SmartMoney.



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Why: email?





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Why: portable devices?





Why: current state



MoMail. IBM Research



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How: design guidelines

- simplicity vs. complexity
- metaphors
- appearance in a small screen
- design for limited and split attention
- limited input
- personalization
- **enjoyment!**



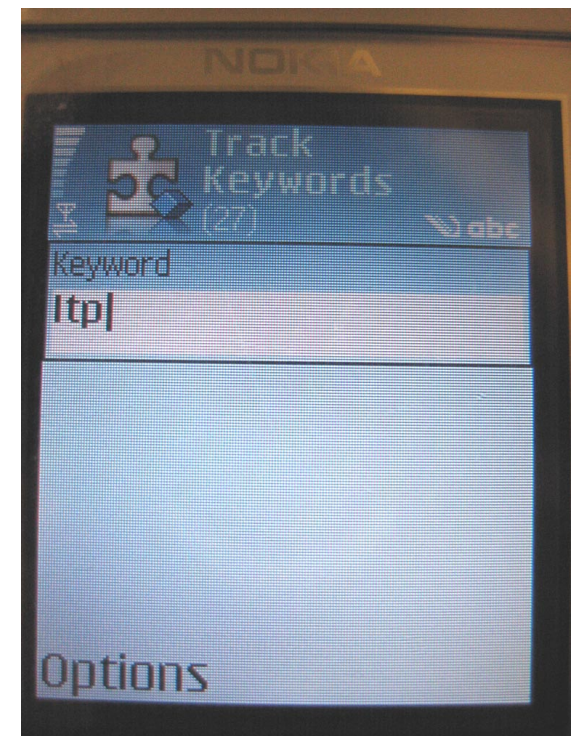
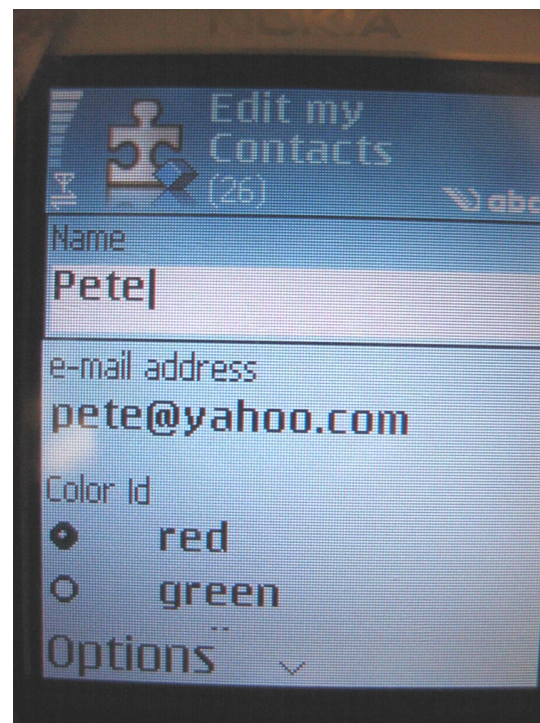
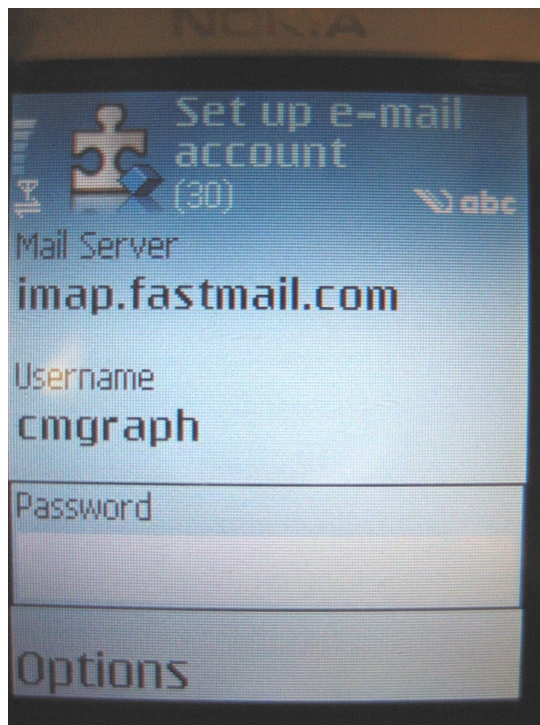
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How: technology choice





