Menus and Navigation

No screens



Prof. Lydia Chilton COMS 4170 25 February 2019





Wednesday Feb 20 - Channel 5 news @ 6pm



Feedback:

Communicate

full and continuous information about the results of an action and

the current state of the system

to help people achieve their goal

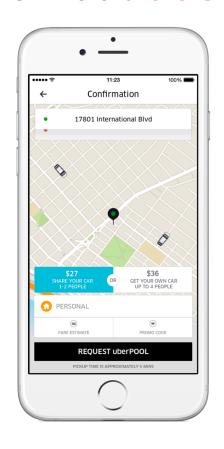
Even low-level events have full and continuous feedback about actions and states

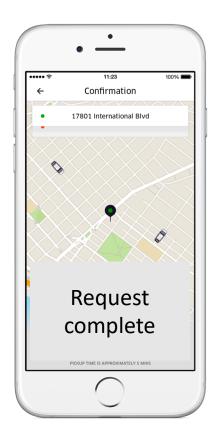


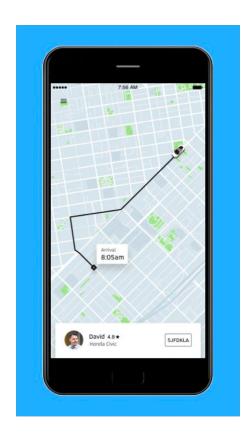
Click! Depress!



What goes wrong when feedback acknowledges the action but does not communicate the new state?





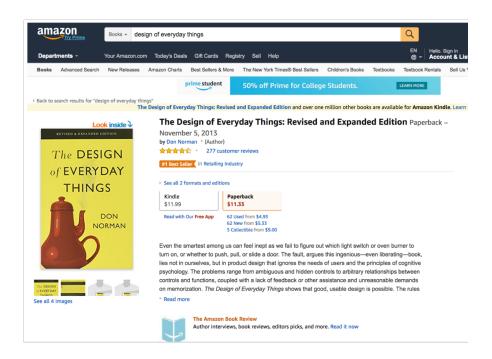


Thought: Users will think they are still in the old state.

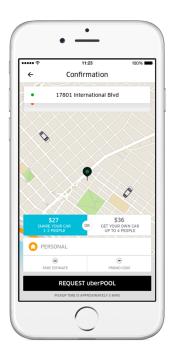
Action: Users will continue to perform actions from the previous state

We are designing applications that help people achieve fairly complex goals.

Buy a book



Hail a cab to JFK



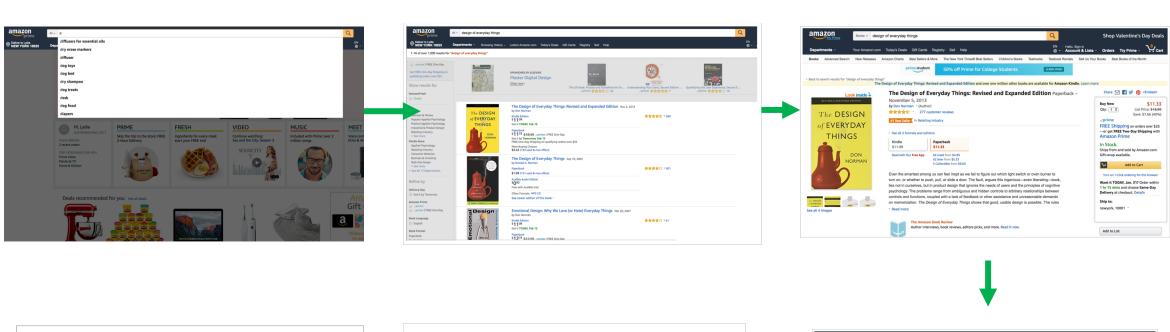
Can we put it all the information on one big page?

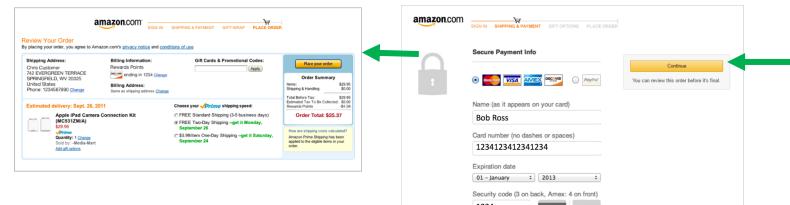
But for complex tasks, there is too much information to fit in one screen.

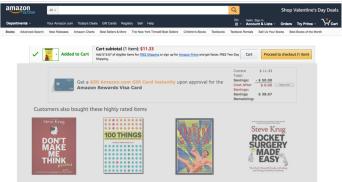
Buying a book on Amazon:

- Search for the book
- Select the edition
- See the reviews
- Look at the index
- How many pages does it have?
- Put it in your cart
- Shop around for other things
- · Select a payment method Hownshouldness to break jtoup?
 - Enter shipping information
 - Go back and put something else in the cart
 - Change to rush delivery
 - Remove comething from the cart

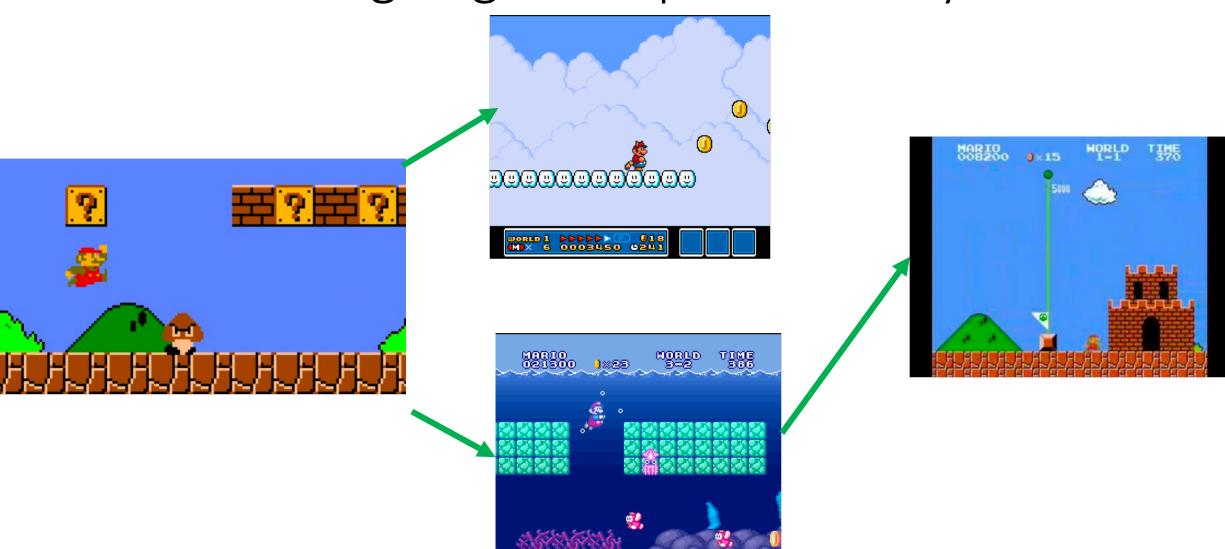
For complex goals, break the task into states, options, and transitions to new states.







Think of it like a video game and You are designing the experience of your user



Examples of

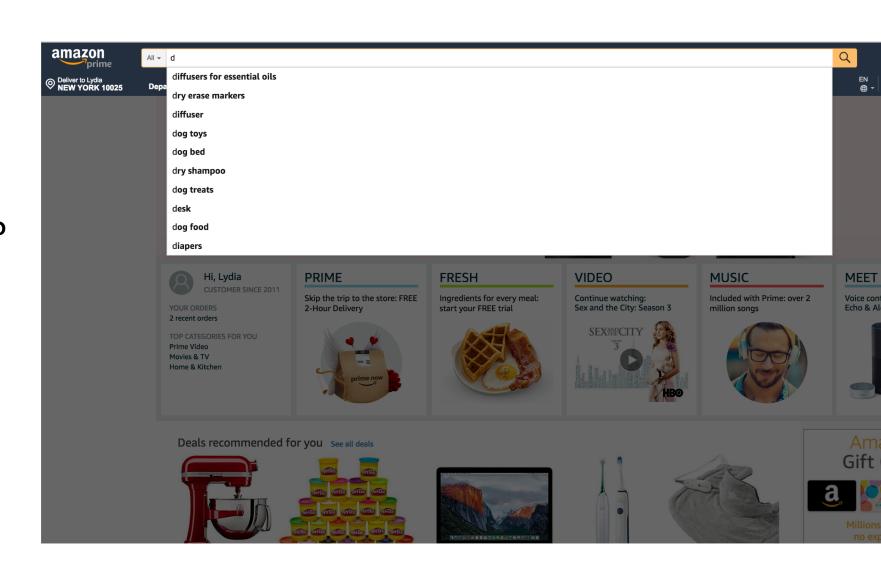
States, Options and Transitions

Goal: Find "The Design of Everyday Things"

What **state** am I in? Product Search

What **options** do I have? All the products

How do I **transition**?
Select an product name



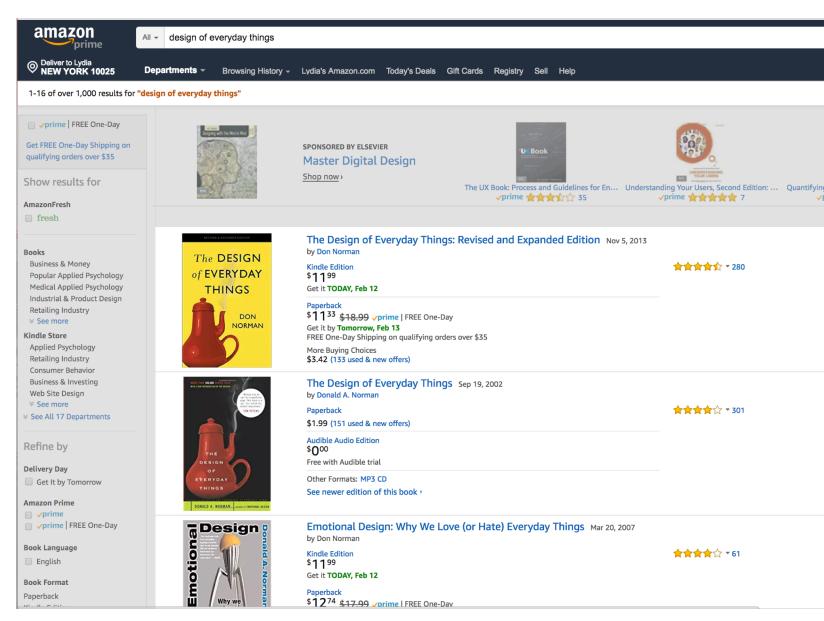
Goal: find "The Design of Everyday Things"

What **state** am I in? Product search results

What **options** do I have?

