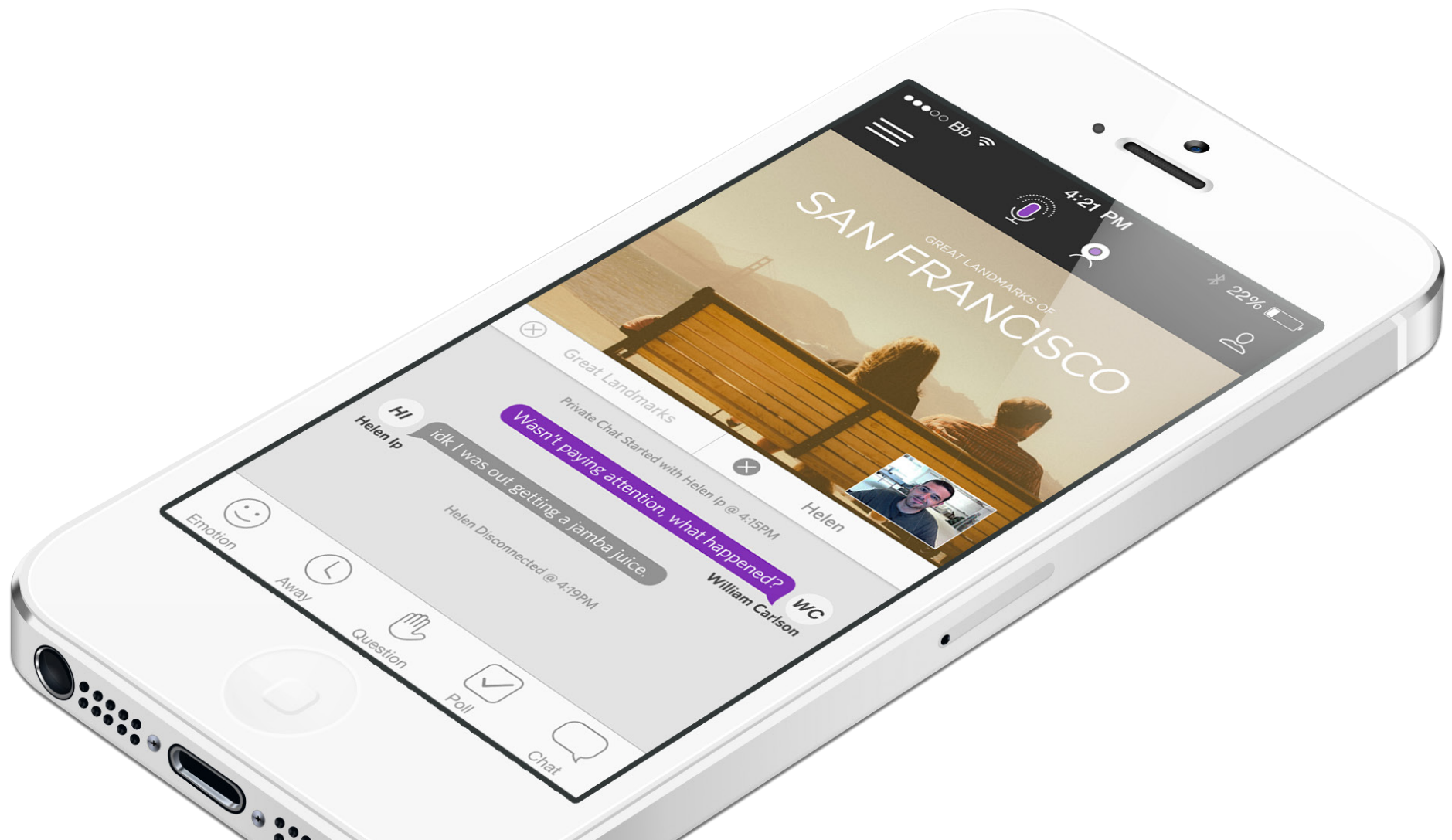


# Collaborate Mobile



# Look & Feel

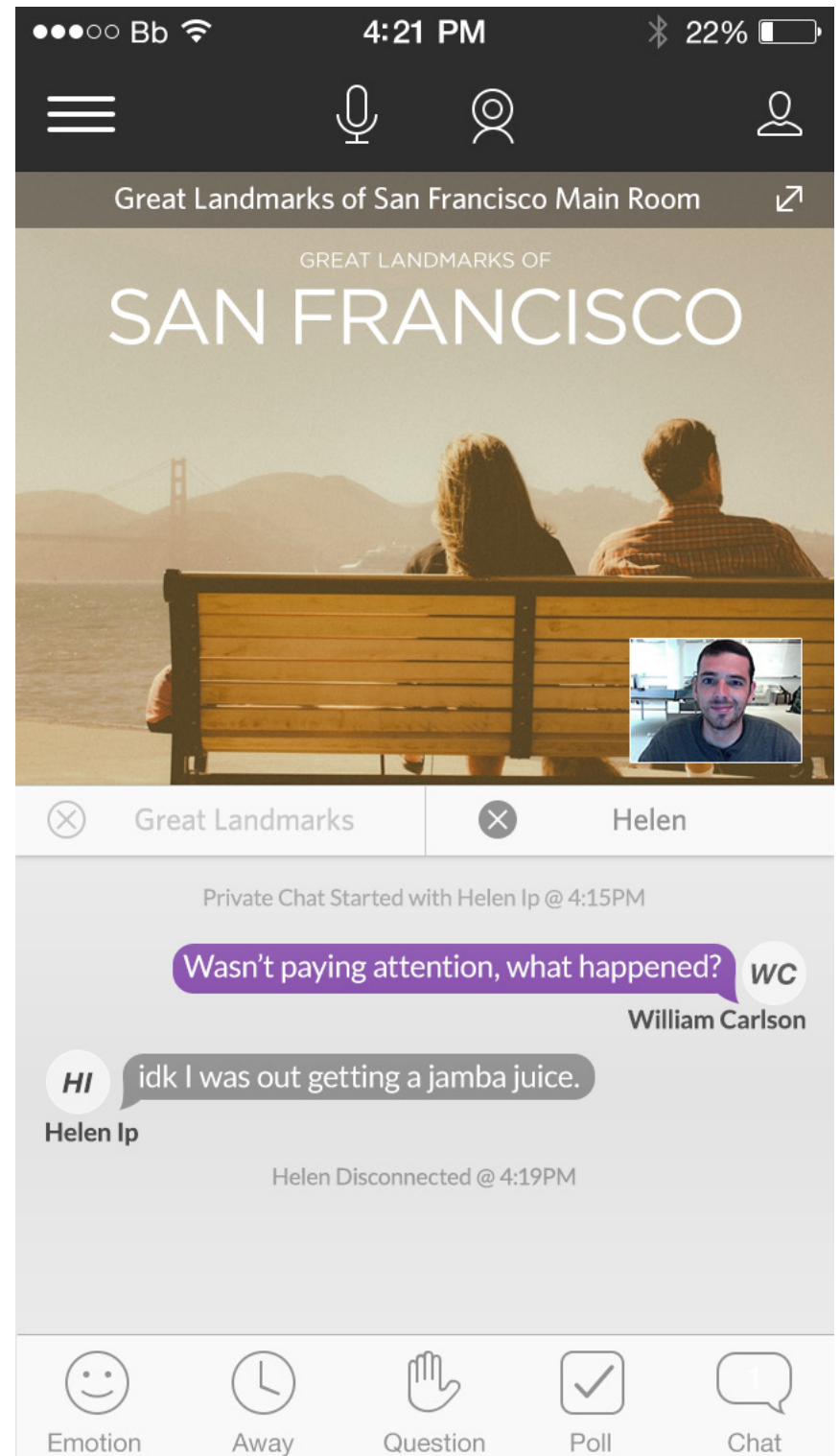
Thinner icons.

A selected icon should be the reverse (see camera icon).

Interactions are moved to the bottom of the screen. Consolidating the interactions and chat icon at the bottom helps the presentation and chat take visual dominance. It gives the user one easy place to access everything.

Chat and Presentation are persistent at all times.

Presentation should be full bleed using all the real estate of small mobile devices.

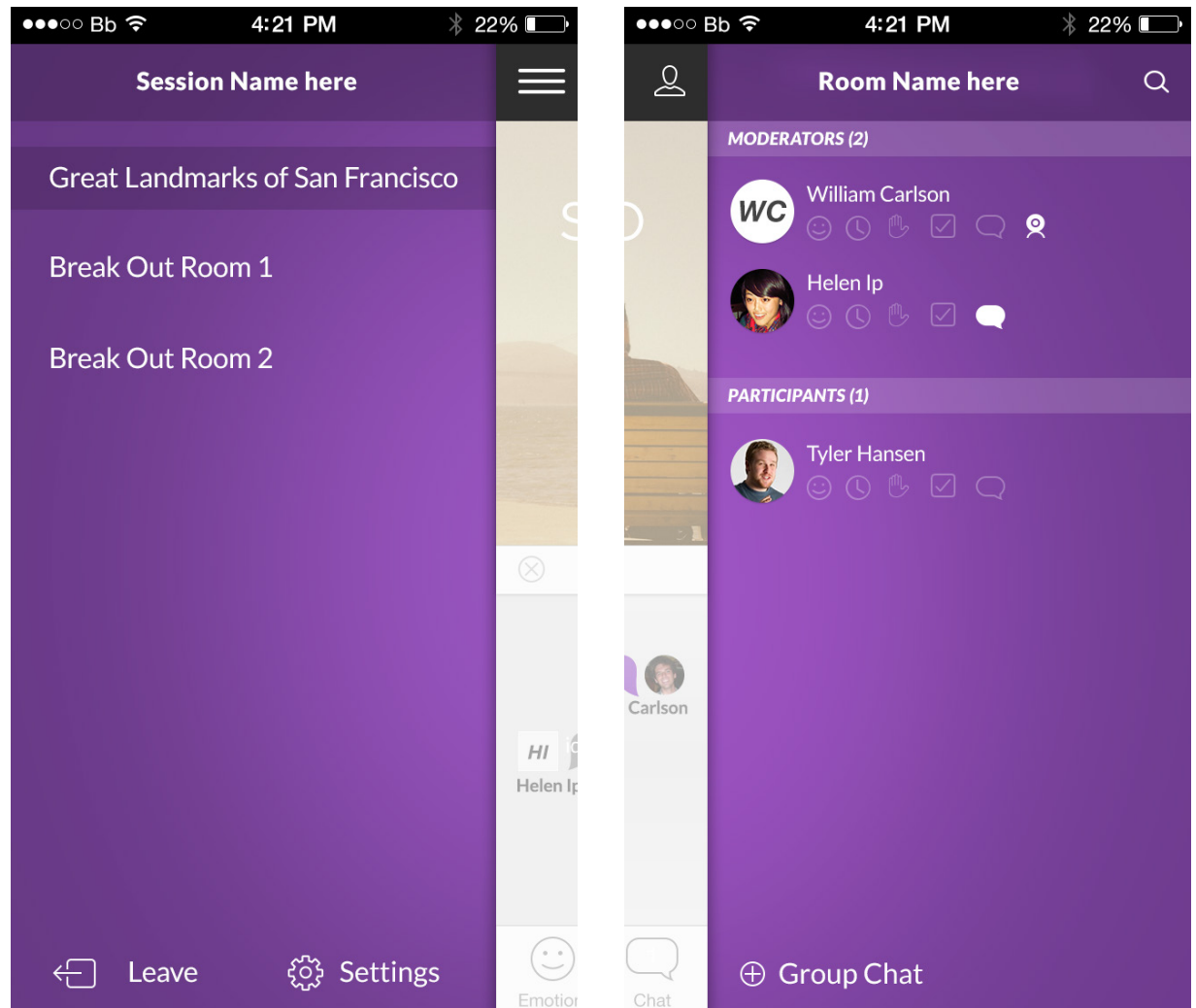


# Side Panels

The side panels will represent the brand's signature color.

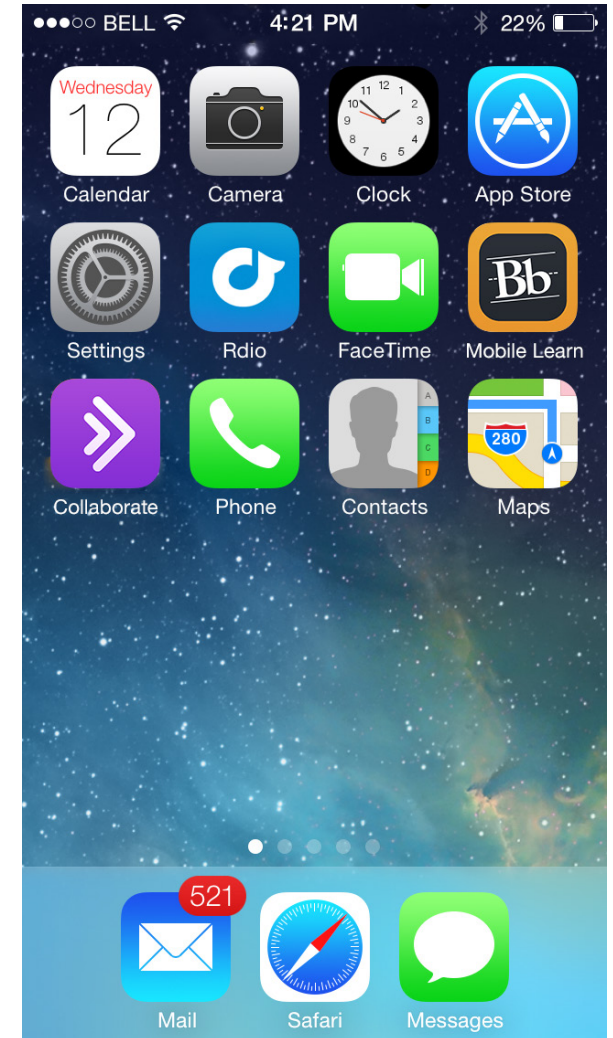
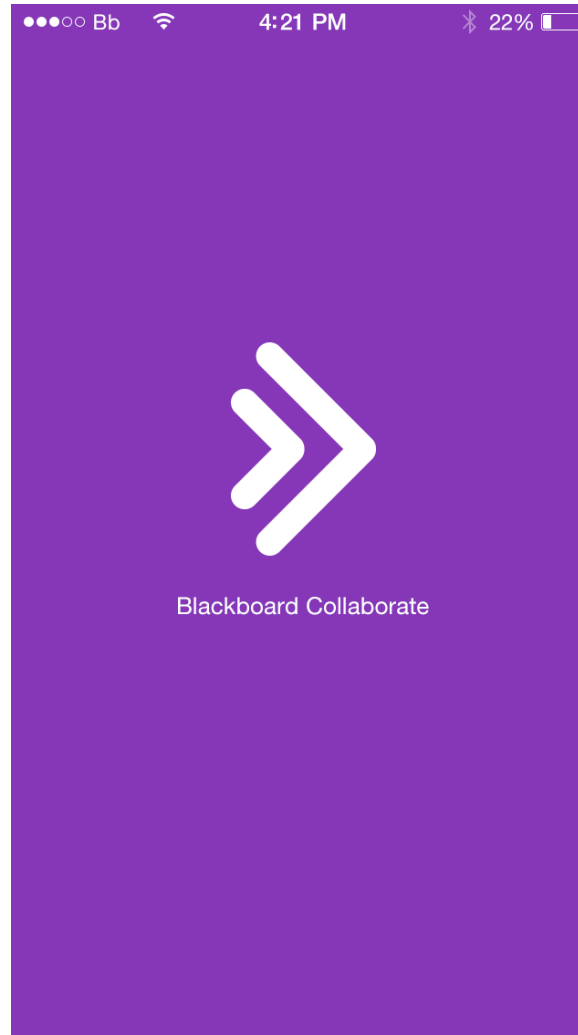
The left Menu Panel has the session name and all available rooms. At the bottom, the user can leave and bring up the settings (settings will have the option to completely disable all videos and chats).