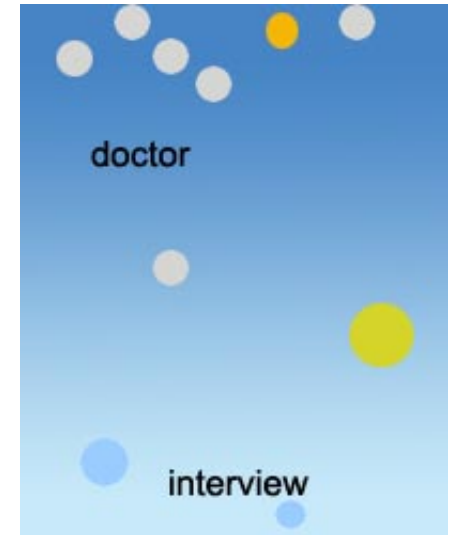
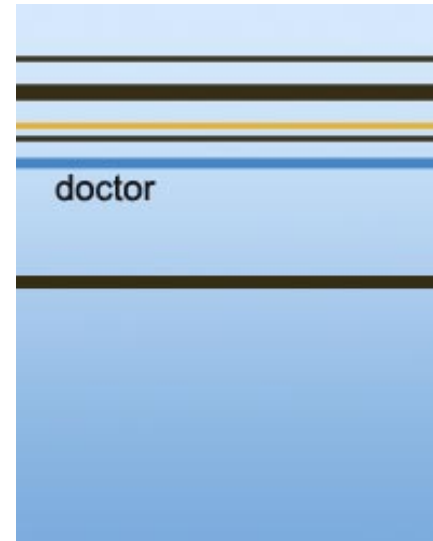
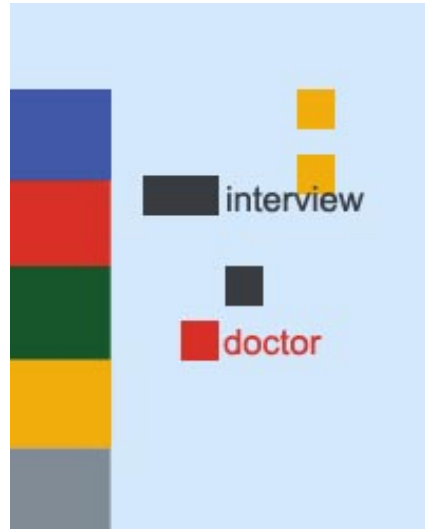
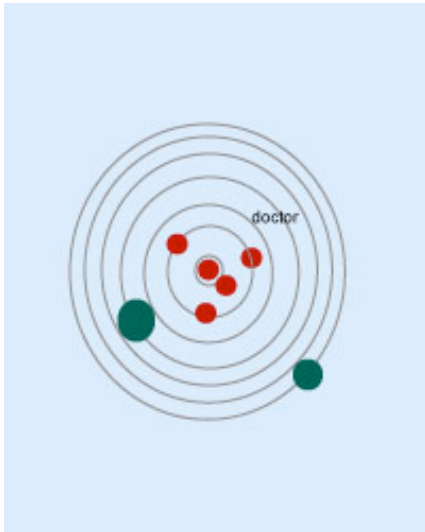
How: setting preferences