All the products – different editions

How do I **transition**?
Select an product name



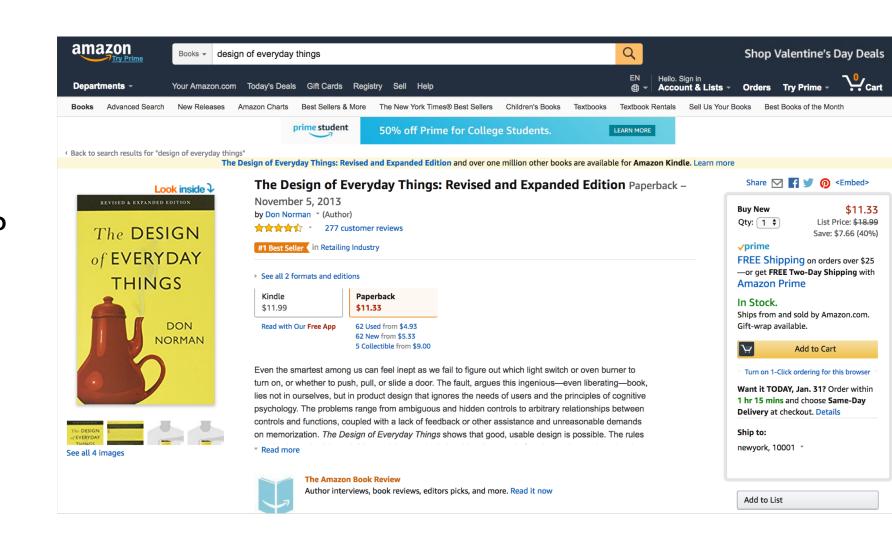
Goal: Decide if I'll buy "The Design of Everyday Things"

What **state** am I in? Product info page

What **options** do I have?

Kindle/paper back, Look in book, reviews Add to cart

How do I **transition**?
Add to cart OR
Go back



Goal: Decide if I'm done.

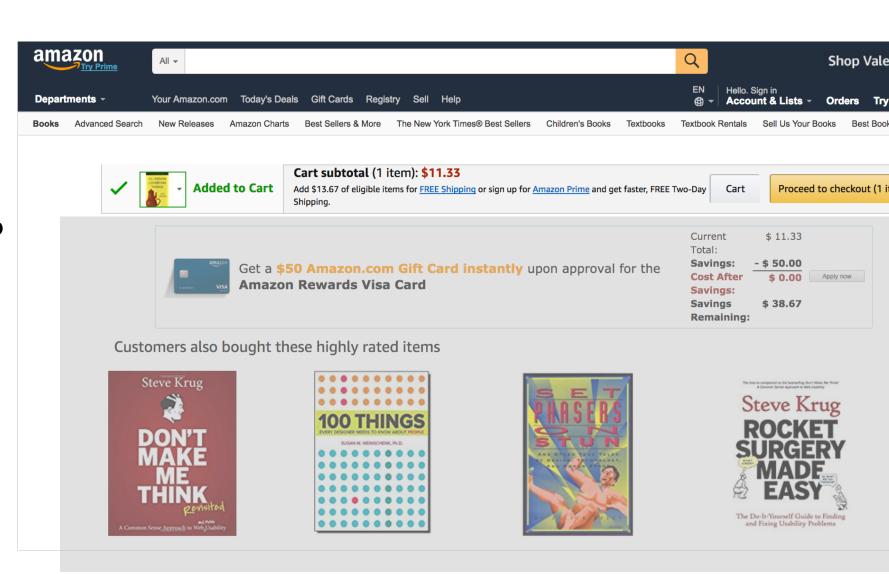
What **state** am I in?

"Add to cart" feedback

What **options** do I have?

Check out
See cart
Keep shopping

How do I **transition**? Click one of the options.



Goal: Pay for it.

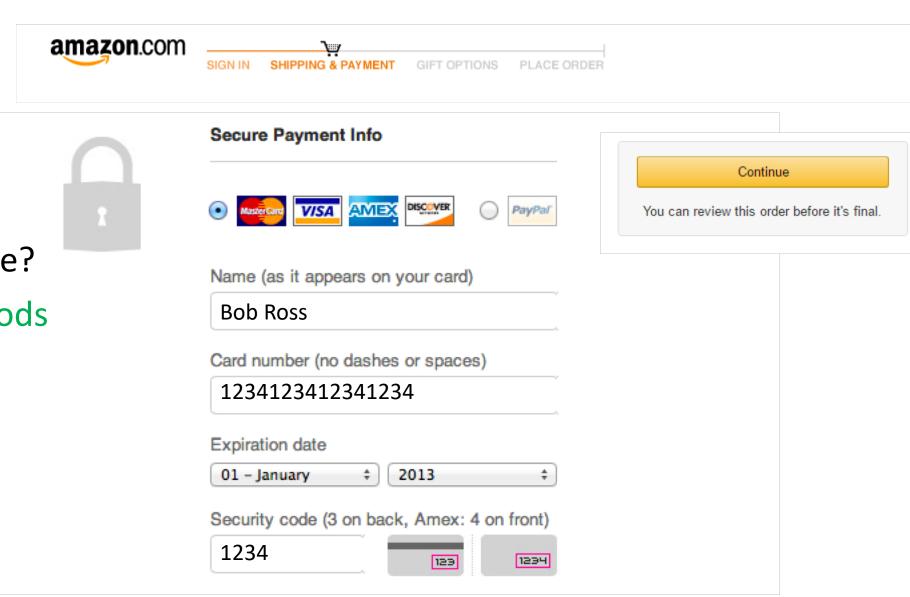
What **state** am I in? Enter payment

What **options** do I have?

Which payment methods

How do I **transition**?

Press Continue



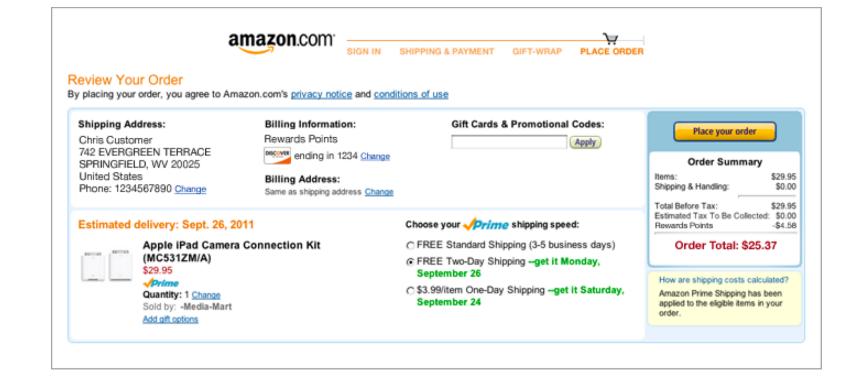
Goal: Buy it.

What **state** am I in? Review and place order

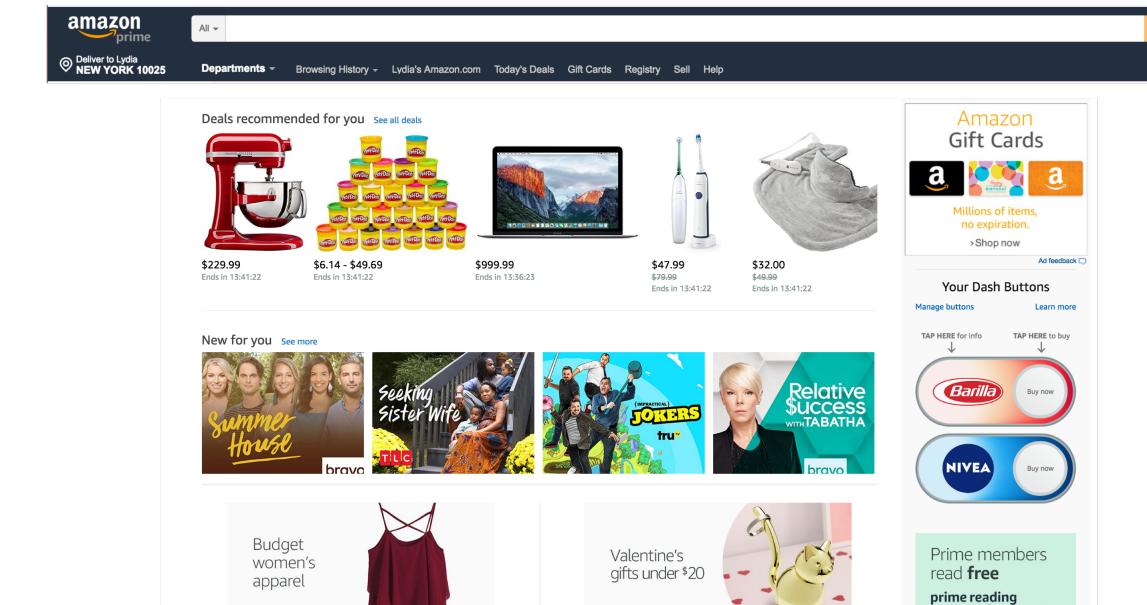
What **options** do I have?
Shipping options,
Change payment options

How do I **transition**?