The participants panel on the right shows all participants. In this example, you can see that Helen has sent a message to the current user.



# Brand Presence

Colored branding can live in the app icon and loading screen, along with the side panels.



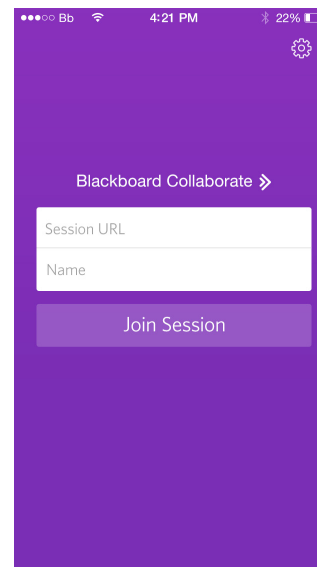
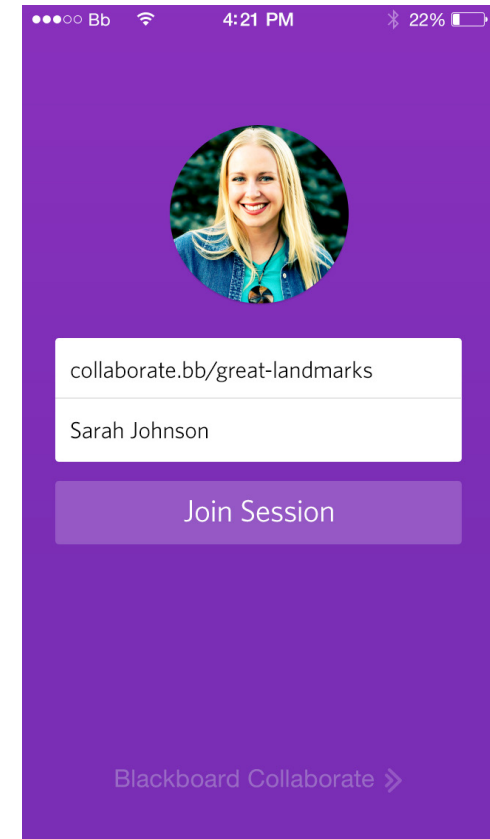
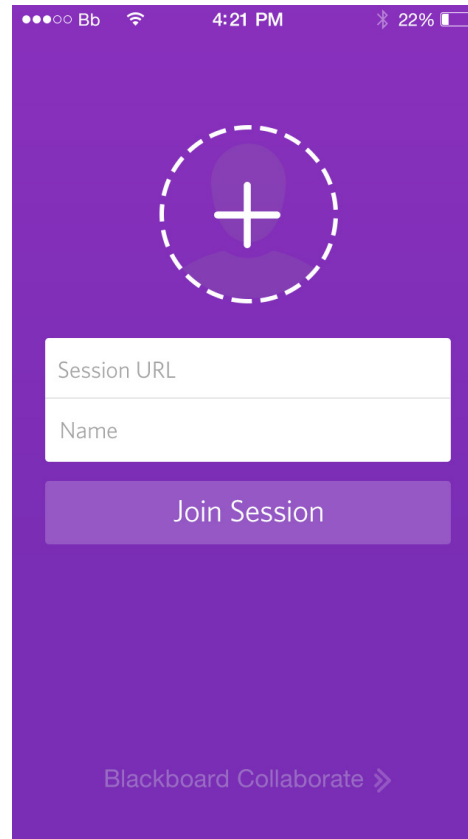


# Login Process

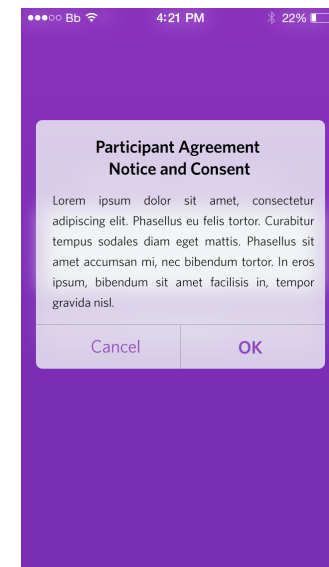
Login will use the same gradient as the default loading screen.

To get users to easily add avatars and put a face to a conversation an option to upload one before entering the session.

Pressing the plus symbol would open the users images letting them select an avatar.



fallback design



participant agreement

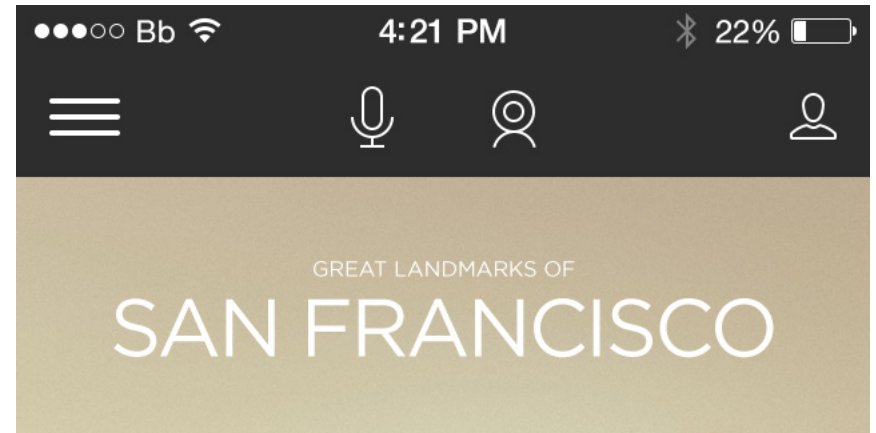
# Presentation

All presentations should fill as much of the screen as possible.

A single tap on the presentation itself should bring up the room name and any other meta data on a transparent black bar with the option for full screen(reference A2). A second tap will fade the room name content and meta data out.

This overlay will auto-animate if the room is changed or a different board is being shared.

The user will be able to enter fullscreen mode by tapping the fullscreen icon in the upper right.



**A1. Standard presentation**



**A2. Single tap on presentation**

# Video & Audio

With subtle animations and the use of color the user will know if they are currently broadcasting.

When either the video and audio icon are live or active will be purple and will be filled rather than a stroke.

The Mic will fill to purple and animate sound bar (little dots) out. The icon will fill with white based on noise level.

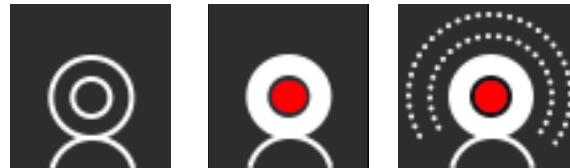
Audio icon should slowly pulsate the purple dot. Less attention is needed for this. (with PIP it is more obvious when it is active)



Off

Start up -----

Fluctuating audio levels -----

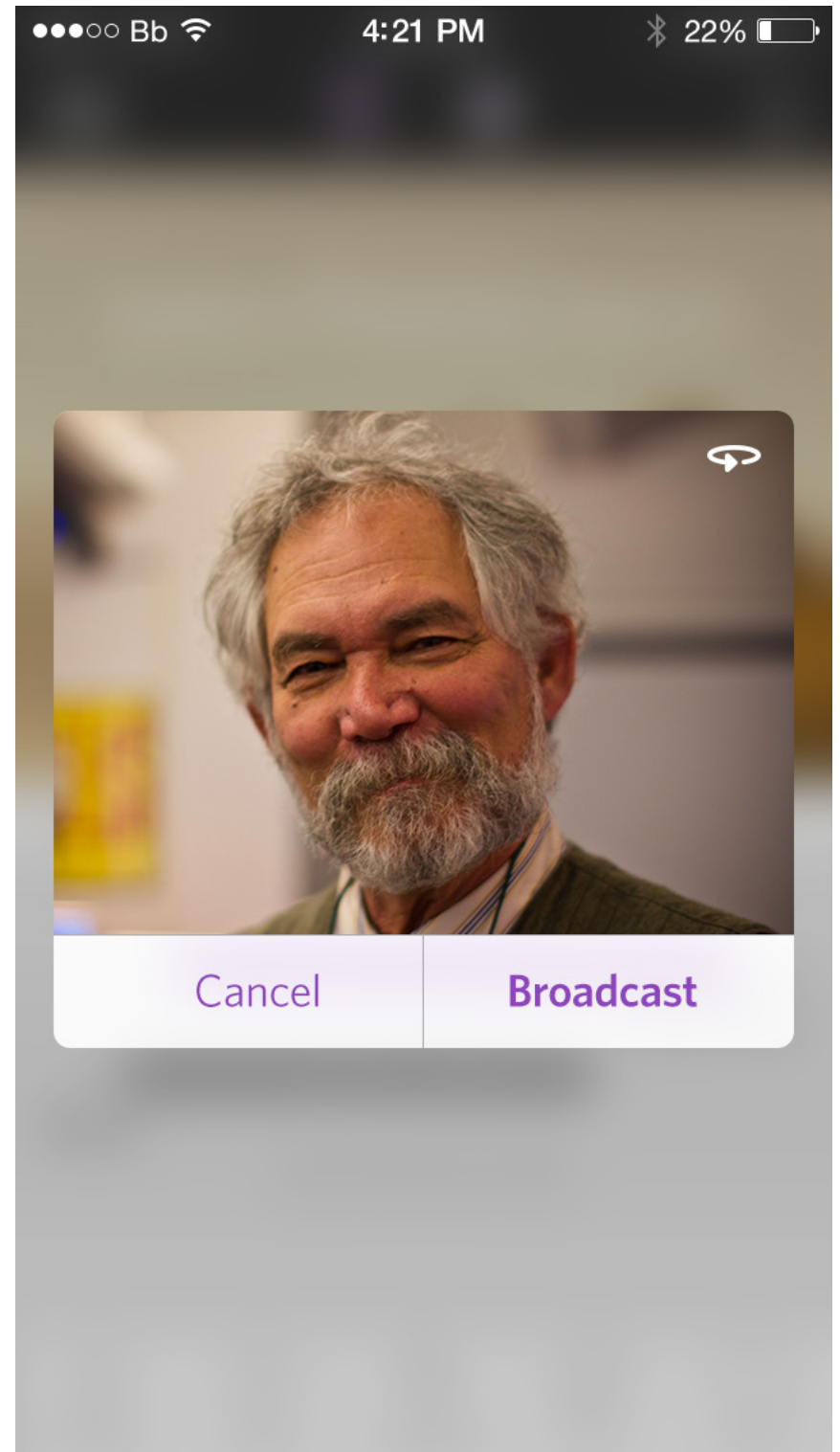


Off

On (small pulsating of purple area)

# ***Video Selection***

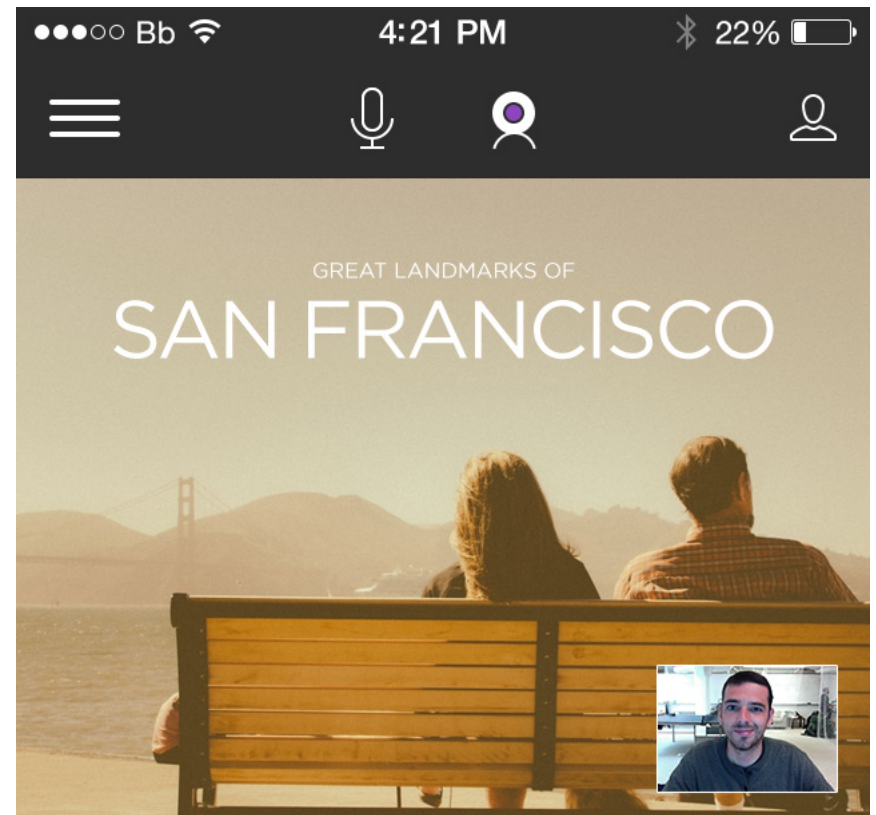
Video stream in live in modal. Icon in upper right to choose front/back camera.



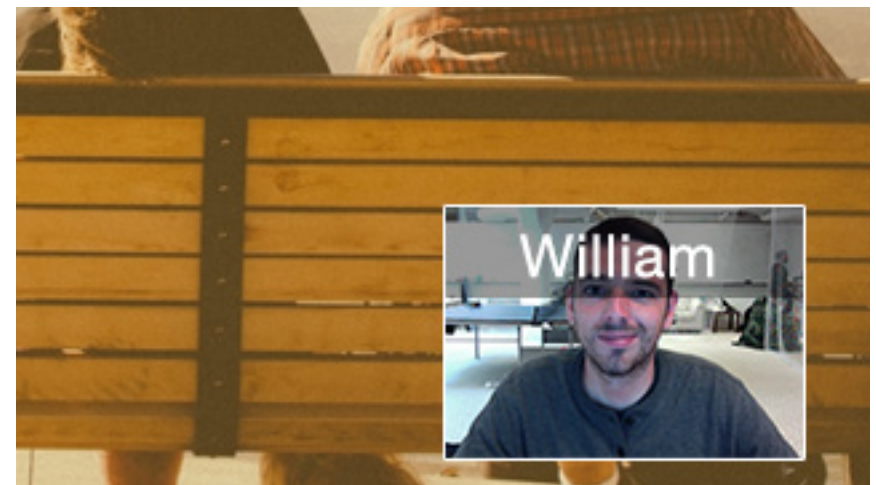
# Inline Video

Videos should be based on the current speaker or the thumbnail of who is speaking. While we do put video over the presentation area, we allow the user the ability to remove video by simply swiping the video away or snapping it to the opposite side of the screen.

Double tapping the video should switch its place with the presentation, making the video take the fullbleed area and the presentation filling the thumbnail area. Another double tap will switch it again.