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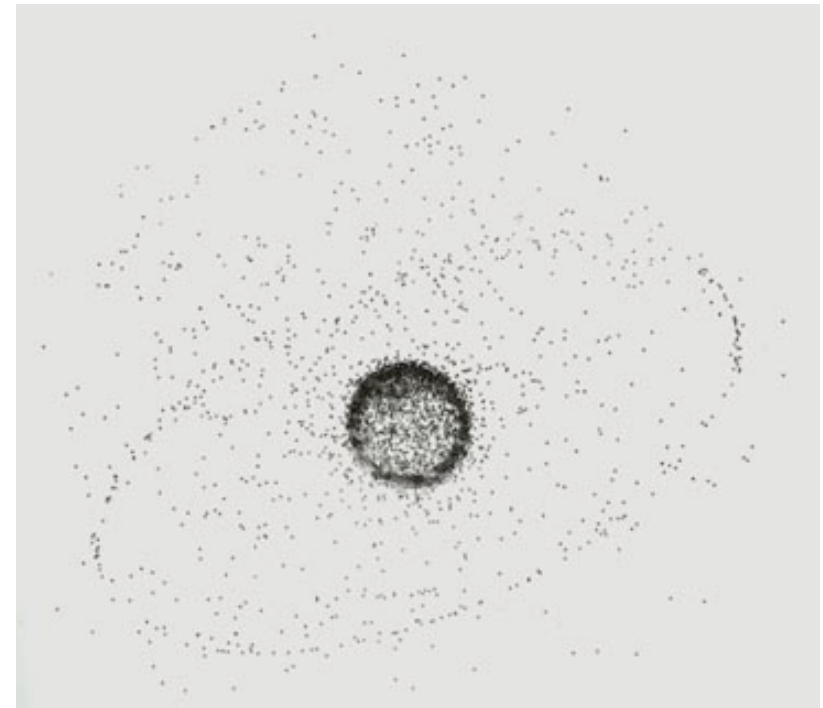
How: sketching