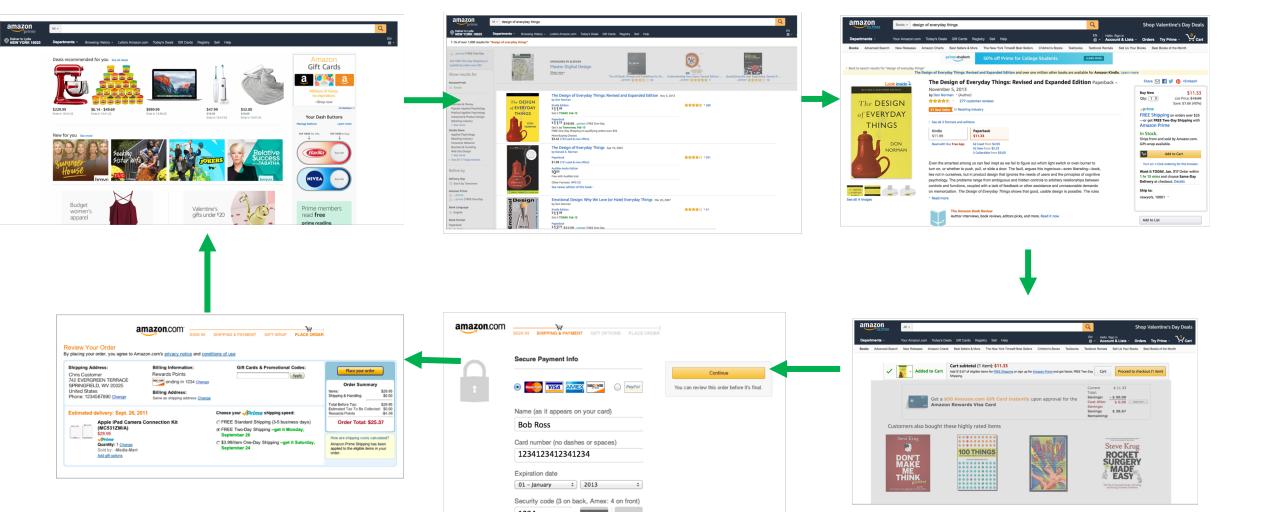
Press "Place your order"



After I buy, what state do I transition to?



For complex goals, break the task into states, options, and transitions to new states.



Goal: Tell Uber where to find me.

What **state** am I in?

Set pickup location

What **options** do I have?

Move pin to different location What size car: pool/X/XL

How do I transition?

Press "Set Pickuplocation"



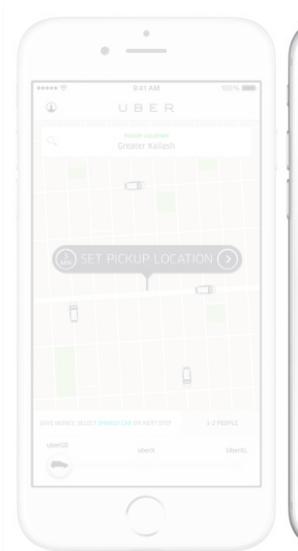
Goal: Pay for it.

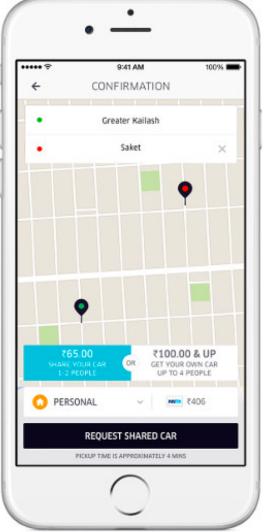
What **state** am I in? Payment/Confirmation

What **options** do I have?

Switch credit cards Upgrade to your

How do I **transition**?
Press "Request shared car"





Goal: Find car

What **state** am I in?

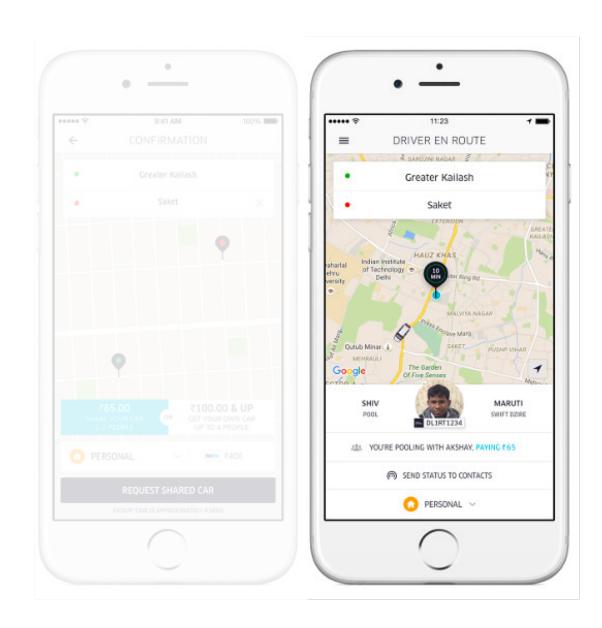
Waiting/"Driver en route"

What **options** do I have?

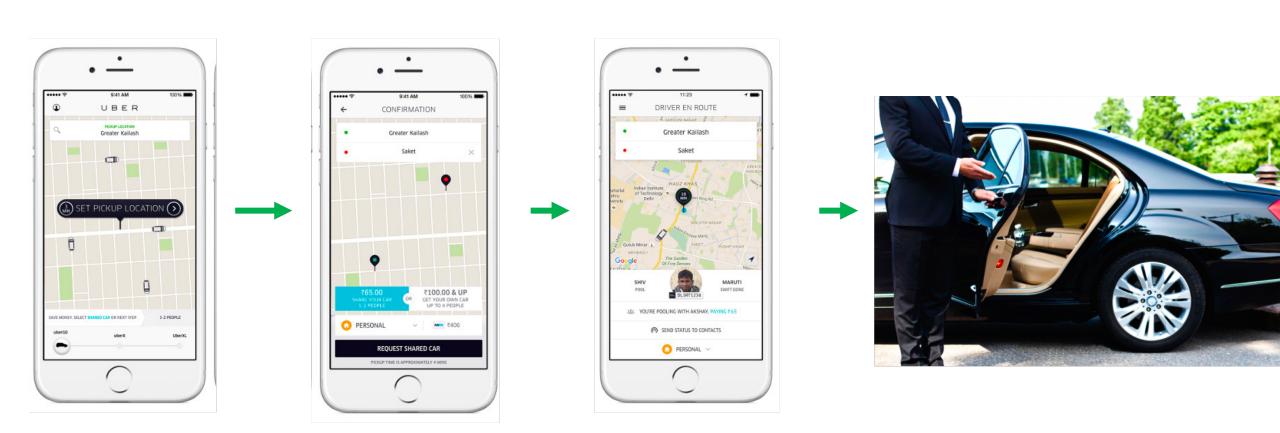
Contact driver

How do I transition?

Just wait



For complex goals, break the task into states, options, and transitions to new states.



Goal: Change the font

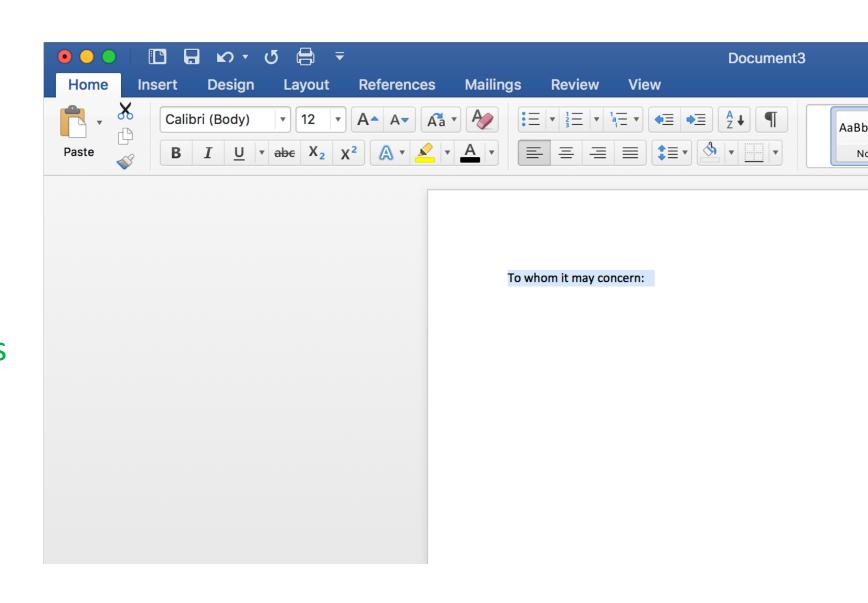
What **state** am I in? Selected Text

What **options** do I have?

All the menu options – Font, size, color, bullet pts

How do I transition?