**B1. Standard presentation with user video.**

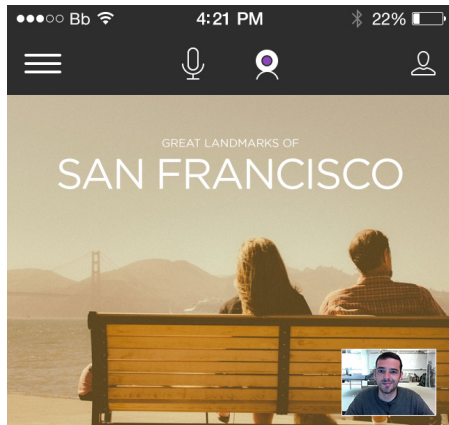


**B2. Single tap on video brings up controls**

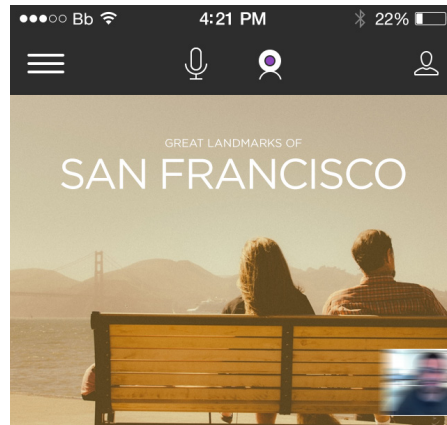


# Dismissing video

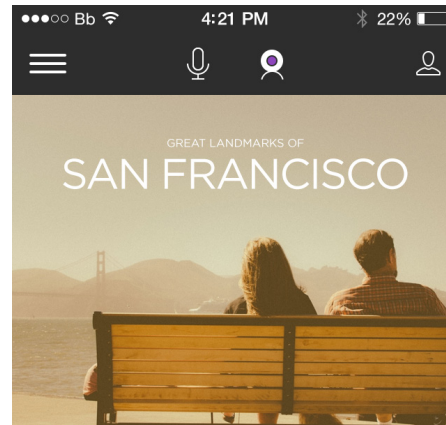
How dismissing and recalling video works



Pip video is default



Swiping the video off the screen should dismiss it



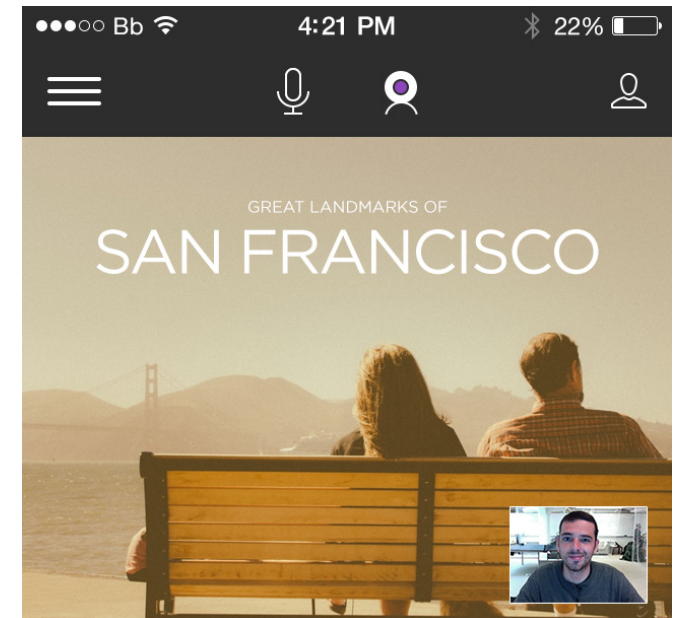
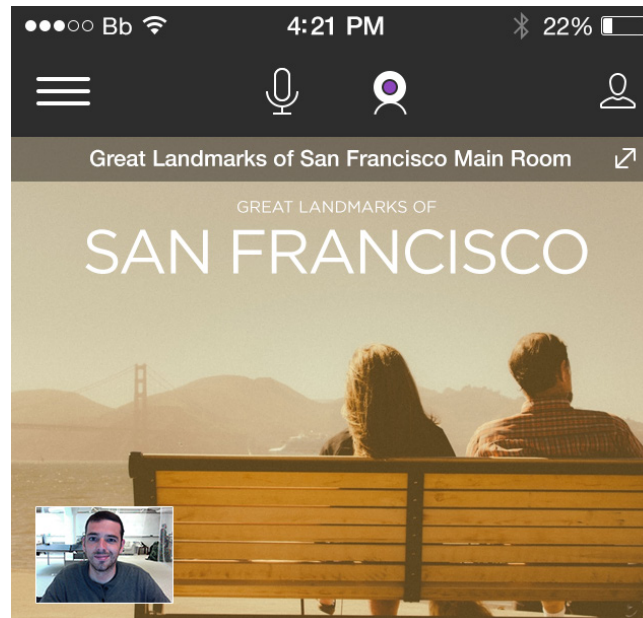
No Video is present now.



To recall video tap on presentation. A ghosted version of the video can be seen. Tapping of the video will bring it back.

# *Video position*

Dragging the video will snap it to the left or right side of the screen.



# Chat

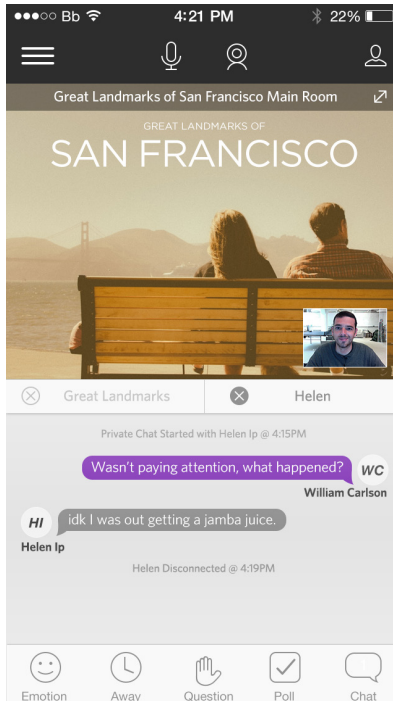
Tapping in the text input will pull the keyboard up and overlay the conversation over the presentation using default apple blurring and transparency.

Pressing the chat button in the bottom bar or double tapping in the chat area will bring up the keyboard and make the chat fullscreen.

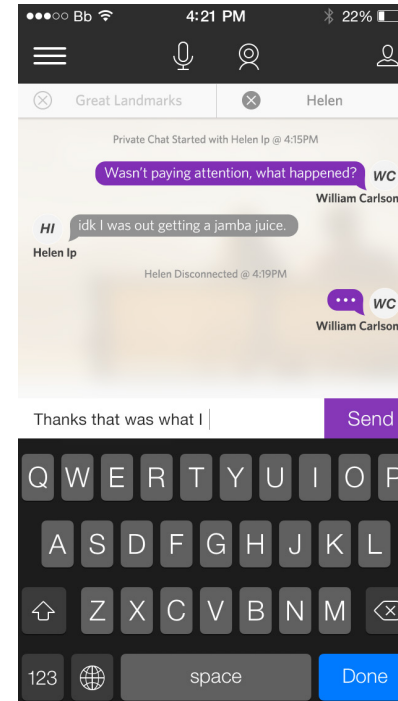
Additionally, if the user is composing and wants to use the entire screen they should be able to swipe the keyboard up and down.

Colored chat bubbles separate you (William on the right) from the person you are chatting with (Helen on the left).

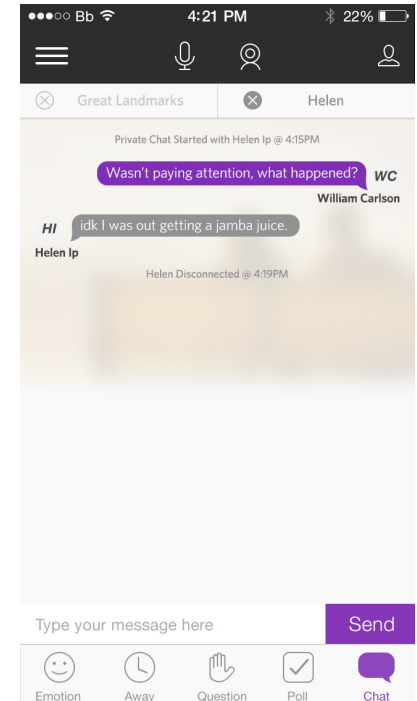
Activity text, such as a user logging off, is handled as inline messaging.



To enter text to a conversation you simply press the chat icon.



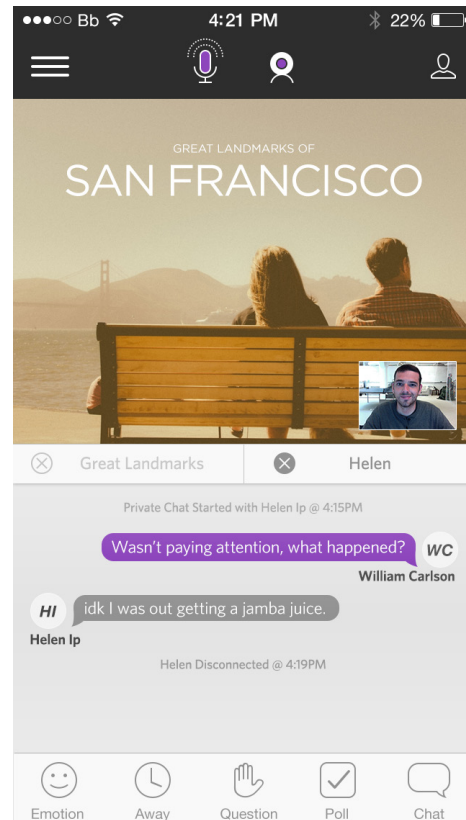
Pressing the chat icon will overlay the chat and focus the keyboard.



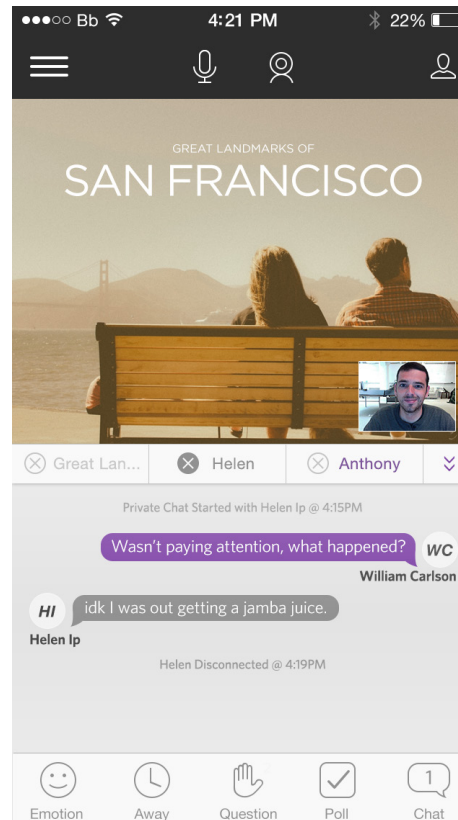
Swiping down will hide the keyboard if the user wants to view chat in a full screen mode.

# Multiple Chats

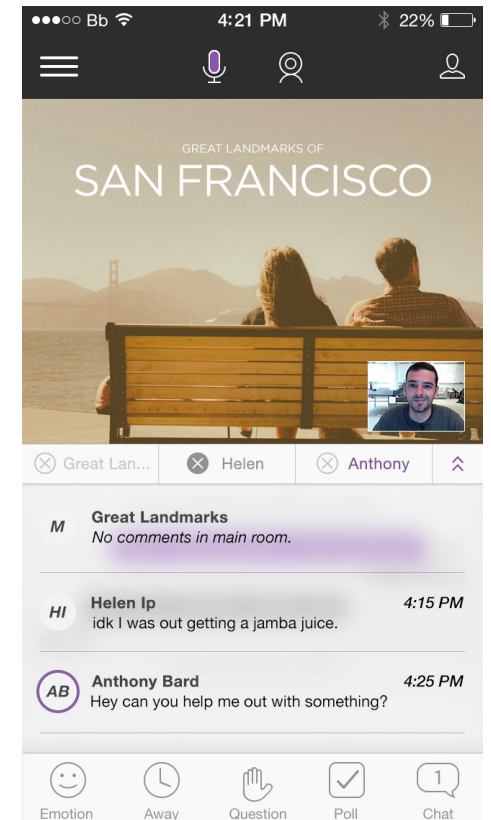
The tab bar can hold up to 3 chats. Additional conversations will bring up an overflow menu option.



2 chat fitting in the tab bar.



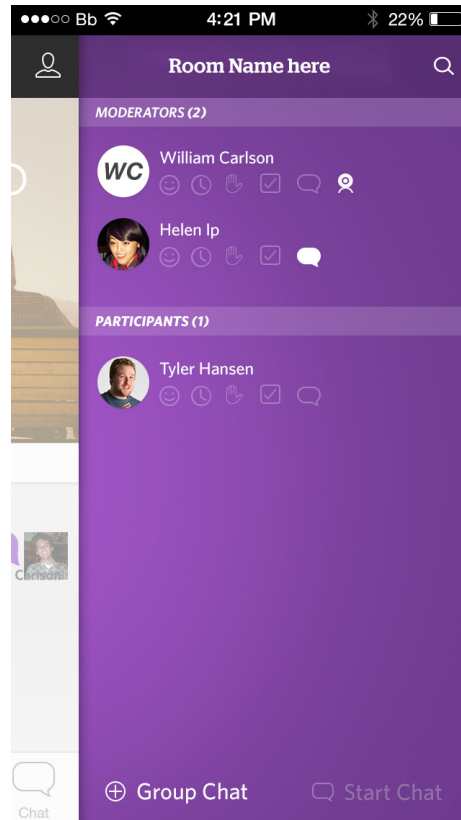
More than 3 chats are available so the overflow icon has appeared.



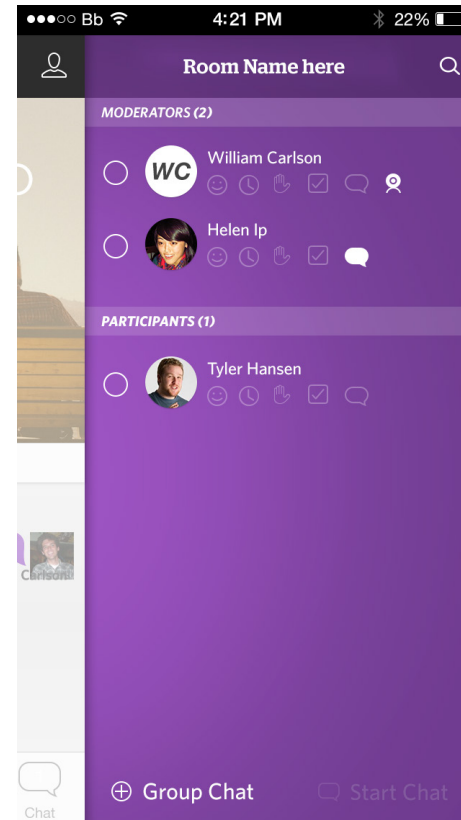
Tapping the overflow icon brings a list of all conversations. Re ordering the conversations by dragging and dropping will effect the tab bar.

# Participants Chat

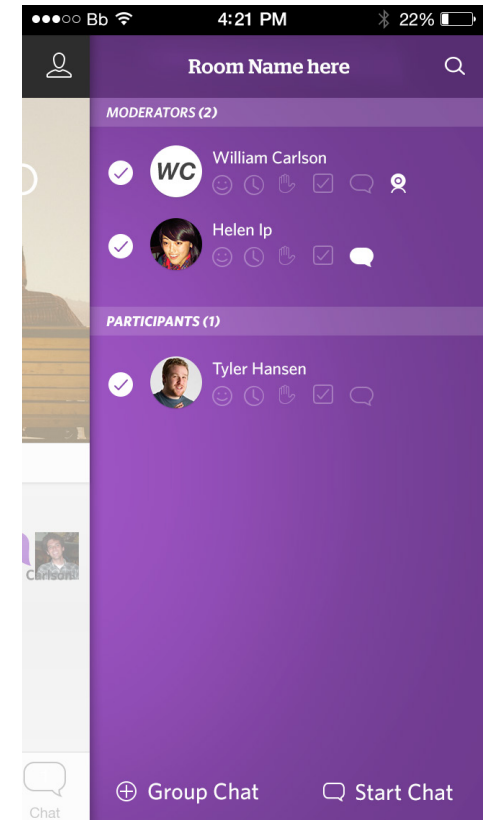
Group chat for participants list.



