

Summery

Originally I was trying to show lots of information so the users would see how changes in place effect other representations of the same data. This was too confusing

I then stripped it down to just trying to show how images can be expressed in terms of single commands, and that these commands can be grouped to make new ones. Wasn't that compelling. I also created the "creating relationships" idea to allow users to express more complex logic that went beyond commands. This was kinda neat so it stuck around.

Finally, I hit on the idea of using a task that a user wouldn't want to do by hand, and provided a clear way for them to make small changes to programming logic to effect large changes in visuals.

Changes

Dragging

Everyone wanted to drag things
Buttons were on Release, so... it was very confusing.

Layering was really f'd up

no one go it
So the list is no longer representative of stacking. The visuals on the page re
representative.
New tool.

Changed labels

create relationships -> link properties
edit -> more options

Everyone wanted

to scroll the code scroller
click "use tool" after creating their new tool
clicked "duplicate tool"

Creating drawing with code isn't very compelling

Whole suite of functionality for creating shapes

Caitlin Kelleher introduced programming by putting it in a storytelling context
(randy pausch)

Finally

With this focused idea of using small changes in logic to make large visual changes a more concrete set of user goals could be created. Better defined problems could then be used to create better defined solutions.