Click on the document



Goal: Find a font I like

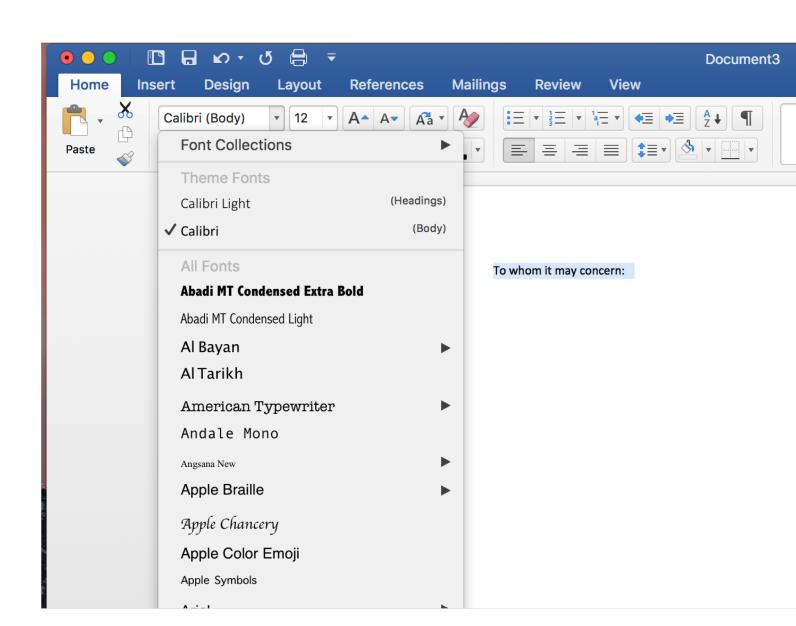
What **state** am I in?

Font selection

What **options** do I have?

Hundreds of fonts

How do I **transition**?
Select a font OR
Click outside the font menu.



Goal: ?

What **state** am I in?

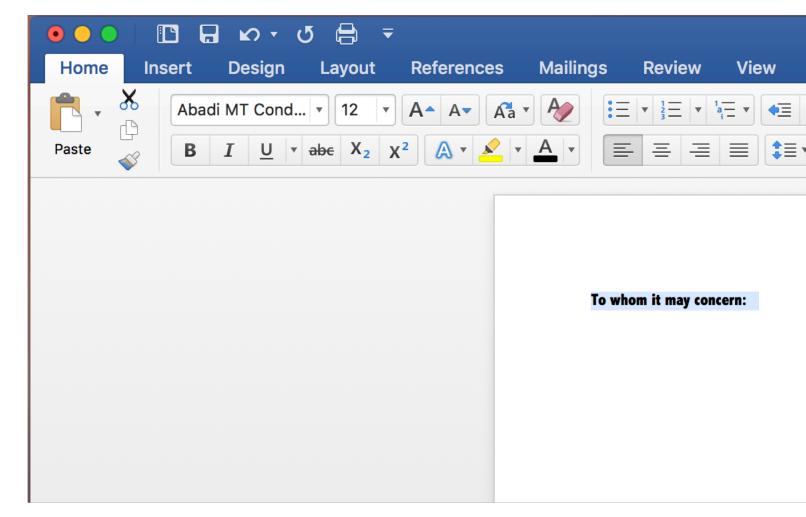
Selected Text

What **options** do I have?

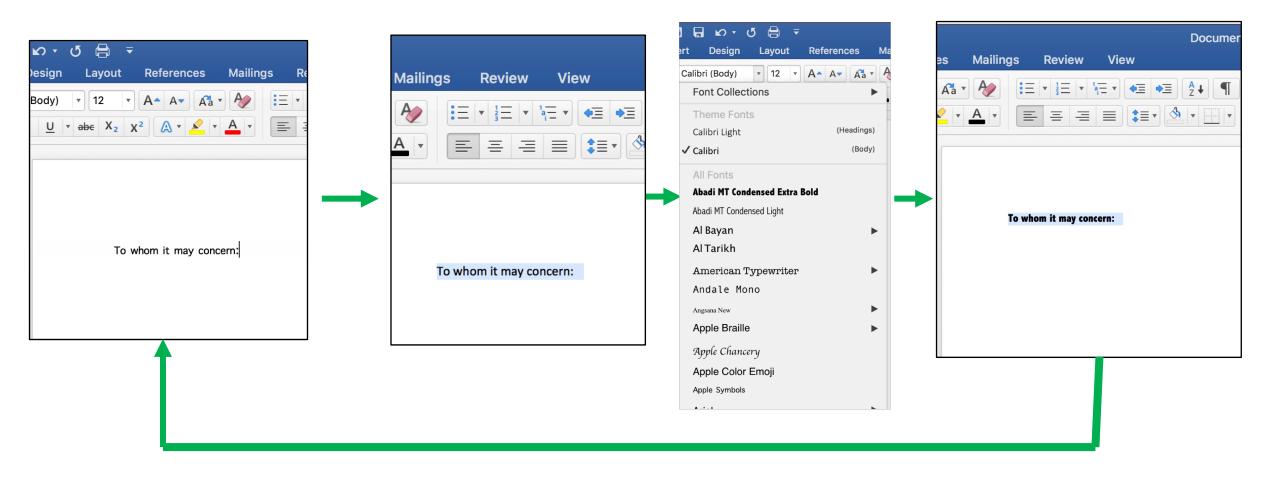
All the menu options

How do I **transition**?

Select a new menu option OR Click outside the selection



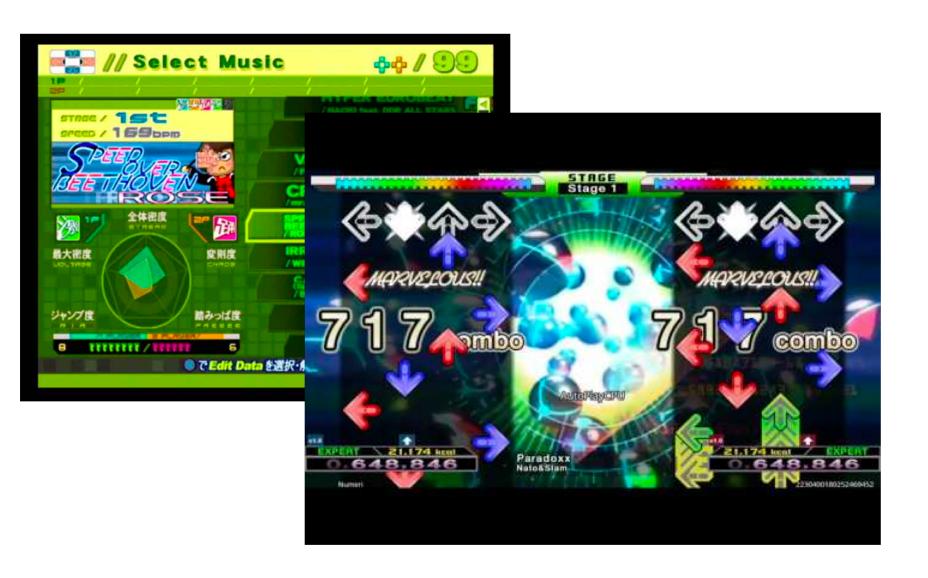
For complex goals, break the task into states, options, and transitions to new states.



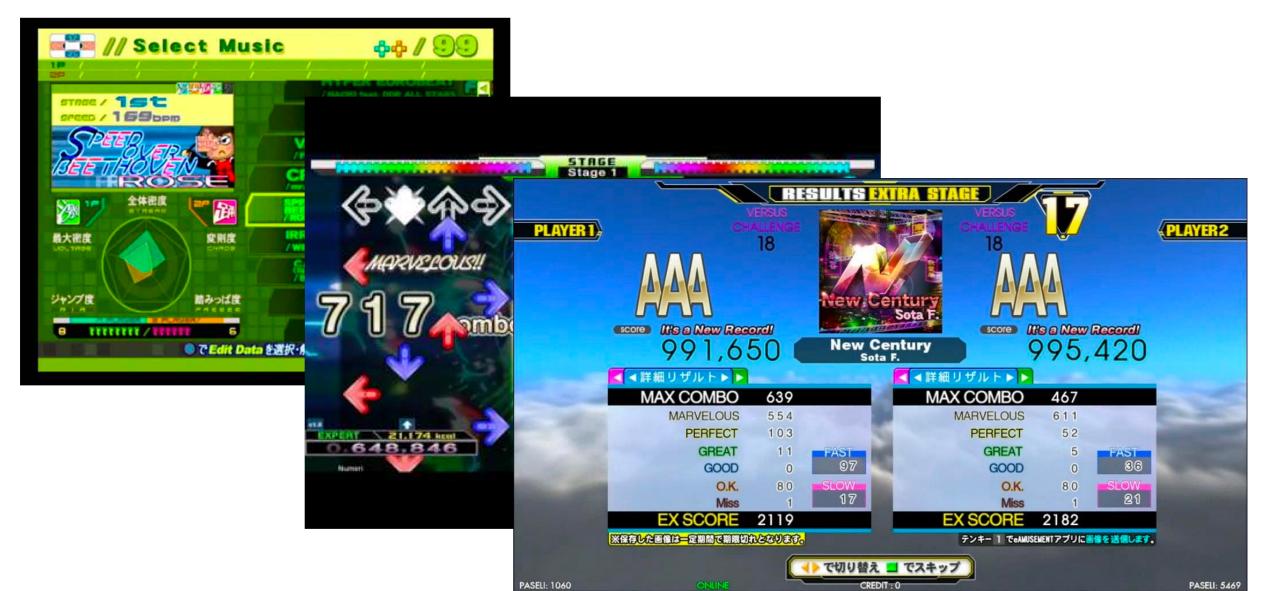
DDR: What state are we in? What are the options in this state?



DDR: What state are we in?



DDR: What state are we in? What state will we transition to?

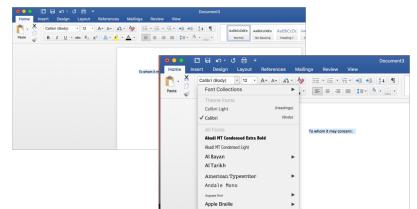


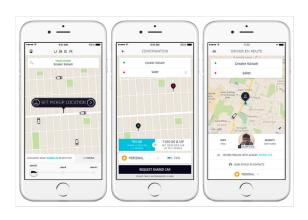
DDR: Returns users to the song selection state.



When you have too much information for one screen, design states, options and transitions for the user to navigate through to complete their goal.