User has opened participants panel. No actions have been taken.



User clicks group chat and the selecting circles animate in from the side. "Start Chat" will remain faded out till a user is selected.



Clicking on the users will add a "check" in the circle adding them to the group chat. The "Start Chat" will become selectable once a user selects two or more participants. Clicking "start chat" will bring open a new chat with all the selected participants.

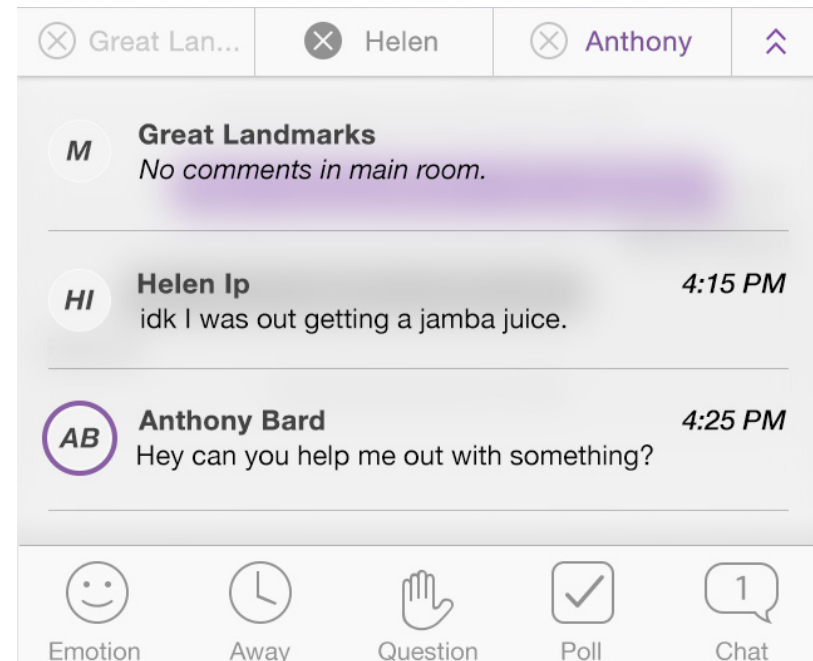
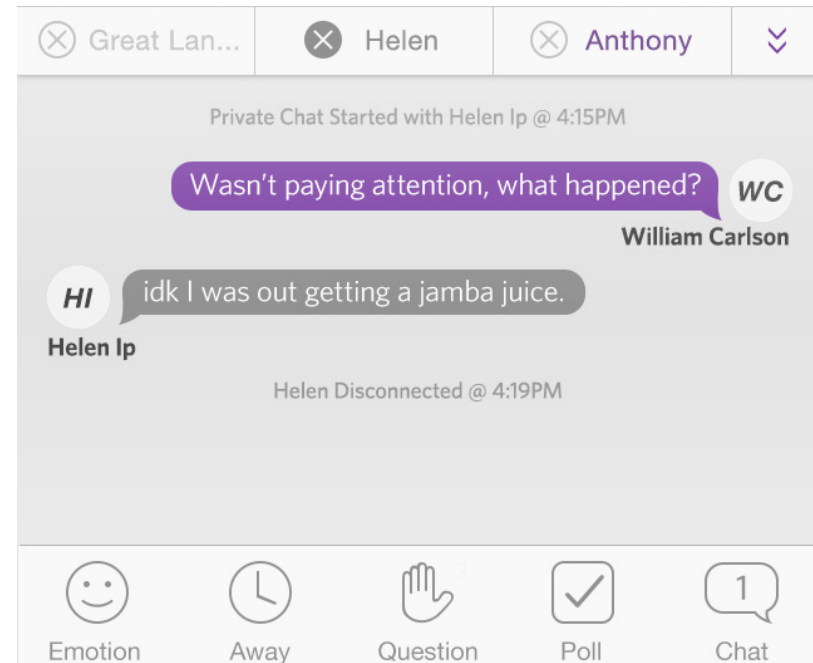


# Overflow Chats

A tab bar will appear if you are engaged in multiple chats (currently the user is in great landmarks and a chat with Helen). This bar can hold up to 3 visible chats, additional chats will be viewable by clicking the overflow arrow that appears when more than 3 conversations are available. You can also navigate through chats by swiping left or right on the tab bar. Swiping left or right on the chat section itself should navigate to the chat next to it.

When you press the overflow icon (right side of the tab bar), a menu will overlay your current conversation. From here you can respond, backswipe to close conversations or drag and drop to reorder chats (this will update the tab bar so the user can customize who they want to message more quickly).

The chat overlay will have the user's name, last message sent and time. The chat option in the bottom bar will be helpful for users who are engaged in more than 3 conversations at once.



# Fullscreen

Small format devices can go into full screen in either landscape or portrait orientation.

Rotating to landscape orientation will automatically become fullscreen.

By default we should hide the carrier, emotions and top bar when in fullscreen.

When in fullscreen, tapping once on the screen anywhere will either dismiss or recall the top and bottom bar.

Portrait orientation has the course name and fullscreen button. The bottom action bar will be transparent and blur the content if it reaches behind it.

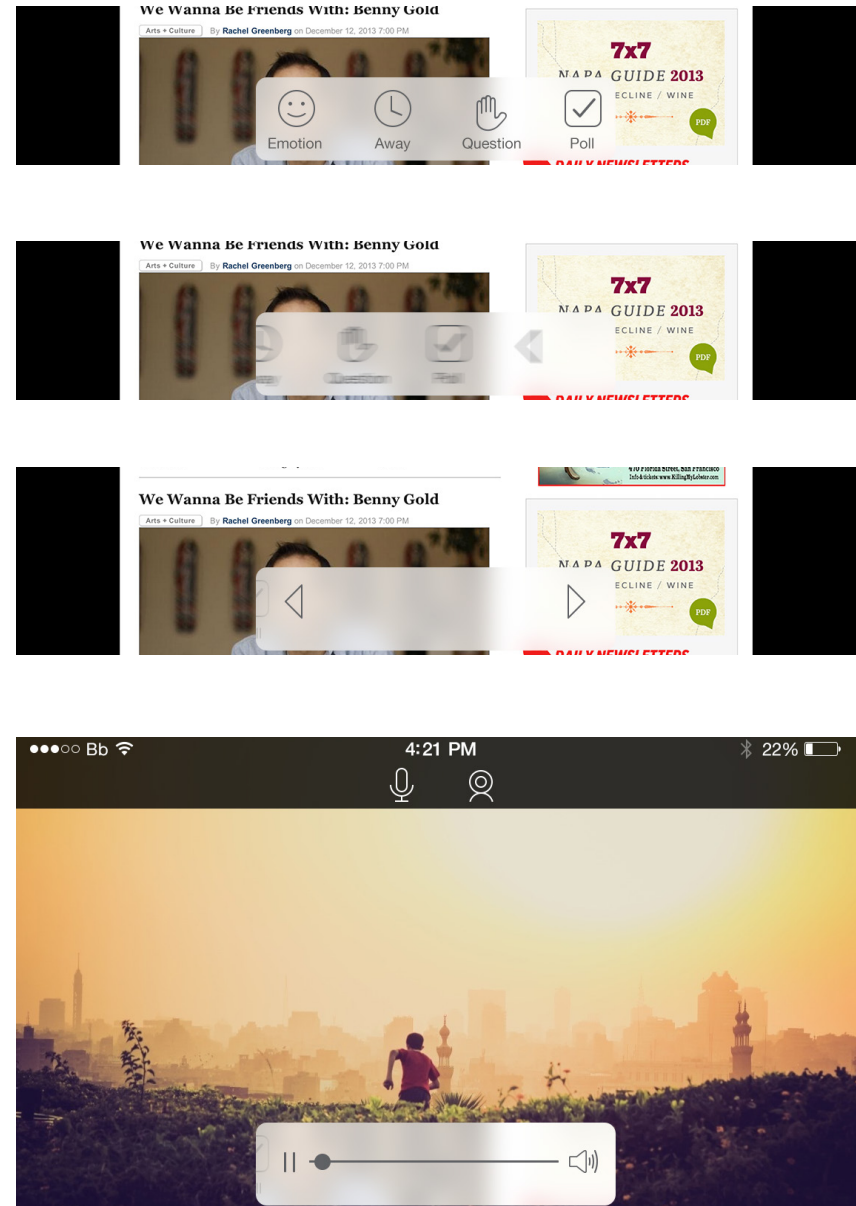


# Multimedia/ Web Tours Controls

Controls will slide the emotion, away, question and poll to the side when content changes to another control type. Swiping across the control bar will bring back the original buttons.

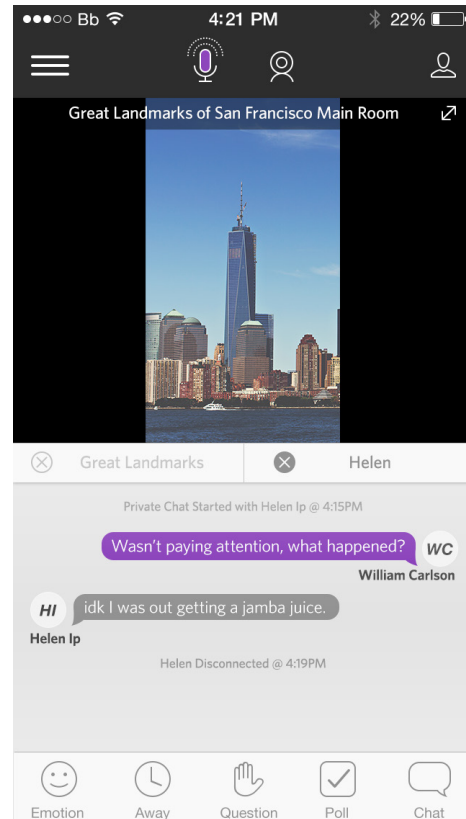
All the controls will live in the same interaction bar. The user will see the initial animation of the buttons sliding over. A faded portion of the other control set will be present to show the user that they can still retrieve the other controls if needed.

In addition to the web controls we should support swiping left and right for navigation.



# Portrait Fullscreen

Details on Portrait fullscreen.



Content is 100% height, but width cannot fit. Tapping on the presentation screen brings up the fullscreen icon in the upper right corner.



After clicking the fullscreen button the chrome is hidden, extending the presentation to fill as much of the screen as possible. Carrier bar is hidden.

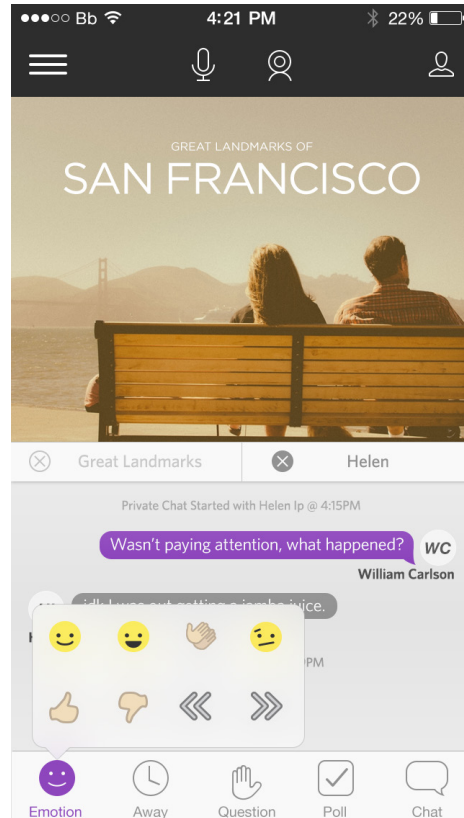


Tapping on the screen will return the chrome temporarily or if it is already displayed hide it again. Pressing the resize button in the upper left will return the user to the initial view with the persistent chat.

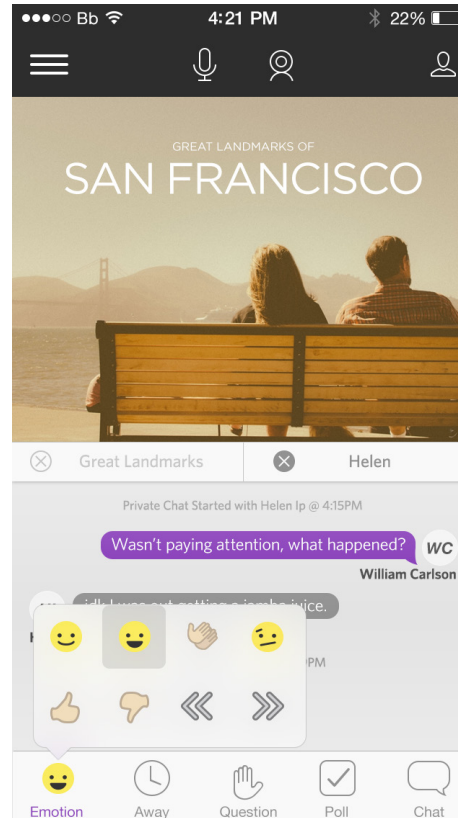


# Emoji pop up

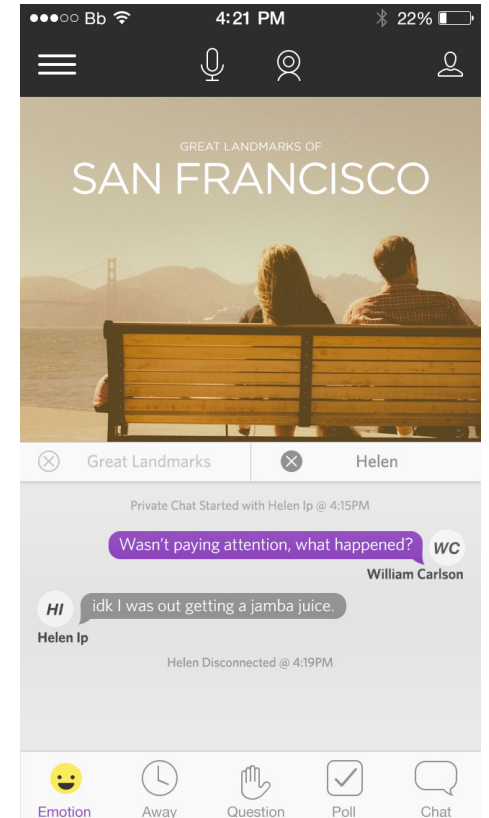
General style of pop ups on the bottom actionbar.



Clicking the emotion icon will bring up a pop up.



Selecting an emoji will update the emotion button with the selected icon.