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How: graphic inspirations

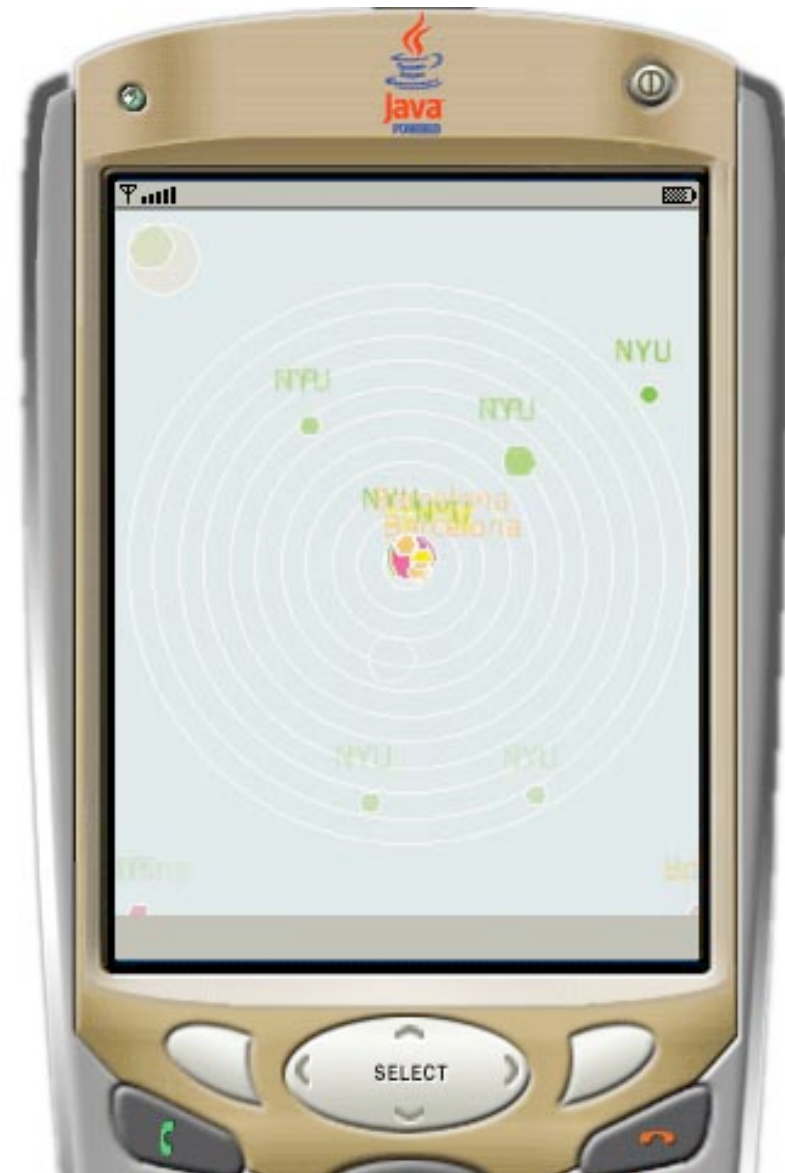
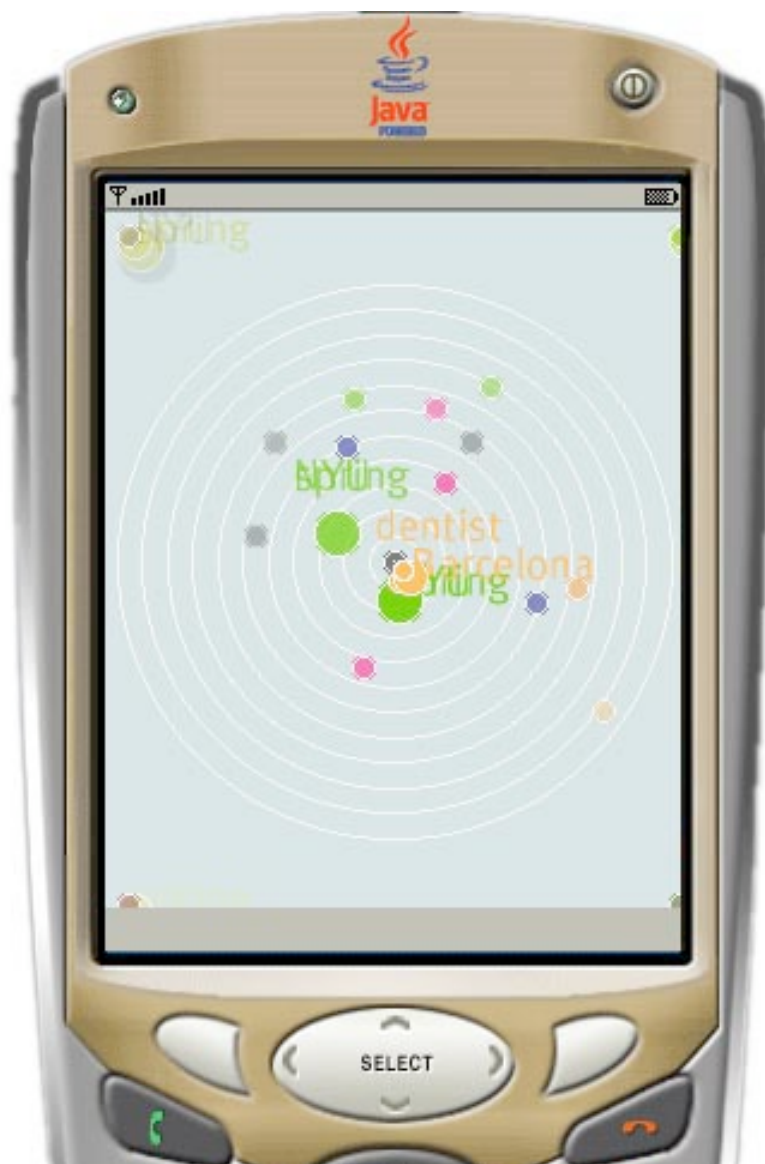


Tufte, Edward. 'Envisioning Information', Cheshire, Conn.: Graphics Press, c1990.



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How: first models





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How: visualization





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How: visualization

on the phone!



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When: emerging trend

Bell Labs: iLocator



Motorola: SCREEN 3





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Future:





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Thank you

<http://www.cellmailgraph.com>