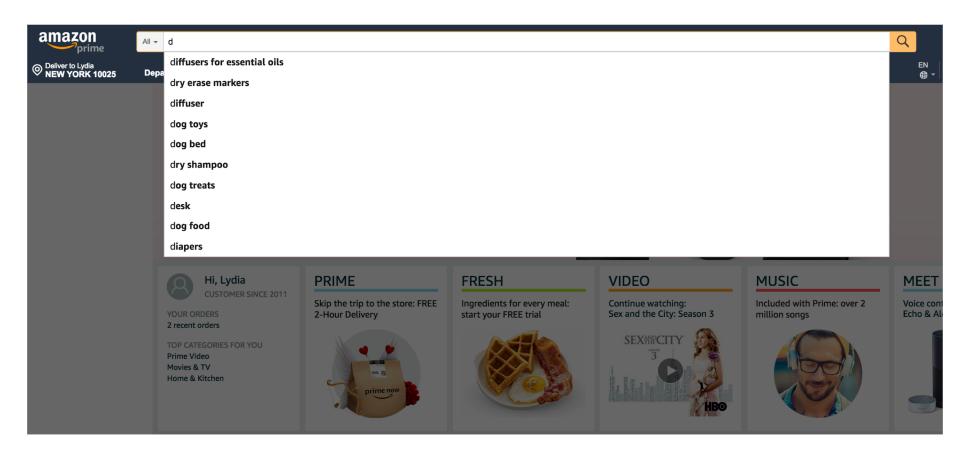






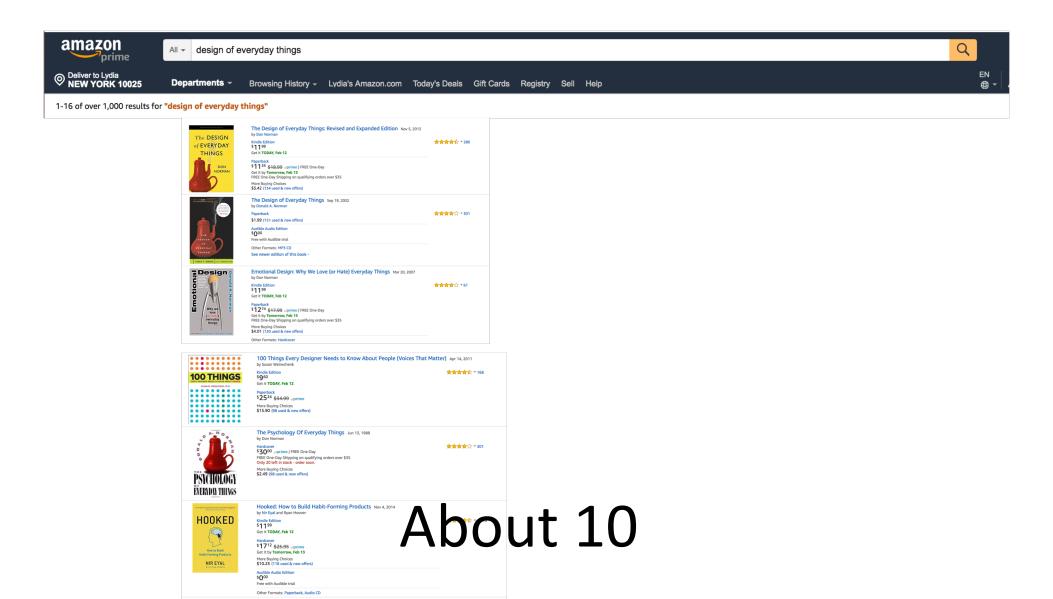
Presenting users with options

Product search: How many options are there?



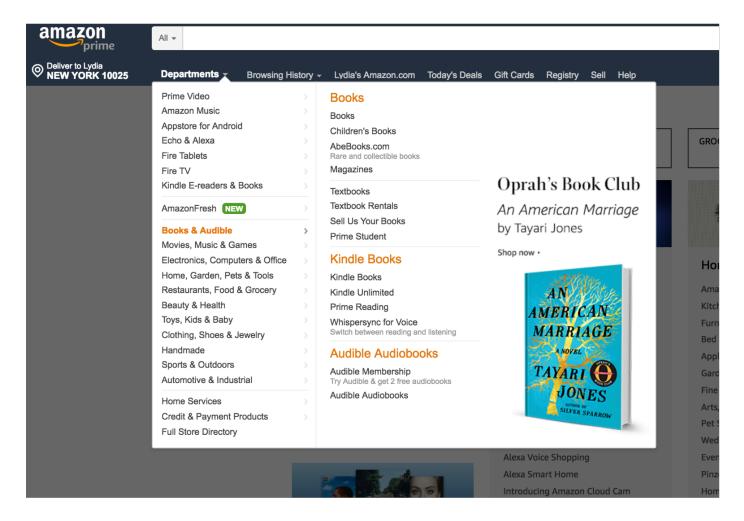
Billions

Search Results: How many (relevant) options are there?



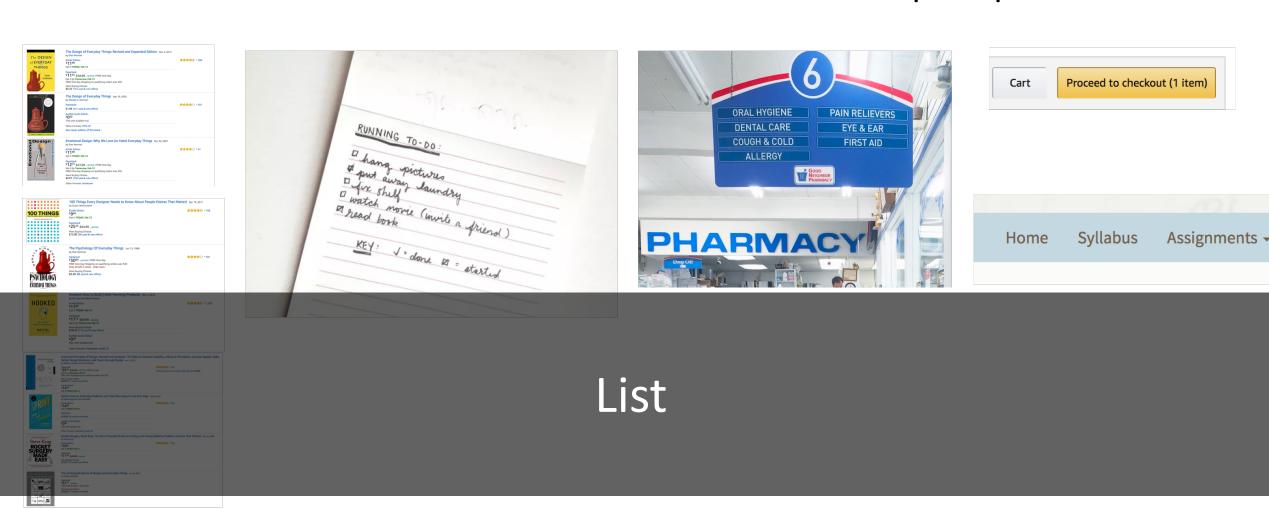
Amazon Departments: How many options are

there?

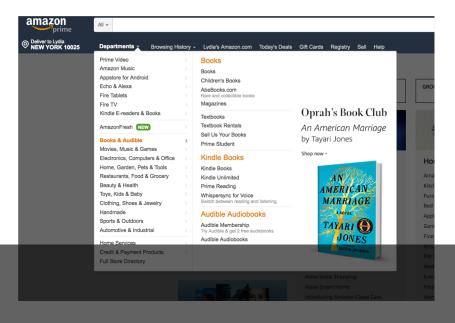


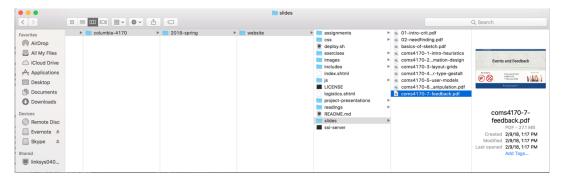
About 100

When displaying ~10 options, how do you display them to suit the needs and abilities of people?



When displaying ~100 options, how do you display them to suit the needs and abilities of people?

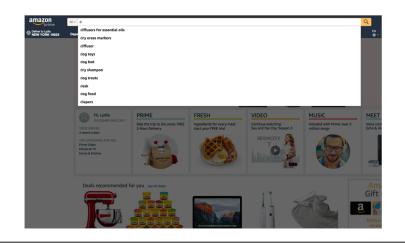


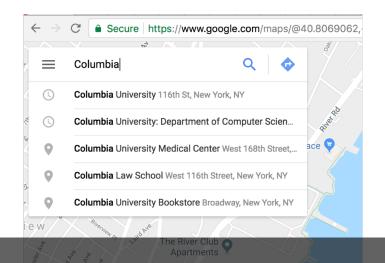


A tree



When displaying ~1000 options, how do you display them to suit the needs and abilities of people?