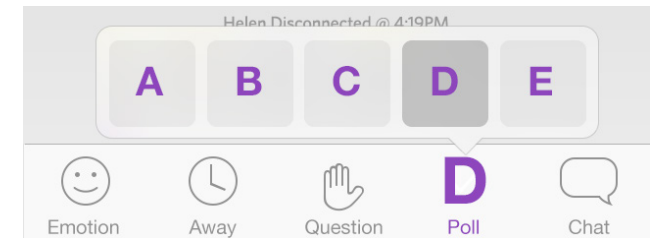
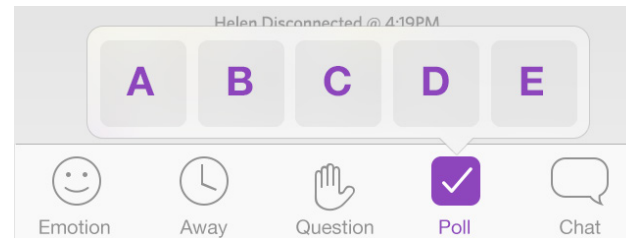
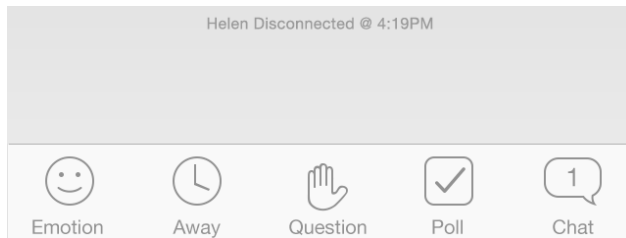
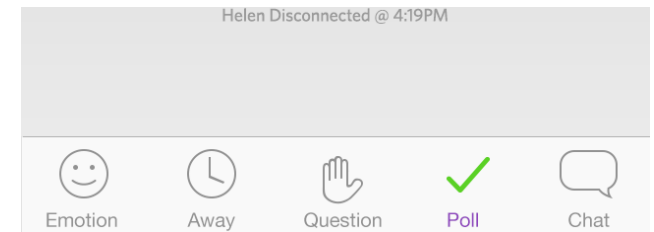
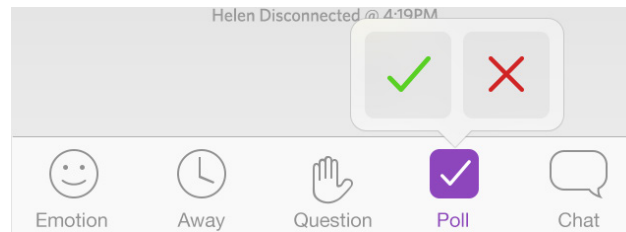


The pop up will fade away, only showing the current emotion selected. Current emotion will fade away back to the silhouette of the smiley face.



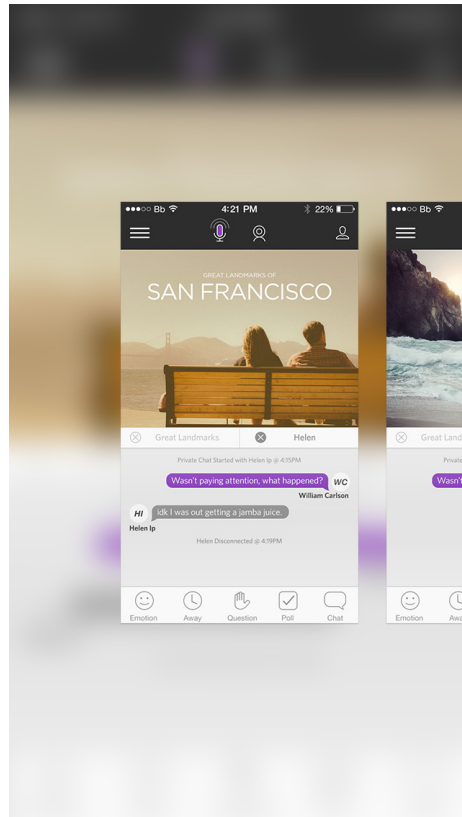
# Polling pop up

Polling behaves exactly the same as the emotions.

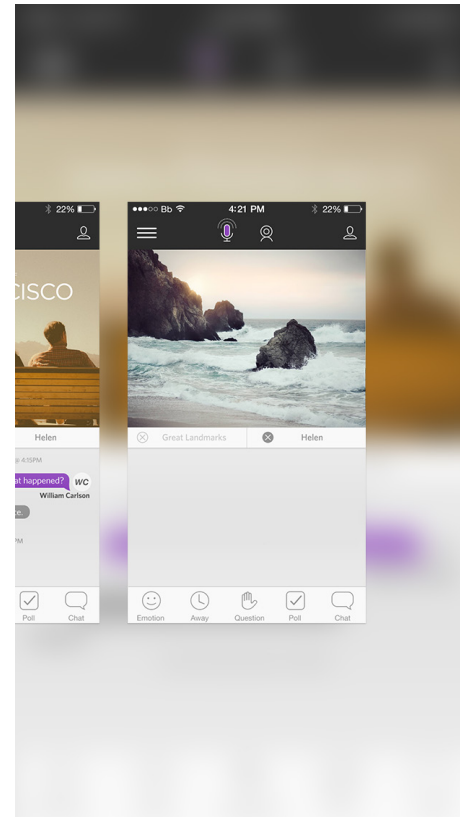


# Room Changing

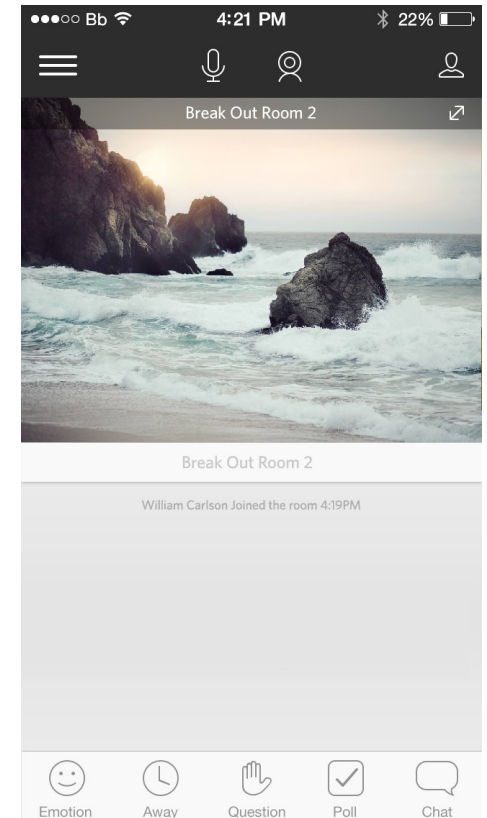
Changing rooms is controlled by the moderator. Users cannot switch so an animation is used to show the changing of rooms. This will be the standard notification area as well.



User is being pulled out of the great landmarks. Presentation pulls out and blurs. (on Android it will be an overlay rather than blur).



Card animates over to the next session and zooms into the next card.



New card zoomed in and opened. Room name changed in overlay of the presentation.

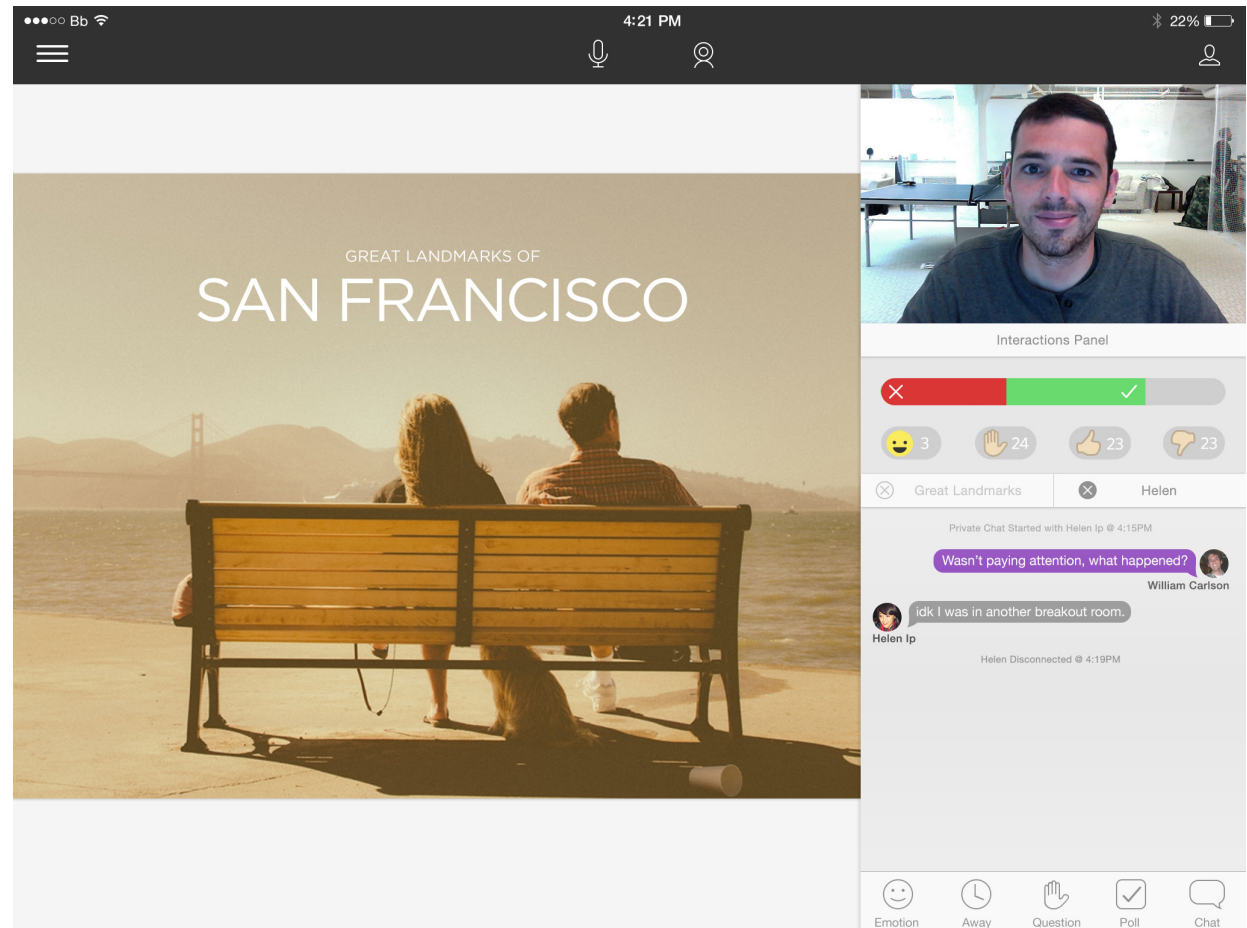
# ***Collaborate tablet***



# Look & Feel

The tablet layout remains similar to what is currently implemented on the iPad. All interactions and chat are consolidated into a single area, and the layout on the tablet will be similar to that of the small format devices.

The entire right-hand panel (the chat area) will have the same proportions as the small-format version.



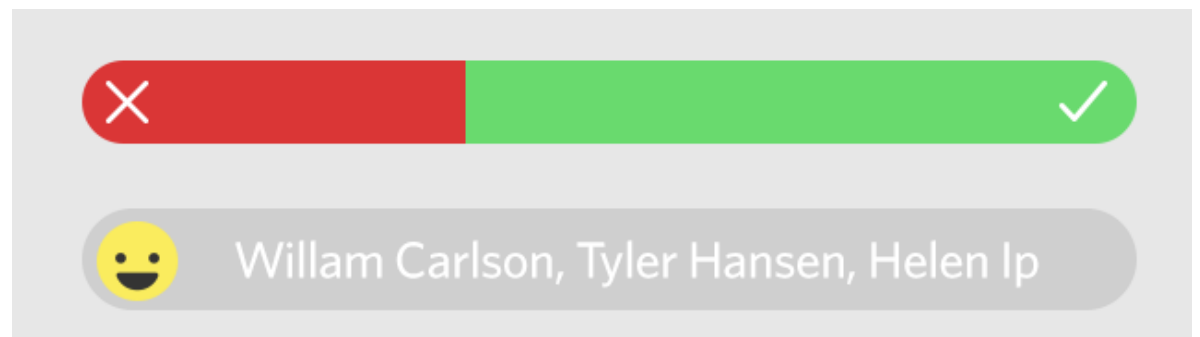
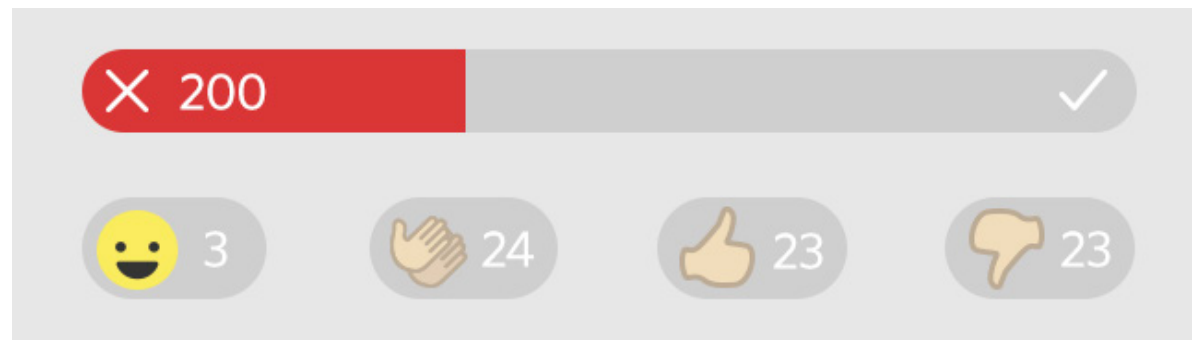
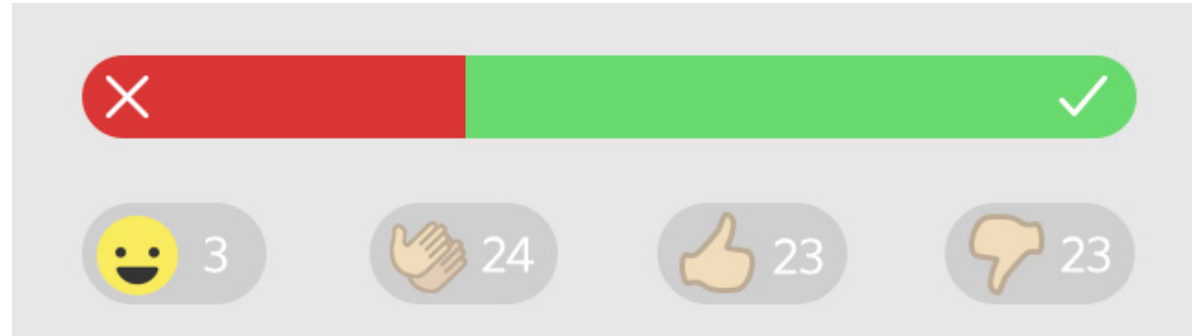
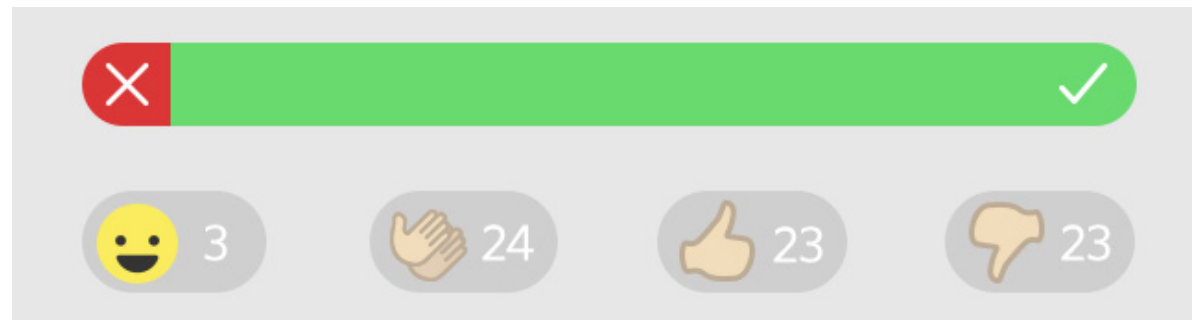
# Interaction Panel

Img 1. The default state of the interaction panel. Polling is displayed visually, but the emoji only show a number count. Up to four emojis can sit inline. More will knock down to additional lines.

