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Design Overview

This UI specification document describes only the interface and behaviors of the IM Window in messenger. The visual design of Messenger and the IM Window is still to be determined.

A new feature of the IM Window is the ability to select a graphic (either a dynamic Avatar or a static Friend Icon) to represent you and view others' Representations while talking to them. The new Messenger IM window will allow you to control your Representation as well as your view of your friend's Representation. This document will only discuss the interface and behaviors that pertain to the IM Window itself.

In this document, we're focusing on the needs of Jessica. As a teenager, she is likely to be attracted to the Representation features in Messenger, and will experiment with them. Because of her high concern about her appearance to different people in her social life, if we serve Jessica successfully we will adequately serve the needs of privacy all other users. To help our discussion of these features, we gave Jessica's friend a name: **Sarah**.

Jessica Green	
	<p>8th grade student Atlanta GA Age 13</p>
Background	IM/computers/technology
<ul style="list-style-type: none"> • B student • Takes private flute lessons after school • Older brother is in college • Relies on her parents or friends' parents to get around • Hangs out with her 3-4 best friends—not quite in a clique • Goes to the mall to hang out, flirt, check out clothes • Reads <i>YM, Teen People</i> • Watches TRL religiously • Hoping the guy she likes will ask her to the dance 	<ul style="list-style-type: none"> • Primary user of shared family PC (no AOL; just switched to cable modem) • Starts AIM first thing when she goes on PC • Has 96 buddies: 10 close friends, friends of friends, class project partners, friends from summer cruise • IMs about boys, music, TV, clothes, whatever • Has AIM running while she does other things • Personalizes everything • Talks to brother on Y! MSGR • Sometimes uses AIM with a group of friends
Goals	
<ul style="list-style-type: none"> <li style="width: 50%;">• Be popular <li style="width: 50%;">• Get asked to the dance <li style="width: 50%;">• Don't get bored <li style="width: 50%;">• Be cool and in the know 	
Sarah	
	<p>One of Jessica's best friends 8th grade student Atlanta GA Age 13</p>

IM Window Structure

The Messenger IM Window is now conceptually divided into three parts. As with previous versions of Messenger, on the top there is the Menu Bar and IM Window Toolbar, and the bottom is the Conversation Area. A new addition for 6.0 is the Representation Panel.

...

Opening and closing the panels

The IM Window Representation Panel has different states, according to Jessica’s own Representation choices and Sarah’s Representation choices. Each area opens and closes independently as appropriate to the situation and preference.

Jessica can open her Self Representation Area and her Friend’s Representation Area using the Representation Area Toggles.

The Representation Area Toggle is visible at all times, allowing Jessica manual control over these states, some of which are invoked automatically.

Here are all the situations that are possible and the most appropriate configuration for each:

Situation	s1	s2	s3	s4	s5*	S6	s7	s8	s9
Friend	.	I	A	.	.	I	A	I	A
Self	.	.	.	I	A	A	I	I	A
Full-Size Representations	Panel Closed C	Top Open (T) T		Bottom Open B	Fully Open F				
Half-Size Representations	C	T		B		F			

. None displayed **I** Friend Icon displayed **A** Avatar displayed

Please refer to the *Representations Panels Configuration Summary* in this chapter. Messenger should remember all settings per Friend, locally on each machine.

- **Fully Open (F/s6-9)**

Both Jessica and her friend have a Representation for each. The panel is sized as wide as the widest Representation, typically the largest Avatar. Jessica can choose to shrink both Representations to half-size, and the panel will narrow accordingly.

...

- **Panel Closed (C/s1)**

Jessica is not to using one of her Representations (or has not chosen one yet), and she not viewing her Friend’ Representations (or her friend chose not to display a Representation).

...

- **Top Open (T/s2, T/s3: Friend’s Representation open, Self Representation closed)**

Jessica is not to using one of her Representations or has not chosen one yet, but her Friend already has either an Avatar or a Friend Icon.

...