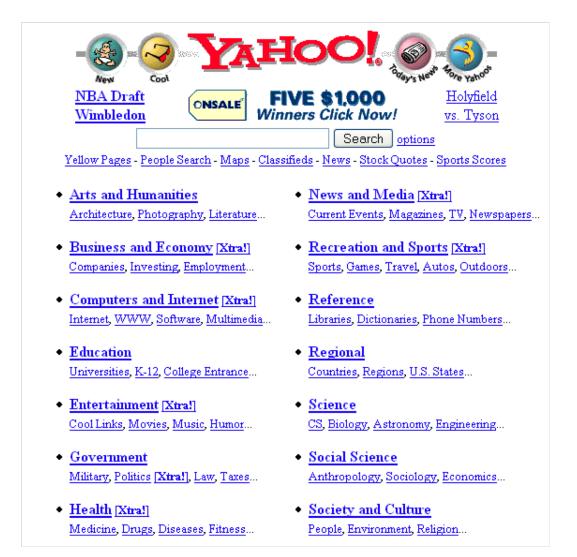




The View at Edgewater

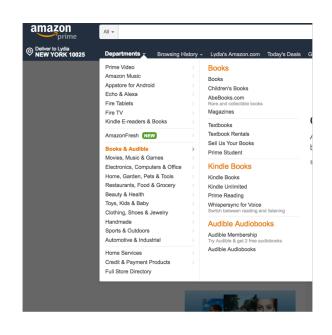
```
$(document).ready(function(){
             window.website = new Website();
            window.website.loadCodeEditor();
138
            website.setCurrentPageElement($("#home"));
             add
        });
              addCard(card)
                               application.js
    })();
               addClasses()
                                    stackjs.js
               addDirectorv(name)
                                     zip-fs.js
               addFile(file)
                                  stack-ide.js
               addMark(mark)
                                codemirror.js
               addTask(label)
                                application.js
               addViews(template)
                                   stackjs.js
               addBlob(name, blob)
                                    zip-fs.js
```

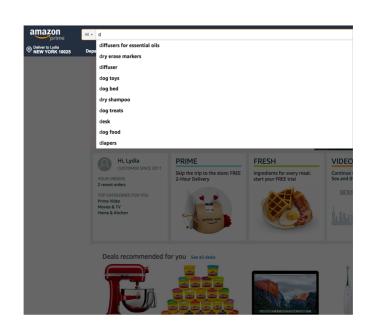
Yahoo 1995: What interaction style is this?



When displaying options, the number of options determines the interaction style.







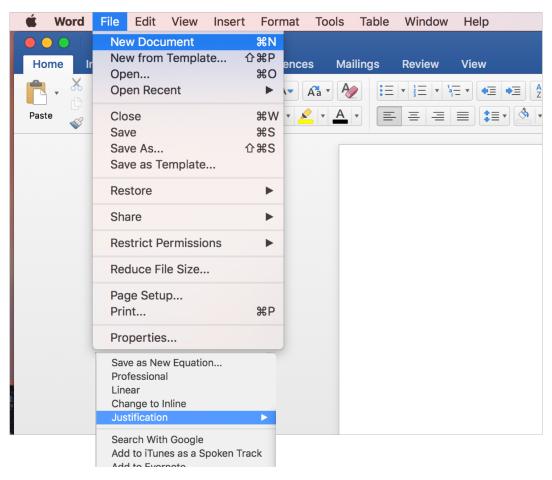
~10 items = list

~100 items = tree

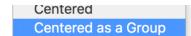
~1000 items = search

Designing Menu Options

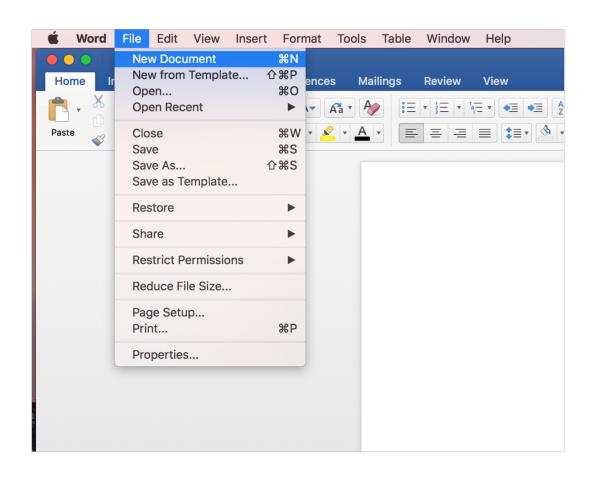
What would happen if one menu listed all the commands?



Items that are infrequently used can be more difficult to access

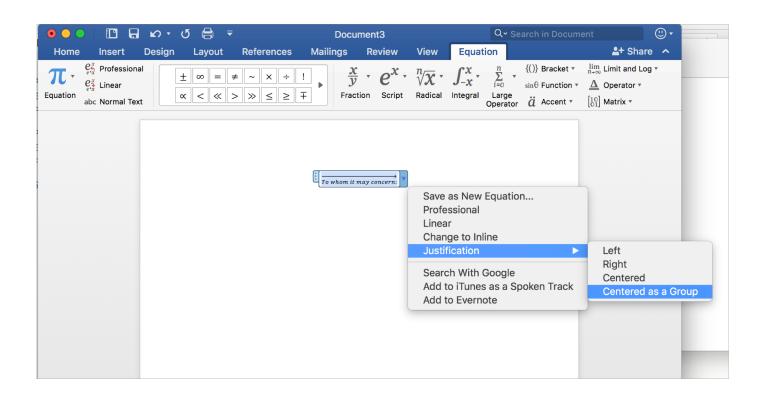


Why is "New Document" the first menu item?



Items that are **frequently** used should be **easy** to access

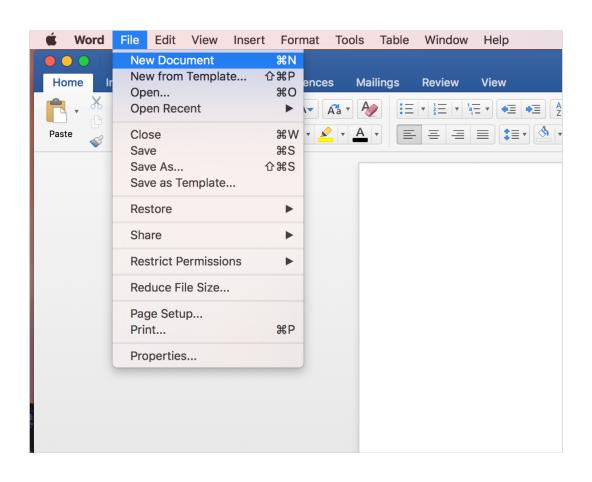
Why is the function "Word Equation -> Fraction -> Denominator -> Justification -> Centered as a Group" buried 4 levels deep in the menu?