Img 2 Shows polling live updating.

Img 3. Tapping on the "X" brings up the number count inline while fading out the other choice.

Img 4. Tapping on an emoji will expand it covering the others. This will show the names of the users in this section. Overflow text can be swiped to be viewable.



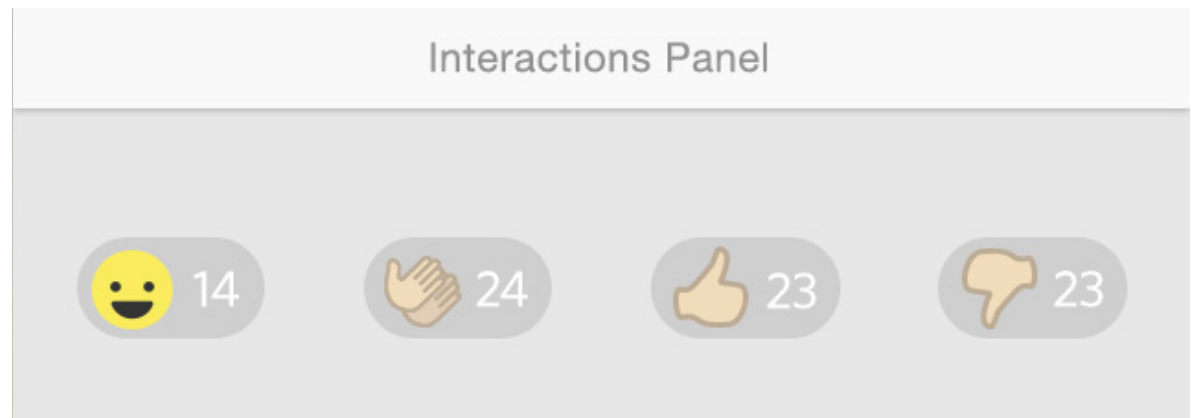
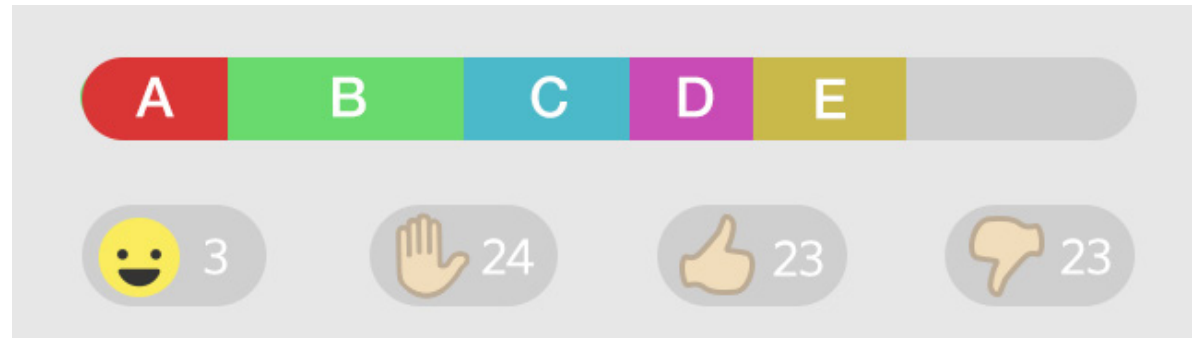
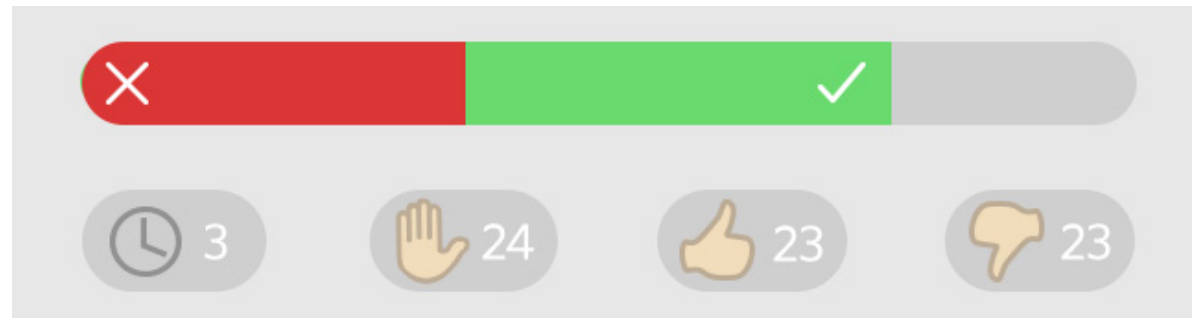


# Interaction Panel

Img 1. Polling showing that not everyone has not yet voted.

Img 2 Shows A-E polling.

Img 3. When no polling present the bar graph will not be shown. The Emoji count will center in the space.

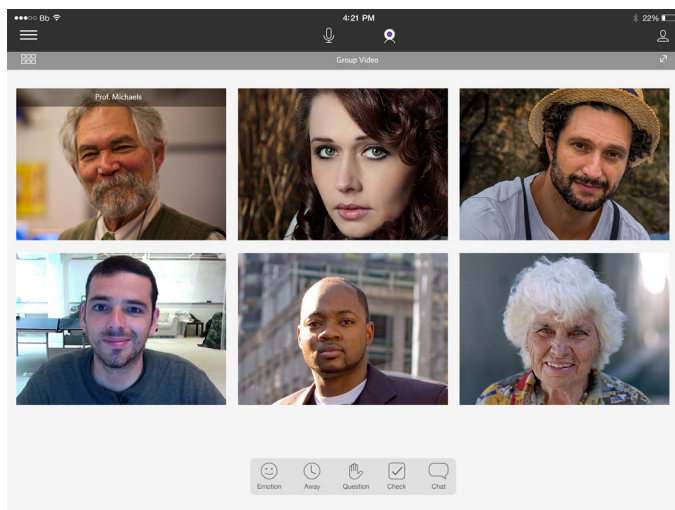
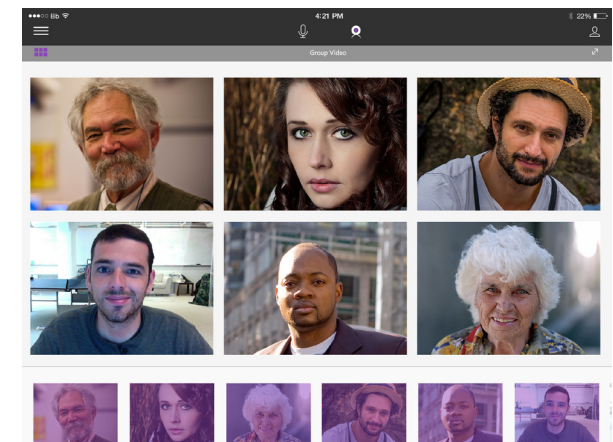
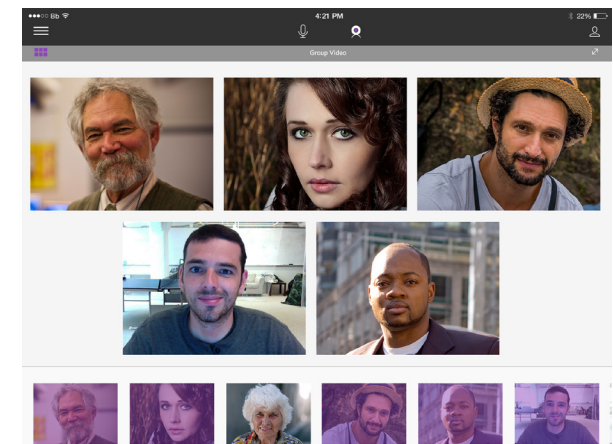
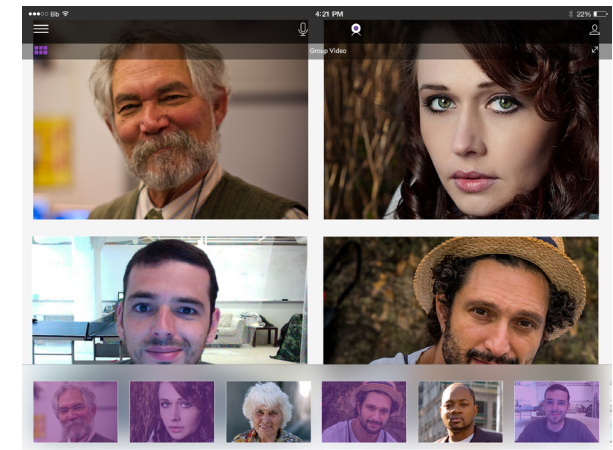
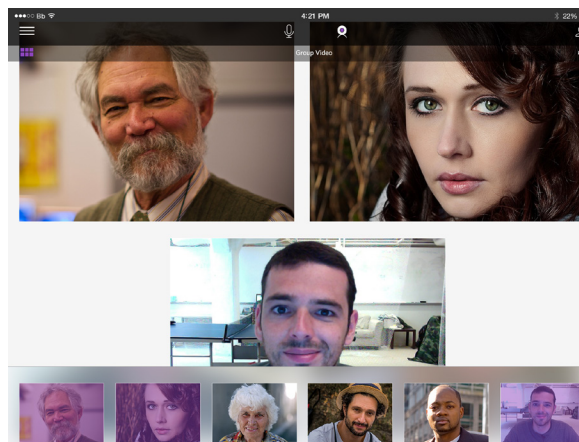
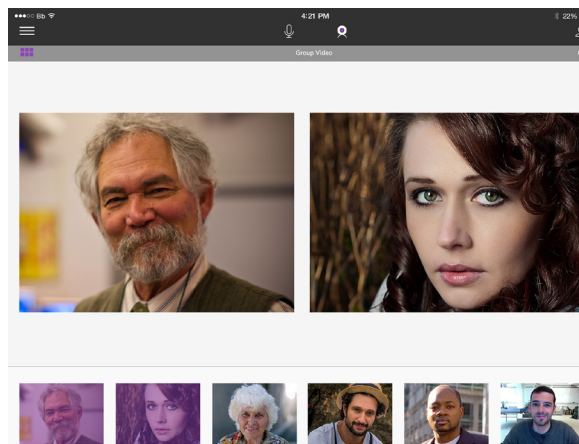


# Group Video

Six Videos can be displayed at once. When a user selects the group video icon in the upper left, a tray slides up from the bottom of the screen. The tray contains all the video feeds the user can select to have streaming.

The videos selected from the tray will appear with a purple overlay and animate in as selected.

Once the user is done adding video streams they can simply press the group video icon in the upper left dismissing the tray and allowing them to continue with the conversation. (See image directly below).

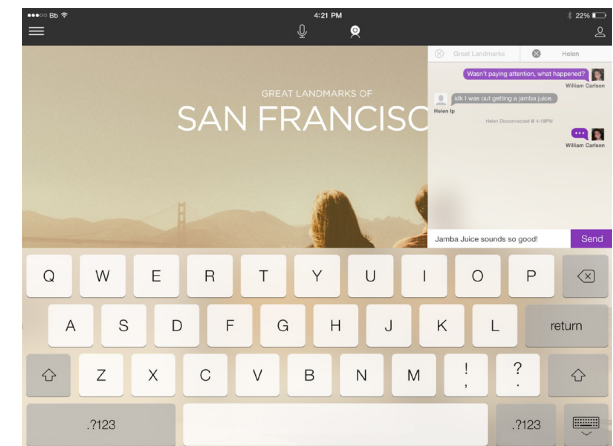
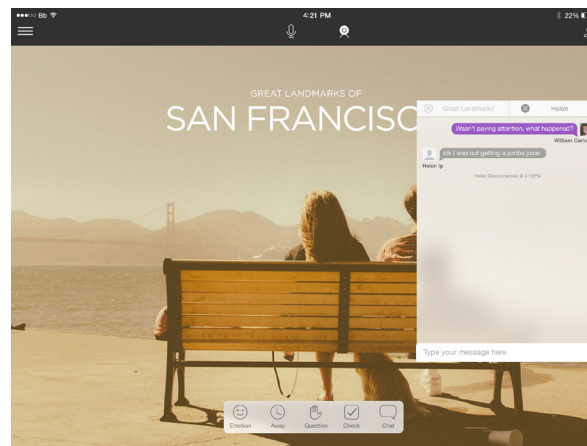


# Fullscreen

Double tapping the presentation should dismiss the chat and video panel and go into fullscreen mode (just like the small format version).

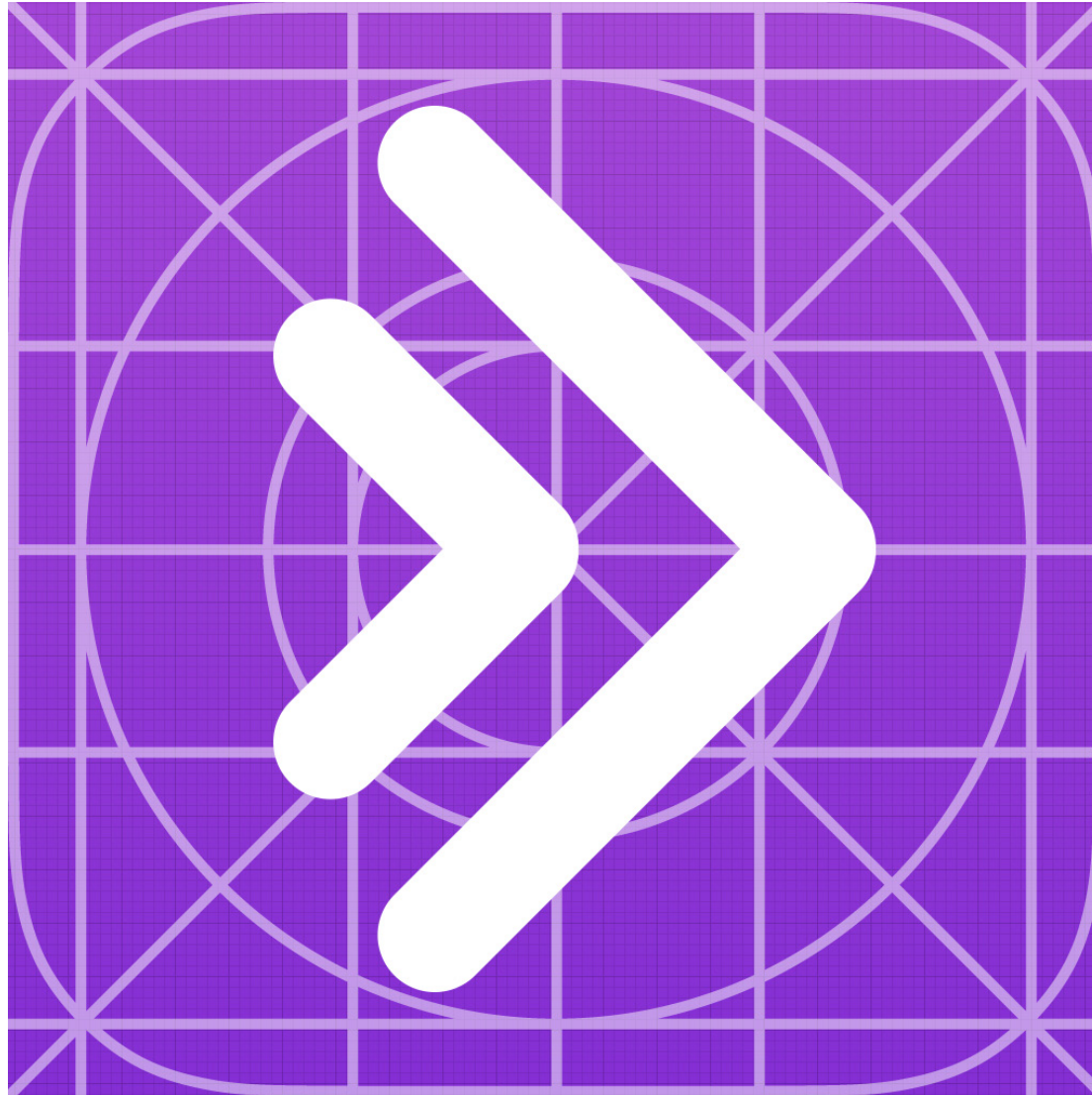
The bottom actionbar will become transparent, blurring content behind it. The actionbar should fade out on a single tap on the presentation when in fullscreen. Additionally, it should return when tapped again.

