New Desktop Interface Concepts

1. Preview of folder-content and option for specific access:

A folder shows colored markers at its edge if it contains a specific type of document. Possible would be e.g. red for programs, green for videos, blue for music etc. When the mouse moves over the folder, handles of the mentioned colors with symbols for the different datatypes on it appear next to the folder and the user can click on one of them. If he does so, it’s the same effect as if he opened the folder and then chose “Sort symbols… -> Show in groups”. Additional the group, that belongs to the handle the user has chosen, will be on top of the list.
Of course, the folder can be accessed in the classical manner as well.

(Only this one was implemented in the flash-dummy)

(Planned:)
2. Fading away of unused Icons

If the user does not use folders, aliases or documents on the desktop, Windows will tell him that after an amount of time. After that the user can choose to move those icons into another folder. That’s not too useful, as those icons, though they might not have been used often are not necessarily proposed to be completely out of sight and be forgotten. Our Idea would be to lower the saturation of the icons with time and refresh the color when the icon is used again. That has the effect that the user can see immediately which icons he uses often and focus them very fast on the desktop. Further more he can see that he does not use this or that icon and then decide by himself wether to remove it to a more adequate place or maybe, because of that to have a look at it again, to remember what it was.

3. Indicating the number of files in a folder

A folder could have more layers when it has more files in it. For example one layer could indicate 1-3 files, two layers would be 4-10 files and three layers could mean more than ten files in this folder.