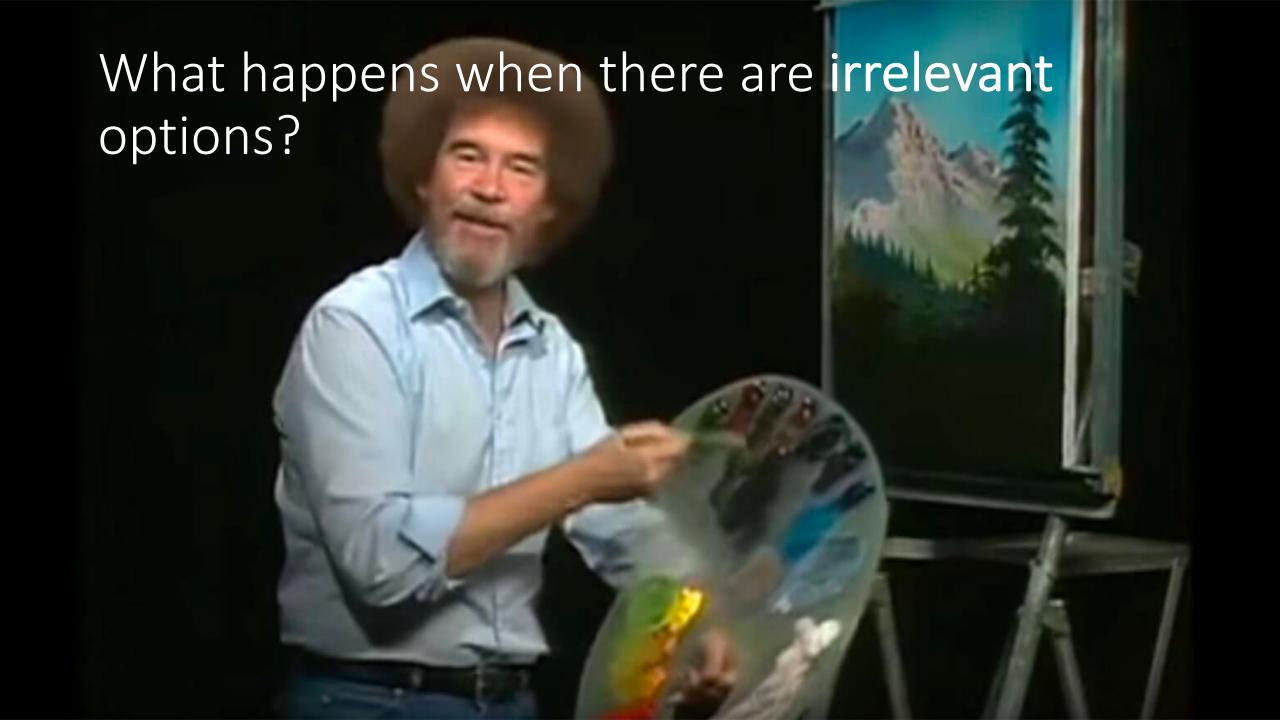


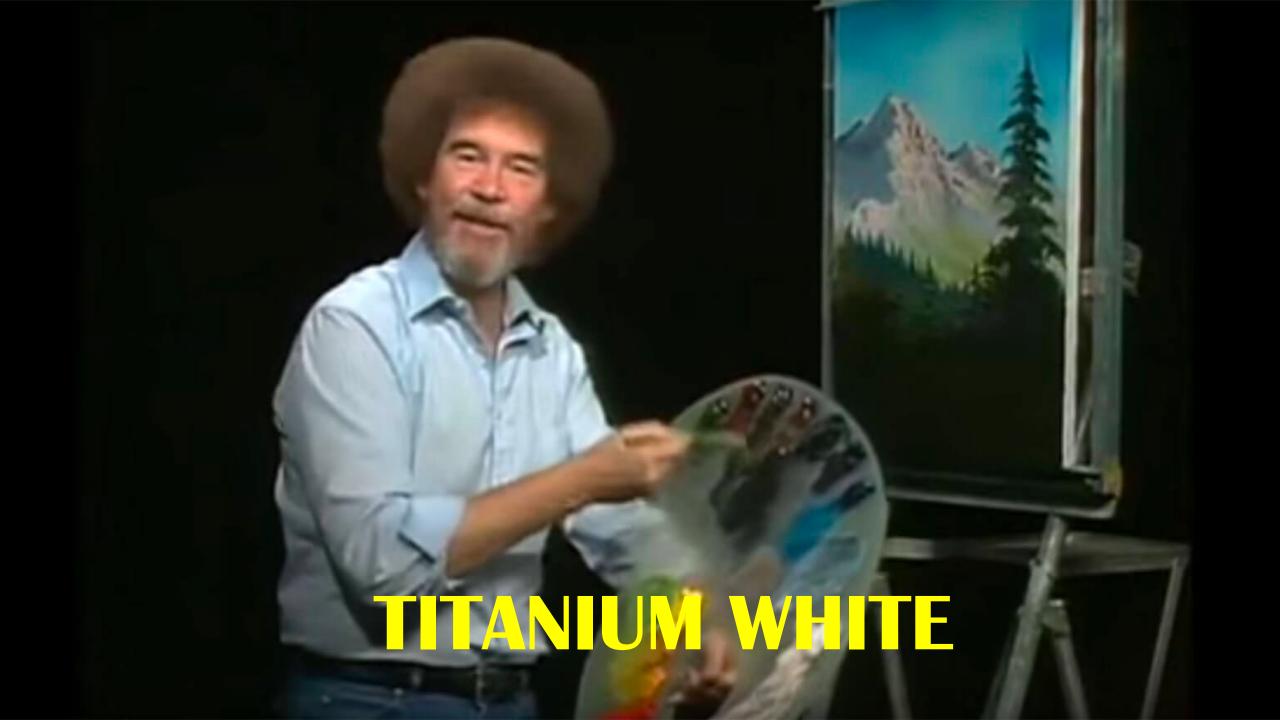
Items that are infrequently used can be more difficult to access

People have limited time.

Make frequently used options easier to access Make rarely used options harder to access



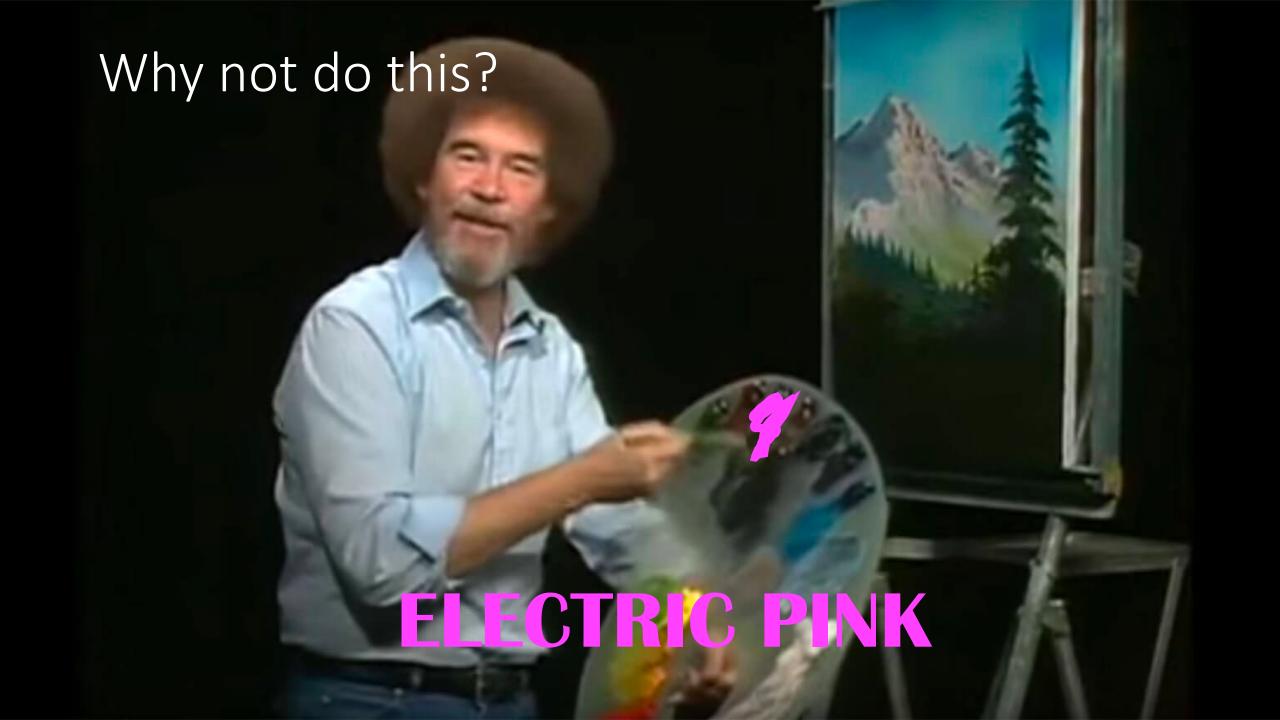












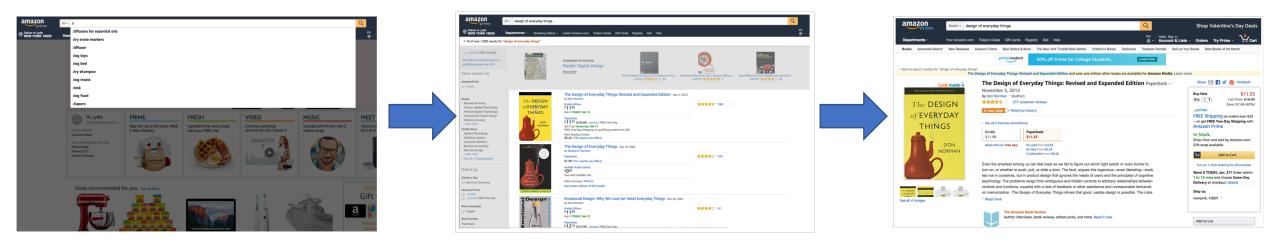
Irrelevant options create distractions



Users will expend energy to focus. OR make mistakes

Implementing Navigation on the web

How is each state instantiated?

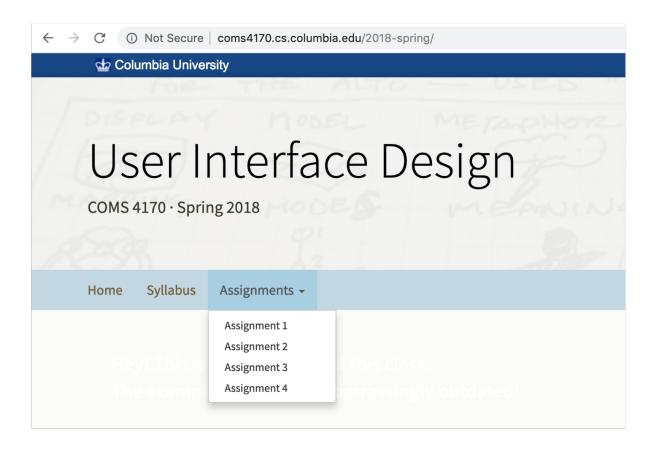


Typically, each page is a state

To create a website with multiple pages we need a server on the backend.

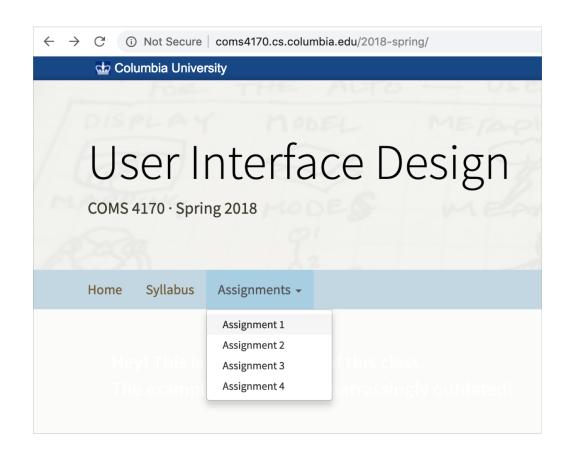
```
amazon_server.py
       amazon_server.py
     from flask import Flask
     from flask import render_template
     app = Flask(__name__)
     @app.route('/')
     def home():
 9
        return render_template('home.html')
10
     @app.route('/product_results/oduct_name>')
11
     def product_search_results(product_name=None):
12
13
         return render template('product search results.html', data = product name)
14
     @app.route('/checkout/duct_id>')
16
     def checkout(product_id=None):
         return render template('checkout.html', data = product id)
17
18
19
20
21
     if __name__ == '__main__':
22
        app.run()
23
```