Tapping the chat icon will bring up a chat window that can snap to either the left or right side of the screen. It can be hidden and recalled by swiping it off the screen or tapping the chat icon.



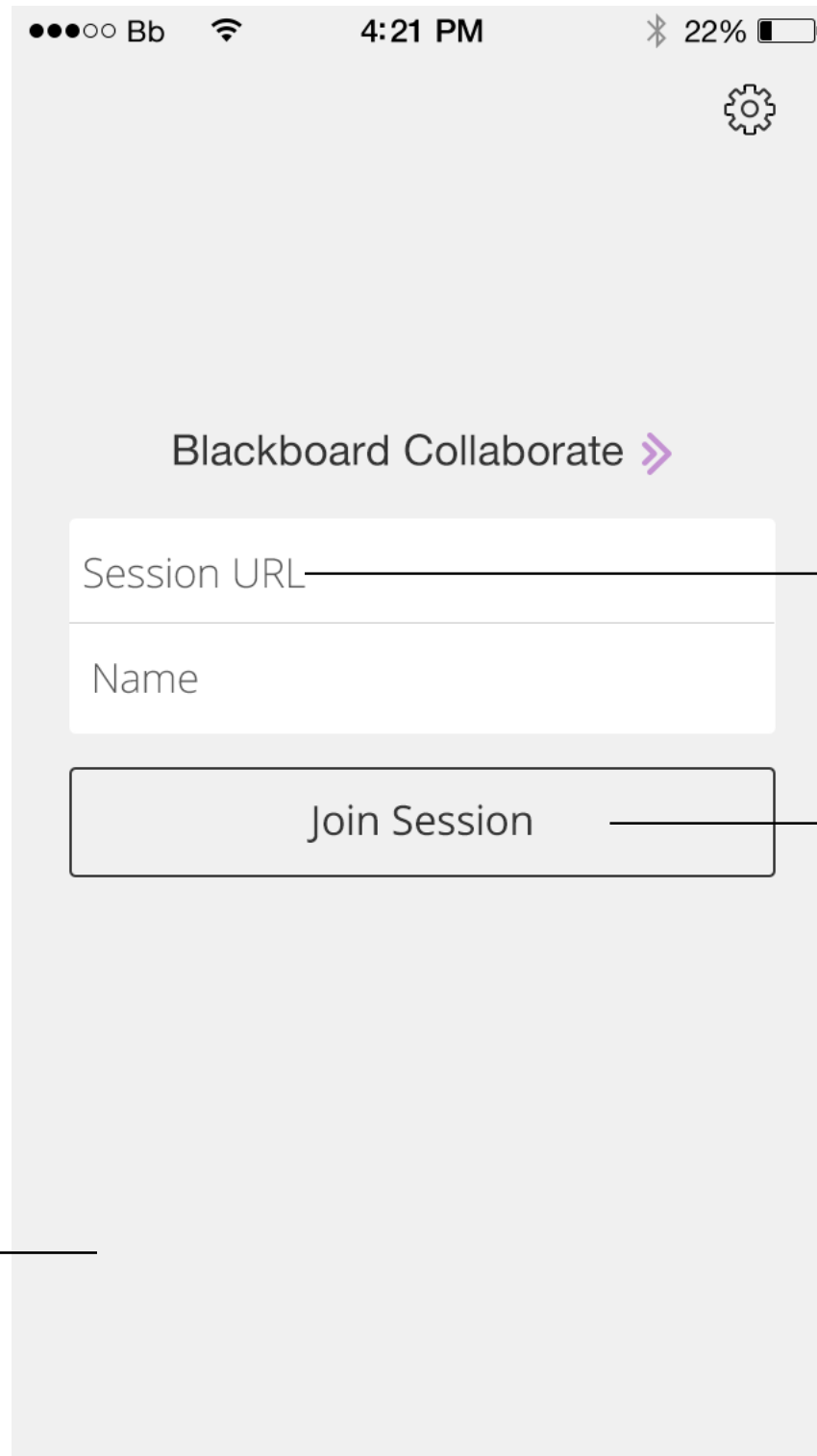


# Design Notes



# Login

*ALL fonts are google Open Sans which  
can be downloaded here:  
[http://www.google.com/fonts/specimen/  
Open+Sans](http://www.google.com/fonts/specimen/Open+Sans)*



The image shows a mobile app interface for Blackboard Collaborate. At the top is a status bar with signal strength, 'Bb' logo, Wi-Fi icon, time '4:21 PM', Bluetooth icon, and battery level '22%'. Below the status bar is a settings gear icon. The main content area has a light gray background. It features the text 'Blackboard Collaborate' followed by a purple double arrow icon. Below this are two white input fields: 'Session URL' and 'Name'. At the bottom is a gray button with the text 'Join Session'. A line from the 'Join Session' button points to its design specifications on the right. A line from the 'Session URL' input field points to its design specifications on the right. A line from the background points to its design specification at the bottom left.

Blackboard Collaborate »

Session URL

Name

Join Session

Input Text  
Color: RGB 000 #000000  
Size: 18px  
Weight: Regular

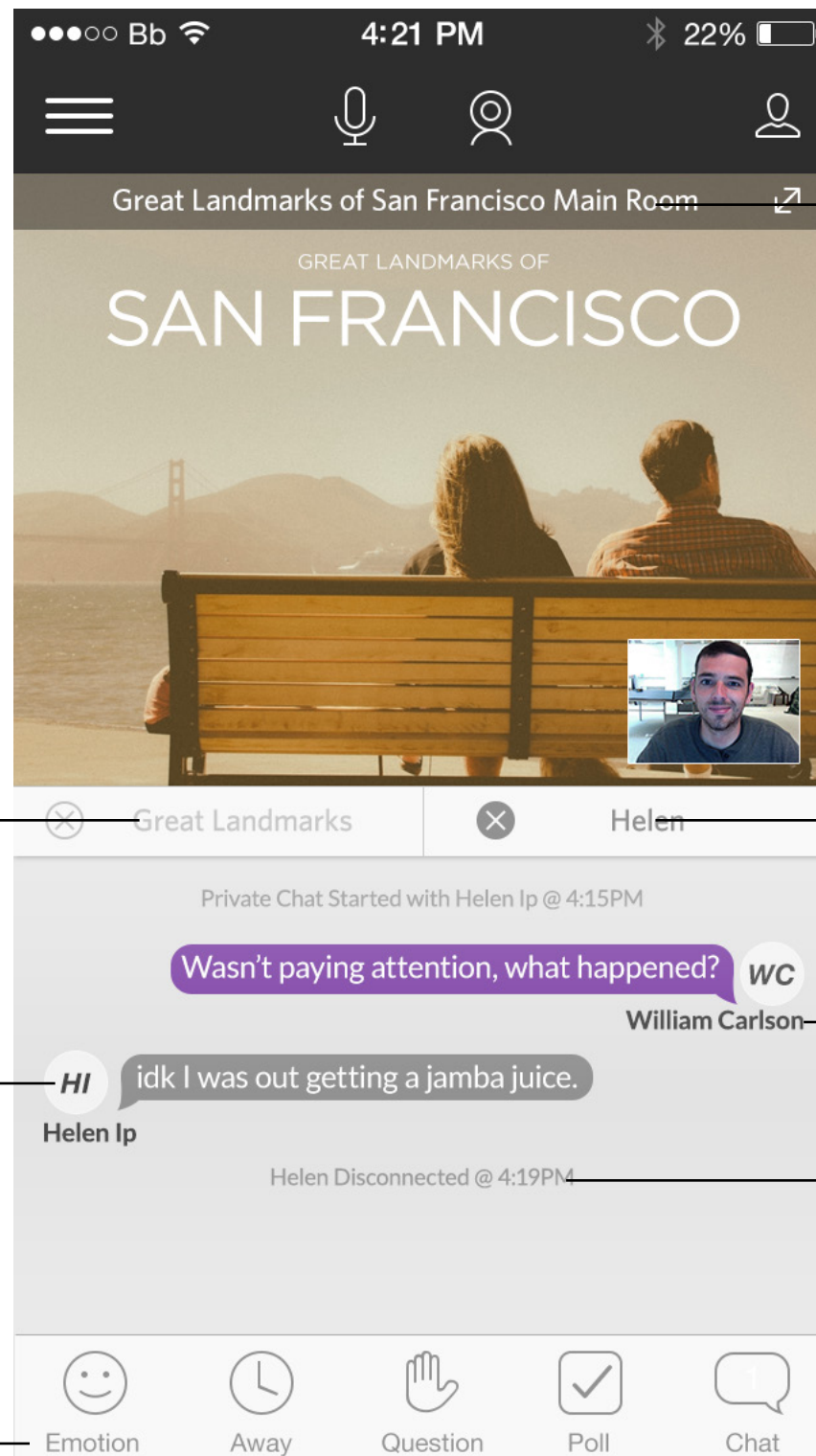
Button  
Color: RGB 142 #8e8e8e  
Size: 20px  
Weight: Regular

Background color: RGB 240 #f0f0f0

# Fonts

All fonts are of the Open Sans Family. The font is free to download here: <http://www.google.com/fonts/specimen/Open+Sans>

The chat has slight gradient over entire chat area to help fade out content that is moving off the screen.



Room Name  
Size: 12px  
Color: RGB 255 #FFFFFF  
Weight: Regular

Deselected Tab Text  
Size: 12px  
Color: RGB 201 #C9C9C9  
Weight: Regular

Selected Tab Text  
Size: 12px  
Color: RGB 146 #929292  
Weight: Regular

Avatar Text  
Size: 12px  
Color: RGB 68 #444444  
Weight: Bold italic

User Name Text  
Size: 10px  
Color: RGB 68 #444444  
Weight: Medium

Meta Text  
Size: 9px  
Color: RGB 146 #929292  
Weight: Regular

Avatar Text  
Size: 10px  
Color: RGB 146 #929292  
Weight: Regular



# Colors

Any purple should be:  
R128 G47 B181 #802fb5

Header  
Height: 65px  
Color: RGB 45 #2D2D2D

Room Name  
Height: 22px  
Color: RGB 0 #000000  
Opacity: 40%

Tabs  
Height: 28px  
Color: RGB 249 #F9F9F9

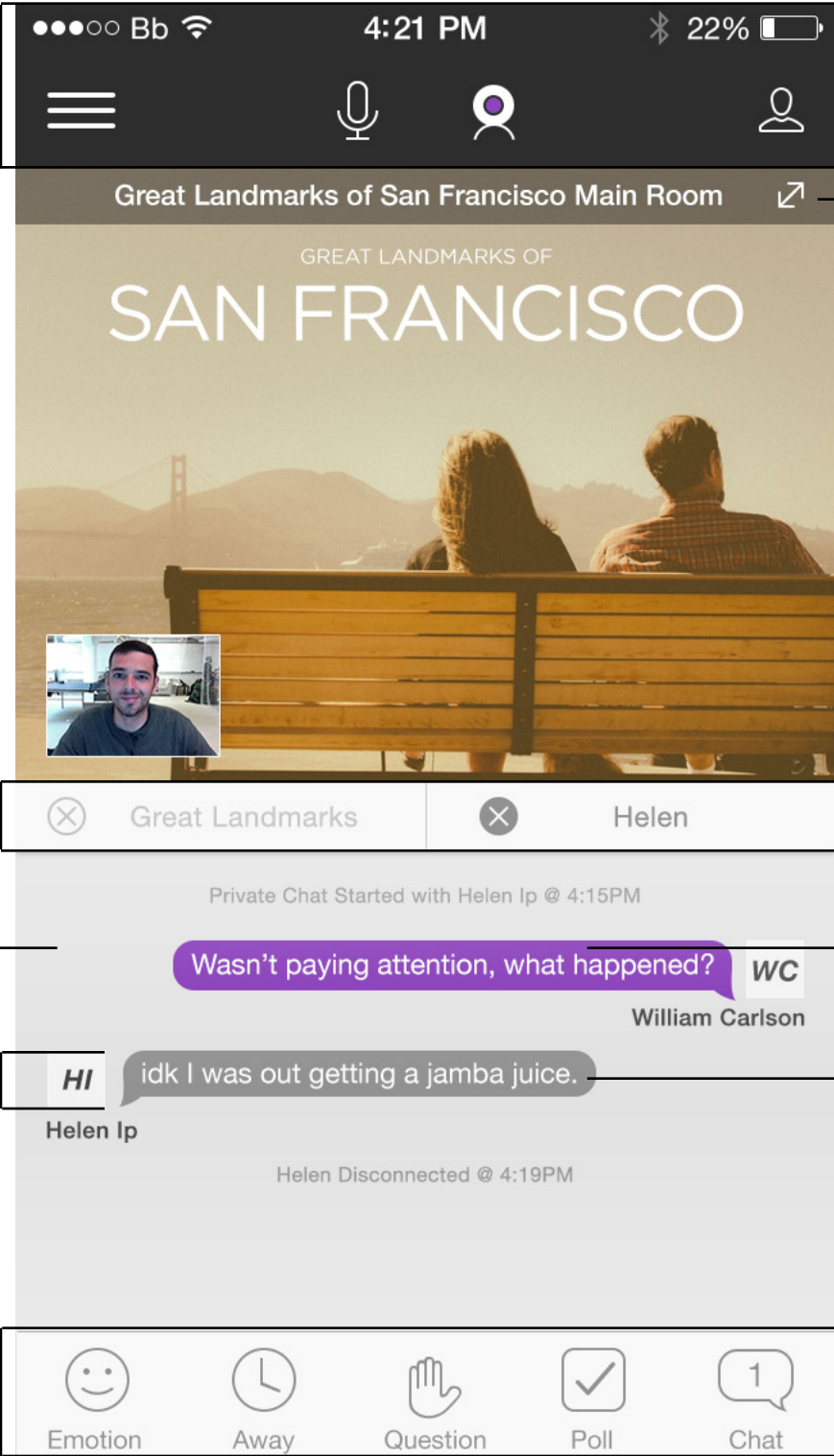
Chat Background  
Color: RGB 226 #E2E2E2

