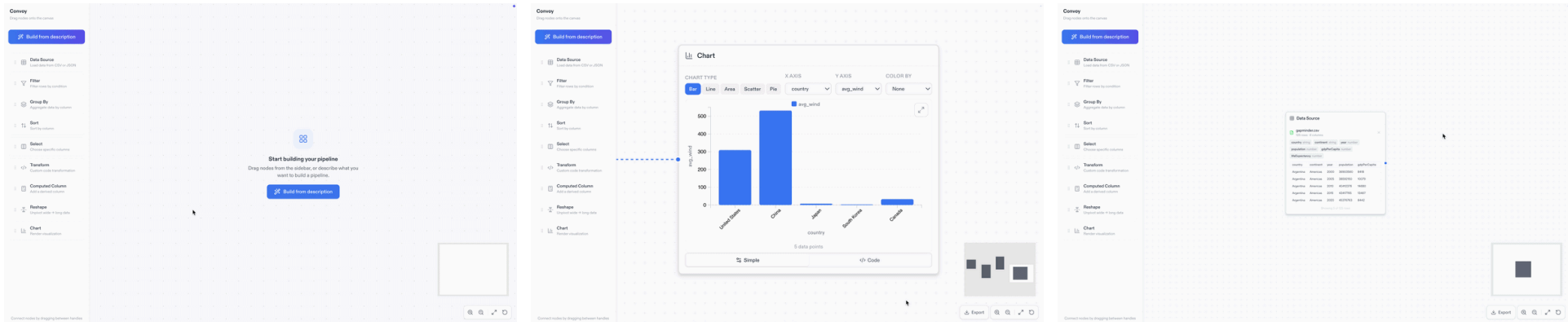


DRAG-AND-DROP NOT CONSIDERED HARMFUL

Avery Reyna

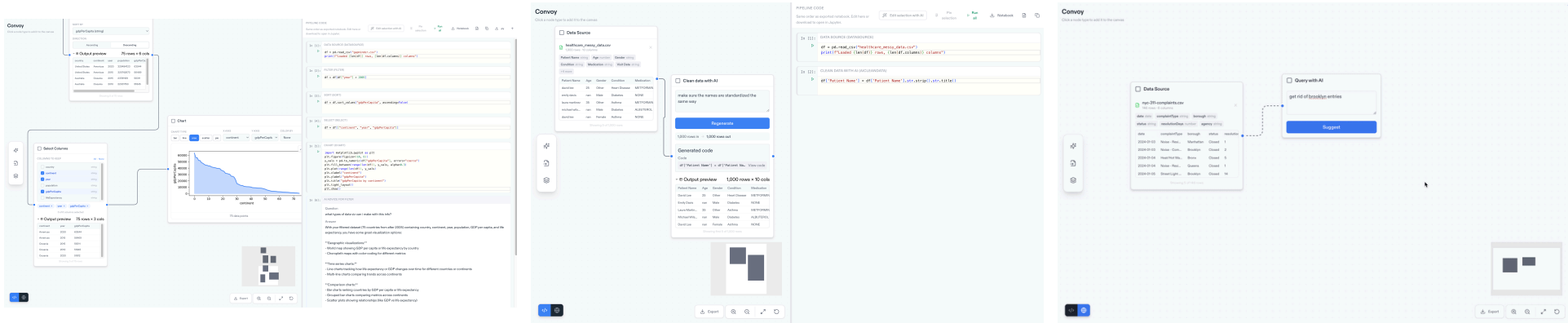
2026-05-04

CONVOY V1.0



- Started as an exploratory tool for data journalists that rely on external processors for their data visualizations, like D3.js or Datawrapper
- Node/edge UX is similar to tools in industry apps like Mixpanel and OneSignal
- Toggable window of code was inspired by cartokit and mage

CONVOY V1.5



- Moved the UX away from exporting data viz; moved more towards cell-by-cell interaction with the nodes
- Focused more on creating a hybrid system where the data manipulation can be *viewed* in two different ways, rather than *switching* between two artifacts
- The AI interactions are moved to be node types that you connect to data sources

WEBER & MEYER, 2023

- User study (N=18) that compared developing a machine learning architecture with a graphical editor to traditional code-based development
- Within the study, qualitative and quantitative measures show general benefits of graphical direct manipulation, but the user's subjective perception does not always match this

FROM WEBER & MEYER

This is exacerbated by the opinion [...] that graphical programming should be targeted at novices or for learning, while the traditional text editor is the tool of choice for experts.

Even if participants could identify the potential benefits of different forms of interaction and presentation, multiple suggested that any such benefit would not apply to them. In fact, they, for example, expect to be faster with written code, which the data in our study does not support. This perception may hold true for the pure input method, but this fails to consider contextual factors such as potentially difficult debugging, documentation, etc.

MY THOUGHTS

- DnD UX is most useful for moving through layers of abstraction
- Moving attention towards interactions like text commands could be the most useful (i.e., Notion's block UX)

QUESTIONS FOR DISCUSSION

- Initial thoughts on Convoy? What sticks out to you?
- Is there a serious use case for drag-and-drop UX that extends past data exploration?
- If text is here to stay, even *after* the shifts towards agentic coding, can we move that interface to another surface?
- Does a canvas have to be our only option? What do the other ones look like?