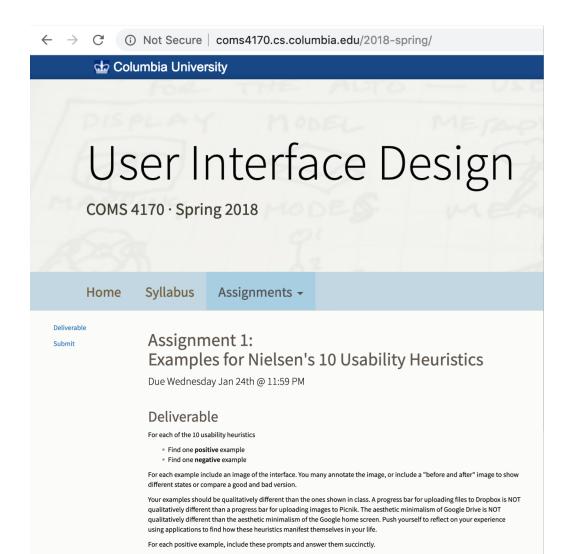
Menus are implemented as Bootstrap NavBars



```
class="navbar navbar-default navbar-static-top" role="navigation">
<div class="container">
 <div class="navbar-header">
      :tton type="button" class="navbar-toggle" data-toggle="collapse" data-target=".navbar-collapse"
         class="sr-only">Toggle navigation</span>
         class="icon-bar"></span>
         n class="icon-bar"></sp
         class="icon-bar"></s
     class="navbar-brand" href="/2018-spring/index.shtml">Home</a>
 <div class="navbar-collapse collapse">
   class="nav navbar-nav">
     <a href="/2018-spring/index.shtml#calendar">Syllabus</a>
     class="dropdown">
      <a href="#" class="dropdown-toggle" data-toggle="dropdown" role="button" aria-haspopup="true"</pre>
      aria-expanded="false">Assignments <span class="caret"></span></a>
      <a href="/2018-spring/assignments/a1.shtml">Assignment 1</a>
        <a href="/2018-spring/assignments/a2.shtml">Assignment 2</a>
        <a href="/2018-spring/assignments/a3.shtml">Assignment 3</a>
        <a href="/2018-spring/assignments/a4.shtml">Assignment 4</a>
      <a href="/2018-spring/project-presentations/index.shtml">Project Presentations</a>
   <a class="navbar-link" href="http://piazza.com/columbia/</pre>
    spring2018/comsw4170_001_2018_1userinterfacedesign/home"><button type="button" class="btn btn-default
    btn-su navbar-btn">Piazza</button></a>
```

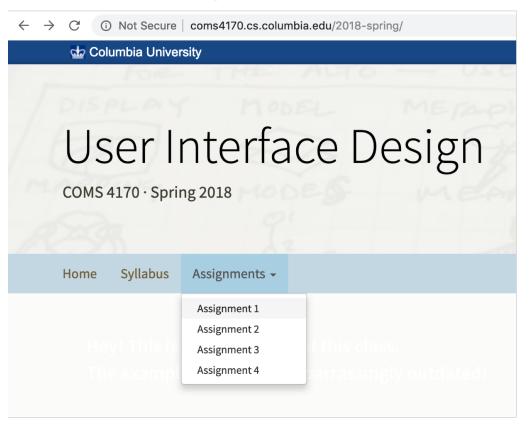
NavBars are the same across all your pages.



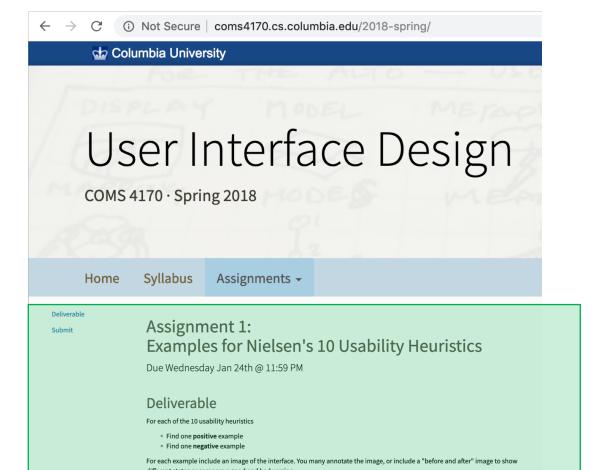


NavBars HTML is not copied across pages. NavBars is part of the *layout*.

layout



Content block



"home.html" extends "layout.html"

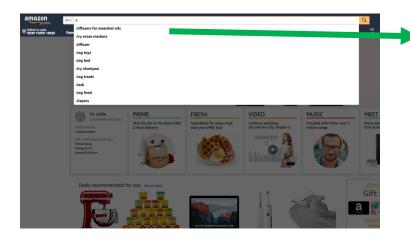
```
home-test.html
                                layout-test.html
     {% extends "layout.html" %}
     {% block content %}
     <div>
 6
         <h1> Assignment 1</h1>
 8
         >
              Your assignemt for this week is to ...
 9
10
         11
     </div>
     {≈ •ndblock %}
13
14
```

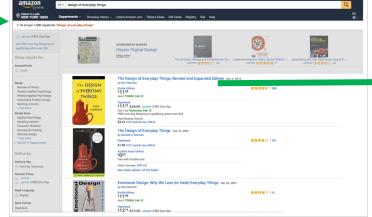
"layout.html" specifies where to add the content block

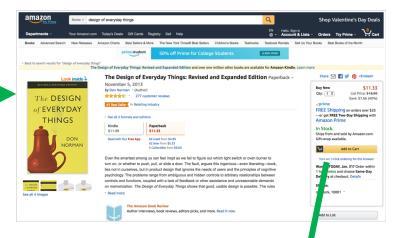
```
layout-test.html
 <\link href="http://netdna.bootstrapcdn.com/bootstrap/3.0.0/css/bootstrap.min.css" >
 <nav class="navbar navbar-inverse" role="navigation">
   <div class="container-fluid">
    <div class="navbar-header">
      <button type="button" class="navbar-toggle" data-toggle="collapse" data-target="</pre>
      #bs-example-navbar-collapse-1">
              class="sr-only">Toggle navigation</span>
              class="icon-bar"></span>
              class="icon-bar"></span>
              class="icon-bar"></span>
      <a class="navbar-brand" href="/">Home</a>
    <div class="collapse navbar-collapse" id="bs-example-navbar-collapse-1">
      class="nav navbar-nav navbar-right">
        <a href="#">Link</a>
        class="dropdown">
          <a href="#" class="dropdown-toggle" data-toggle="dropdown">Dropdown <b class="caret"></b></a>
          <a href="#">Action</a>
            <a href="#">Another action</a>
            <a href="#">Something else here</a>
            class="divider">
            <a href="#">Separated link</a>
    </div><!-- /.navbar-collapse -->
     class="container">
  {% block content %}
   {% endblock %}
```

Summary

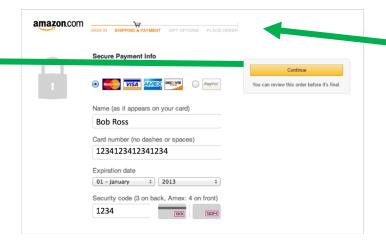
For complex tasks, guide users attention by breaking the task into: states, options, and transitions to new states.

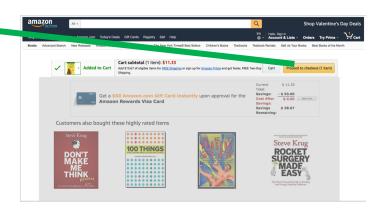




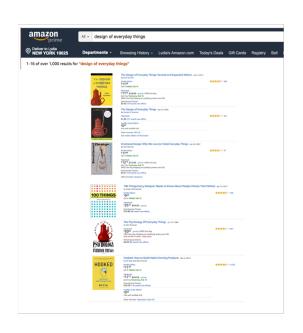


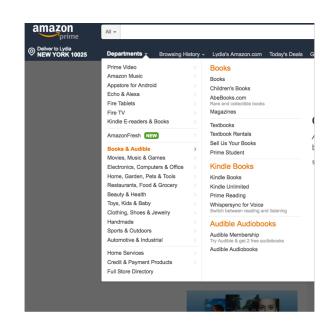


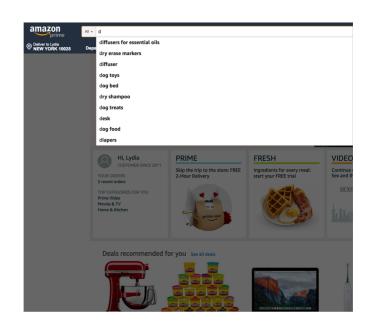




When displaying options, the number of options determines the interaction style.







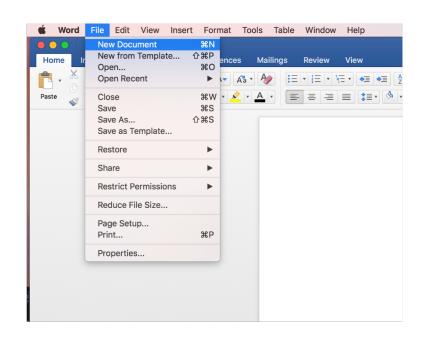
~10 items = **list**

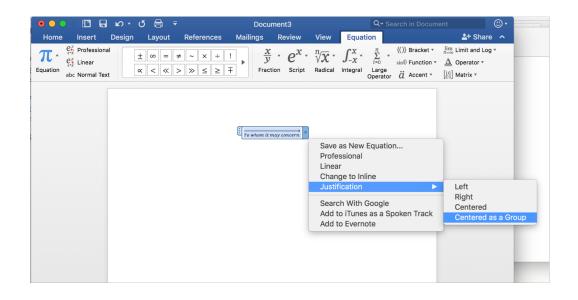
~100 items = tree

~1000 items = search

People have limited time.

Make frequently used options easier to access Make rarely used options harder to access





People have limited focus.

Within a state, provide options that are relevant to the user completing their goal.

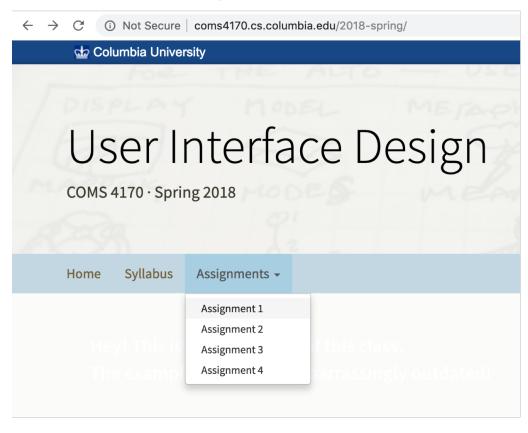
YES





Implement navigation as a shared layout page. Insert a content block for unique content

layout



Content block