Avatar Box  
Height/Width: 23px  
Color: RGB 68 #444444  
Weight: Bold italic

Chat Bubble  
Color: R128 G47 B181  
#802fb5

Chat Bubble  
Color: RGB 146 #929292

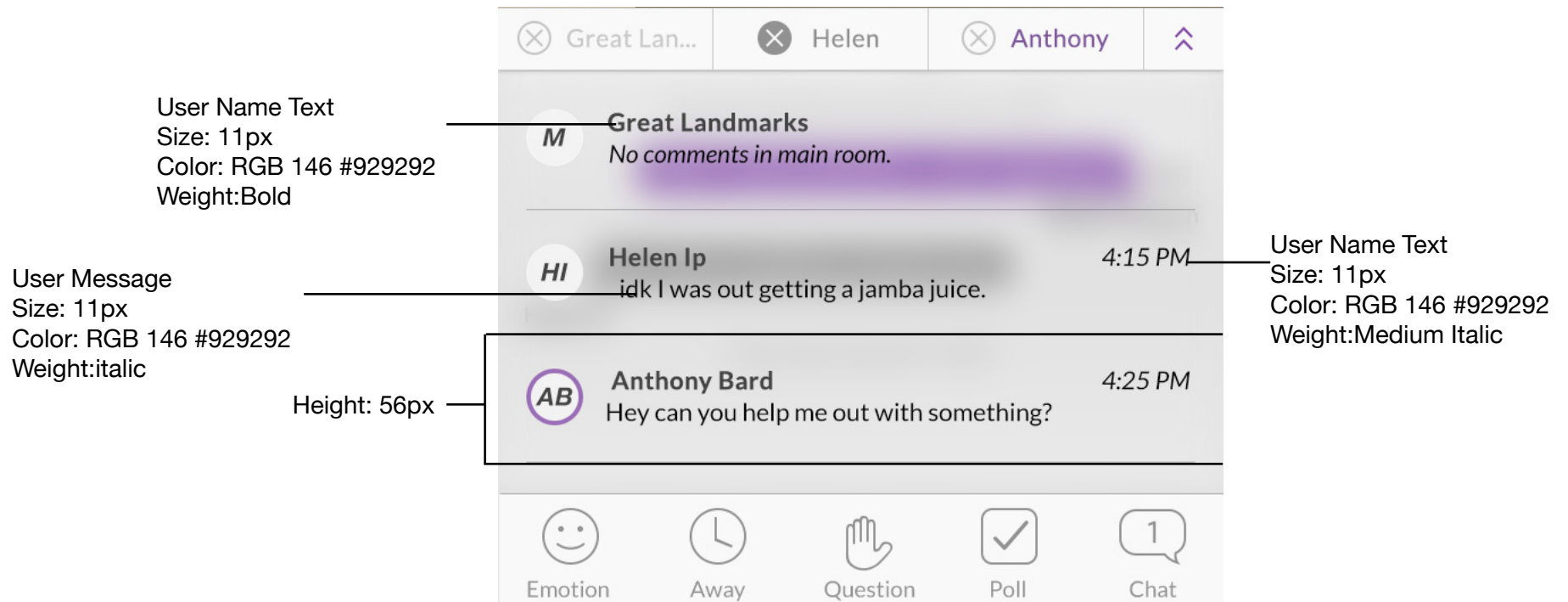
Bottom Actionbar  
Height: 50px  
Color: RGB 249 #F9F9F9



# Fonts

*Note Selected icons are inversed and use purple in text and iconography.*

*This chat selector should be an overlay of the current conversation selected (in this example it would be Helen).*



# Fonts

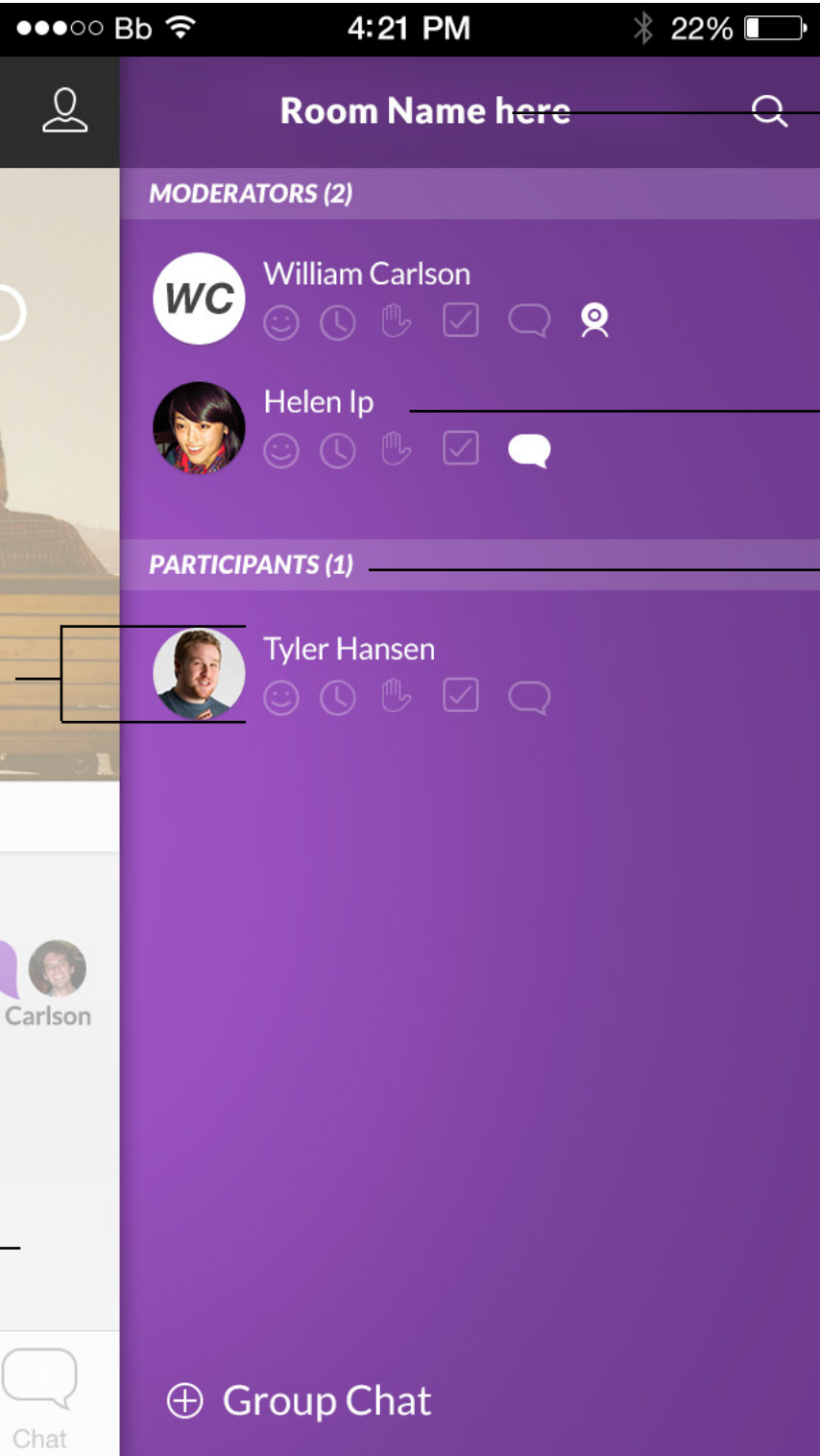
Content is faded out on right side when this panel is open.

All icons are 50% opacity when inactive.

Helen sent an unviewed chat to the user.  
Icon has opacity of 100%

Avatar  
Heigh/Width: 36px  
Color: RGB 249 #F9F9F9

Content Faded Out



Room Name  
Color: RGB 255 #FFFFFF  
Size: 14px  
Weight:Black  
All Caps

Participant Name  
Color: RGB 255 #FFFFFF  
Size: 12px  
Weight:Regular

Participant Name  
Color: RGB 255 #FFFFFF  
Size: 10px  
Weight:Black Italic

⊕ Group Chat

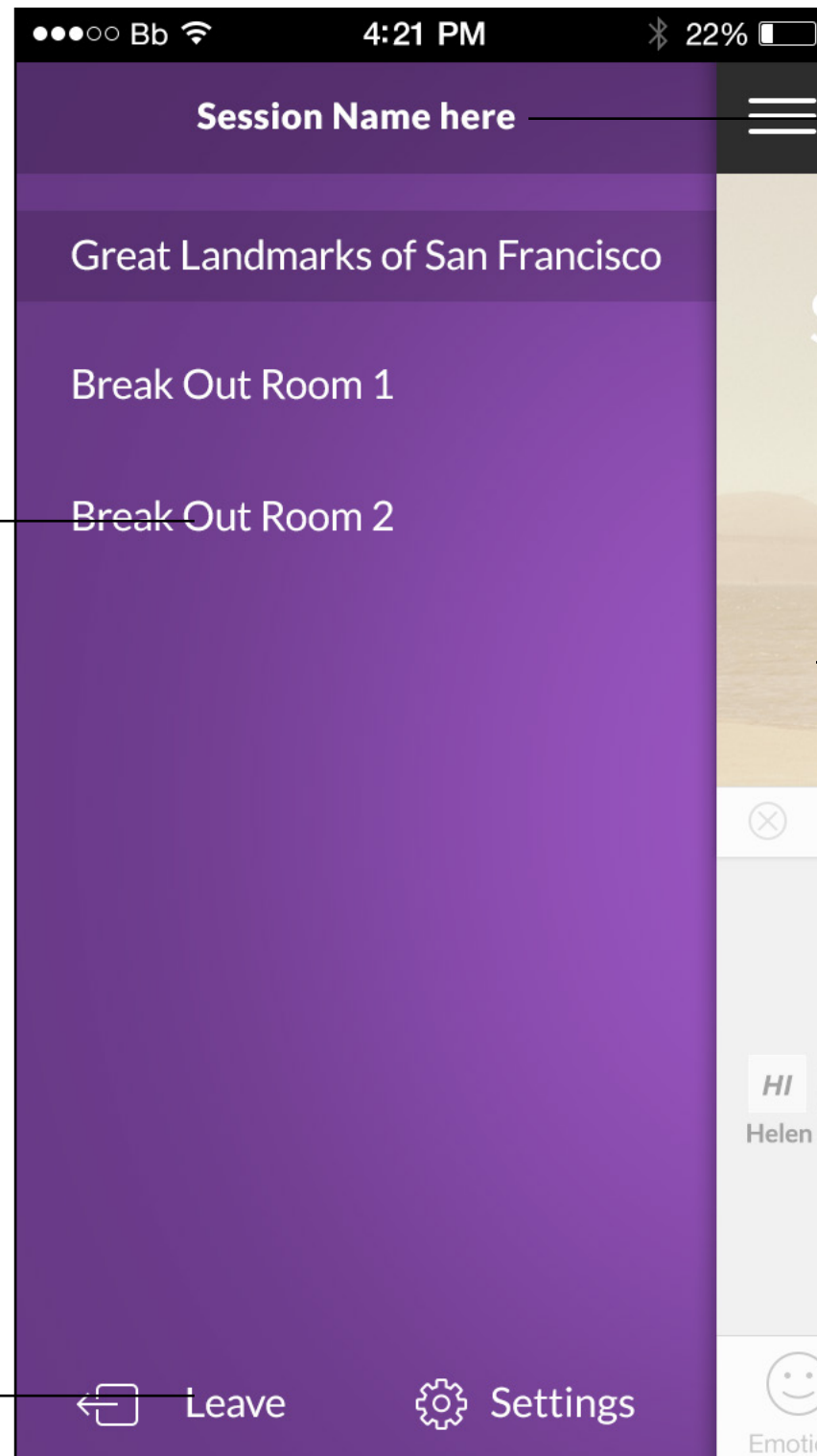
# Fonts

*Session Name is in all caps*

*Content is faded out on right side when this panel is open.*

Room Names  
Color: RGB 255 #FFFFFF  
Size: 16px  
Weight:Regular

Menu Bottom Actionbar  
Color: RGB 255 #FFFFFF  
Size: 16px  
Weight:Regular



Session Name  
Color: RGB 255 #FFFFFF  
Size: 14px  
Weight:Black  
All Caps

Content Faded Out

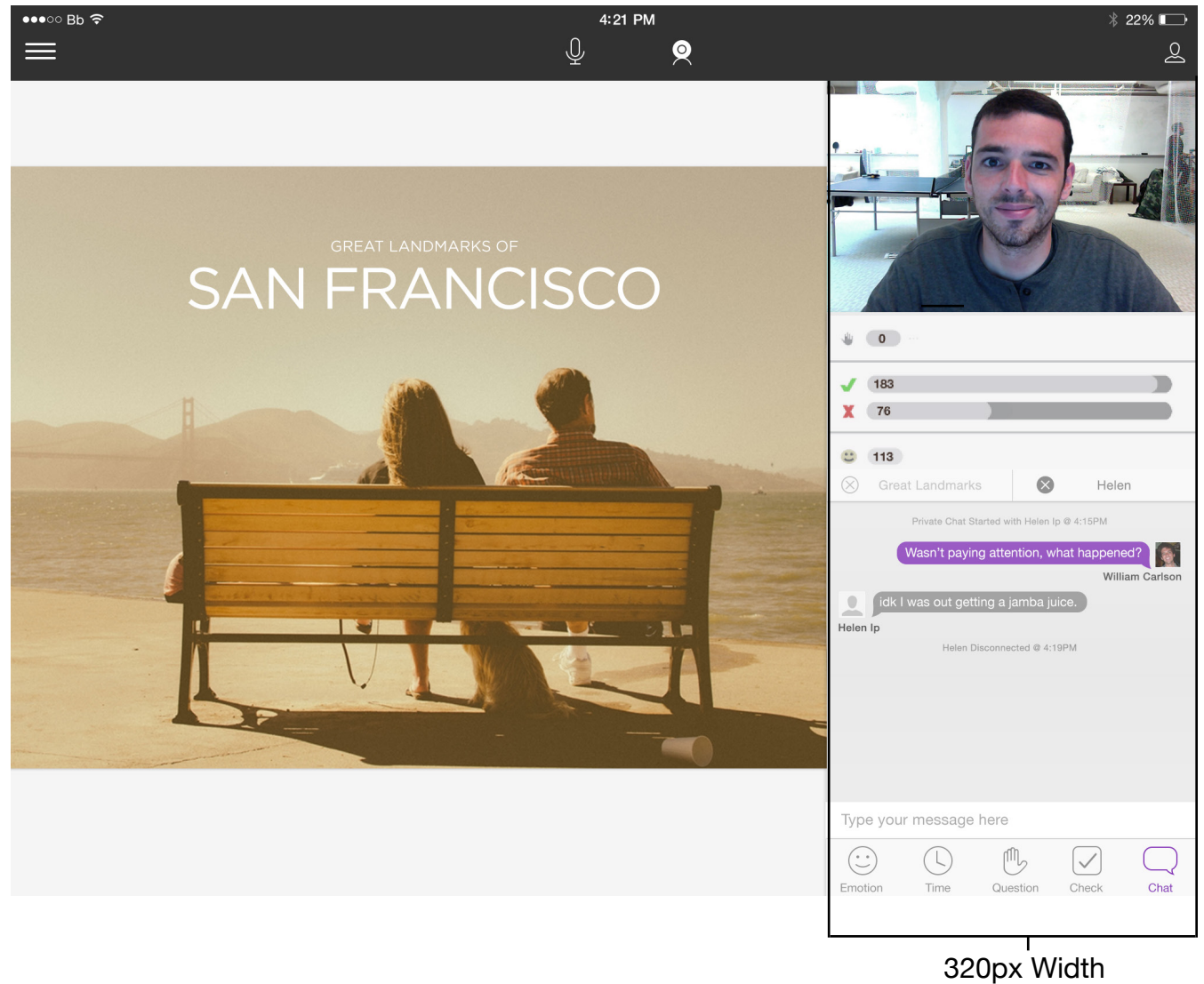
# Tablet Layout

*Tablet layout remains similar to current version of the app.*

*The chat area is the same width as iphone (320px). Font size and layout should be identical for the side bar.*

*Chat is exactly the same. Video fills the entire width.*

*Interactions panel can live above chat if needed, but this tool will be on tablet only as of now.*





# Tablet Layout

*chat is the same dimensions as iphone (640px).*

*Bottom Actionbar is the same size as iOS. Content behind it is blurred.*

*Chat Window should be able to be moved snapping to the left or right side of the screen.*

*Not expecting this functionality in V1.*





# Contrast

*Light and dark presentations work.*