The broadcasting model means that when Jessica chooses to close the Self Representation panel or leave it closed, it means that Sarah does not see Jessica's Friend Icon or Avatar.

- *Going "Off the Air"*: When Jessica closes her Self Representation panel, the IM Window shows her that she is now "off air" by dimming the panel, then whitening out the Representation image, removing the Representation image, then finally closing the panel. When she opens this panel again, it should animate this sequence in reverse to show her that she is now "on air." If she clicks the Self Representation Area Toggle again before either sequence is over, it snaps immediately back to the previous state without any transition.

▪ **Bottom Open (B/s4: Friend's Representation closed, Friend Icon chosen for self)**

Jessica friend is not showing one of her Representations or has not chosen one yet. Jessica may have also closed Sarah's Representation because she does not want to see it, which causes Sarah's IM Window's Self-Representation to indicate that she is now "off the air."

...

If Jessica closed Sarah's representation, Messenger remembers this setting (locally, per-Friend), and does not open this area automatically, even in new conversations. This is where it becomes important to provide a "look at me" signal (see below).

Jessica's own Friend Icon is displayed in half-size (48x48).

Jessica cannot resize the Compose Field to be shorter than what is necessary to display her Self-Representation.

▪ **Fully Open (F/s5*: Friend's Representation not present or hidden, Avatar chosen for self, Full Size Representations)**

Jessica is showing her Avatar, but Jessica friend is not showing one of her Representations or has not chosen one yet.

...

Jessica can also choose to hide her Friend's Representation by clicking on the Friend's Representation Area Toggle. It is appropriate to indicate this with animation, either a slide to the left or a wipe to the left. When Jessica clicks on the toggle again, it should repeat the animation to reveal her Friend's Representation.

▪ **Bottom Open (B/s5*: Friend's Representation not present or hidden, Avatar chosen for self, Half-Size Representations)**

Jessica is showing her Avatar, but Jessica friend is not showing one of her Representations or has not chosen one yet.

...

Only when Jessica chooses "Show Half-Size," in one of the Representation Control Menus, the IM Window switches to a configuration similar to state 4, but brings up the Compose Field height to accommodate the half-size Avatar height.

Jessica cannot resize the Compose Field to be shorter than what is necessary to display her Self-Representation. This should be taller than the B/s4 state.

...

The “First Use” Scenario

Messenger can invite Jessica to create an Avatar or choose a Friend Icon.

The IM Window adopts the Bottom Open (B) state when 6.0 is first installed or when Jessica uses a new Profile for the first time, until a Representation is chosen or when Jessica explicitly closes the Self Representation Area. If Jessica closes the area, it will stay closed for all subsequent messages to any friend, until Jessica selects a Self Representation or opens the Self Representation Area.

When the Self Representation Area is open at any time and there is no Representation created or chosen, the area shows an **“Invitation” box** with a visual reminder that Jessica can create a representation for herself. This box is always 48x48 when the IM Window is in the Bottom Open (B) state, and 48x48 or 96x96 if in the Fully Open State, depending on whether Jessica chose to display Representations in Half-Size or Full Size.

...

Avatar Display

The Avatar Display in either Representation Area must reflect any updates immediately—any changes in appearance or changes in moods. An Avatar creation event is very likely to happen in the middle of a conversation; all of her open IM Windows conversing under the same profile must display the new Avatar immediately. Any changes must be displayed in all of her open IM Windows conversing under the same profile and displaying an Avatar. (See the Friend Icons and Avatars UI Specification)

Avatar Interactions

Jessica can use her Avatar to communicate how she is feeling with her friend without using words. She does this by setting her Conversation Mood, or Messenger will automatically and temporarily change her Avatar’s expression (Temporary Mood) to match a mood associated with a particular emoticon she typed in.

In the future, there may be other Avatar interaction options that may need to be passed along between IM Windows, especially a wider range of moods. There may be actions, such as a “Kiss.”

...

▪ **Temporary Mood**

Depending on Jessica’s preference, Messenger can automatically and temporarily change her Avatar’s expression in a conversation depending on specific emoticons Jessica chooses from the menu or types in the Compose Field. This change should last only 5 seconds, and the length of the change may be adjusted in the future. The Avatar’s Mood returns back to her Conversation Mood.

This set of moods is likely to be expanded in the future, and the shortcut mapping may change to reflect such an expansion. Many emoticons do not have mood associations.

The current mapping is as follows:

:)	:-)	Happy	0:)	0:-)	&&-
:(:-(Sad	:-B	Happy	**==
;)	;-)	Happy	=;		(~~)
::)		Happy	I-)	-) Normal	~O)
:D	:-D	Happy	8-	Normal	*-:)
:-/	:-\	Normal	:-&		*-X
:x	:-x	Happy	:-\$		=:) Happy
:">		Happy	[-(>-) Happy
:P	:-P		:O)	:0)	:-L Angry
:*	:-*	Happy	8-}		<:;) Happy
:O	:-O		(:		[-O<
X(X-(=P~	Happy	@-)
:>	:->	Happy	:-?		\$-) Happy
B-)		Normal	#-0		:-" Happy
:-S		Sad	=D>	Happy	:^O Happy
>:)		Happy	:@)	Happy	b-(Angry
:((:-((Sad	3:-O	3:-0 Happy	:>- Happy
:))	:-))	Happy	:()	Happy	[-X
:	:-	Normal	~:>	Happy	\:D/ Happy
/:)	/:-)	Normal	@};-	Happy	>:D< Happy

When Jessica’s Friend sets off a Temporary Mood change while in a conversation and Jessica has closed her Friend’s Representation Area, the Friend’s Representation Toggle does **not** show the “Look at Me” Signal. This is not a significant enough change to warrant Jessica’s attention.

Representation Panels Configuration Summary

The following describes what Messenger does when Jessica opens a new IM Window.

Jessica begins a conversation to a friend she has talked to before. The last time Jessica talked to this Friend with any profile at this machine, she...				
Closed her self-representation	Displayed a Friend Icon	Displayed an Avatar Full-Size	Displayed an Avatar Half-Size	And her Friend displays...
C/s1	B/s4 half size	F/s5	B/s5	Nothing
T/s2	F/s8	F/s6	F/s6	Friend Icon
T/s3	F/s7	F/s9	F/s9	Avatar
Jessica opens her Self-Representation panel while talking to a Friend she has talked to before on this machine. Before the last time she closed the panel, she...				
Had no Representation for this profile	Displayed a Friend Icon	Displayed an Avatar Full-size	Displayed an Avatar Half-Size	And her Friend displays...
B/s1 1st use	B/s4 half size	F/s5	B/s5	Nothing
F/s2 1st use	F/s8	F/s6	F/s6	Friend Icon
F/s3 1st use	F/s7	F/s9	F/s9	Avatar
Jessica begins a conversation with a Friend she has never talked to before on this machine, or opened an unaddressed IM Window. Her currently selected Profile has...				
No representation chosen or created.	A Friend Icon chosen	An Avatar created	Both a Friend Icon chosen and an Avatar created	And her Friend displays...
C or B/s1 1st†	B/s4 half size	F or B/s5*	F or B/s5*	Nothing
T or F/s2 1st†	F/s8	F/s6	F/s6	Friend Icon
T or F/s3 1st†	F/s7	F/s9	F/s9	Avatar

If the last conversation window interacted with (in any Profile) displayed representations Half-Size, it adopts the B/s5 (Avatar Half-Size) configuration. Otherwise, it adopts the F/b5 (Avatar Full-Size) configuration.

†Follows the "self" state of the last window that Jessica interacted with, showing the "first use" state when open.

Situation	s1	s2	s3	s4	s5*	S6	s7	s8	s9
Friend	.	I	A	.	.	I	A	I	A
Self	.	.	.	I	A	A	I	I	A

Full-Size Representations	Panel Closed	Top Open (T)	Bottom Open	Fully Open
	C	T	B	F
Half-Size Representations	C	T	B	F

