## Menus and Navigation

No screens

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Say your name


## Users interact with a system to accomplish a goal



To read and respond to all email.


To buy a book

## 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


## Hownshouldiwenbreakitoup?

- Enter shipping information
- Go back and put something else in the cart
- Change to rush delivery

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?<br>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?<br>Product info page



- Back to search results for "design of everyday things" The Design of Everyday Things: Revised and Expanded Edition and over one million other books are available for Amazon Kindle. Learn more

What options do I have?
Kindle/paper back, Look in book, reviews
Add to cart
How do I transition?

The Design of Everyday Things: Revised and Expanded Edition Paperback November 5, 2013

by Don Norman " (Author) 277 customer reviews
*1 Best Seller in Retailing Industry


Even the smartest among us can feel inept as we fail to figure out which light switch or oven burner to turn on, or whether to push, pull, or slide a door. The fault, argues this ingenious-even liberating-book lies not in ourselves, but in product design that ignores the needs of users and the principles of cognitive psychology. The problems range from ambiguous and hidden controls to arbitrary relationships between controls and functions, coupled with a lack of feedback or other assistance and unreasonable demands on memorization. The Design of Everyday Things shows that good, usable design is possible. The rules Read more

Share $\square$ ff D <Embed>

```
Buy New $11.33
```

List Price \$18.33

List Price: $\$ 18.9$

FREE Shipping on orders over $\$ 25$ FREE Shipping on orders over $\$ 25$
-or get FREE Two-Day Shipping with -or get FREE Two-Day Shipping with Amazon Prime

## In Stock.

Ships from and sold by Amazon.com. Gift-wrap available.
V. Add to Cart

Turn on 1-Click ordering for this browser Want it TODAY, Jan. 31? Order within 1 hr 15 mins and choose Same-Day Delivery at checkout. Details

Ship to:
newyork, 10001

Add to cart OR
Go back

## Goal：Decide if I＇m done．

What state am I in？<br>＂Add to cart＂feedback

| amazon <br> Iry Prime | All v |  | Gift Cards | Registry | Sell | Help | Q |  |  | Shop Vale |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Departments－ | Your Amazon．com | Today＇s Deals |  |  |  |  |  |  | $\begin{aligned} & \mathrm{EN} \\ & \oplus ⿴ 囗 十 \end{aligned}$ | Hello．Sign in Account \＆Lists |  | Ord | rs Try |
| Books Advanced Search | New Releases | Amazon Charts | Best Sellers \＆ | More Th | The New | York Times® Best Sellers | Children＇s Books | Textbooks | Textbook | Rentals | Sell Us Your | oks | Best Bool |

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 In?

## Enter payment

What options do I have?
Which payment methods

How do I transition?
Press Continue


Name (as it appears on your card)
Bob Ross
Card number (no dashes or spaces)
1234123412341234
Expiration date
01 - January

Security code (3 on back, Amex: 4 on front)

## Goal: Buy it.

## What state am I in? <br> Review and place order

## What options do I have? <br> Shipping options, <br> Change payment options

## How do I transition?

Press "Place your order"
amazon.com $\xrightarrow[\text { SIGNIN SHIPPING \& PAYMENT GIFT-WRAP PLACE ORDER }]{\text { ITM }}$
Review Your Order
By placing your order, you agree to Amazon.com's privacy notice and conditions of use

Shipping Address:
Chris Customer
742 EVERGREENTERRACE
SPRINGFIELD,
United States
Phone: 1234567890 Change

Estimated delivery: Sept. 26, 201

- Apple IPad Camera Connection Kit (MC531ZM/A) $\$ 29.95$
Quantity: 1 Chanoe Quantity: 1 Changa
Sold by: -Media-Mar Add atcostions

Rewards Points

Billing Address:

## Billing Information:

macury ending in 1234 Change
Same as shipping address Chanoe

Gift Cards \& Promotional Codes:
Apply

Choose your $\sqrt{\text { Prime shipping speed: }}$
CFREE Standard Shipping (3-5 business days)
c FREE Two-Day Shipping -get it Monday, September 26
\$3.99item One-Day Shipping -get it Saturday, September 24

## After I buy, what state do I transition to?

```
amazon
All


Prime members
read free
prime reading

\section*{For complex goals, break the task into states, options, and transitions to new states.}


\section*{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"


\section*{Goal: Pay for it.}

\author{
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"


\section*{Goal: Find car}

\section*{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.


\section*{Goal: Change the font}

\author{
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

\section*{Goal: Find a font I like}

\author{
What state am I in? \\ Font selection
}

\section*{What options do I have? \\ Hundreds of fonts}

\section*{How do I transition?}

Select a font OR
Click outside the font menu.


\section*{Goal: ?}

\author{
What state am I in? \\ Selected Text
}


What options do I have?
All the menu options

\section*{How do I transition?}

Select a new menu option OR Click outside the selection

\section*{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?


\section*{DDR: What state are we in?}


\section*{DDR: What state are we in? What state will we transition to?}


\section*{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.


How NOT to structure navigation

\section*{What goes wrong in this interface? Why?}
fon trancis caste
E Initial conrit
6 chargen to per emintted;
8 nesfliti
    new titel Eocuments ofeb-igherstore







    mewtiti apolith

    new H1el sup/g1bs/cotec-1,7, 1w



Switching between modes of Vim



What usability heuristics does this violate?

\section*{3. User control and freedom (Navigation)}

Users often choose system functions by mistake and will need easy ways to fix the mistakes. Support undo and redo.


\section*{7. Flexibility and efficiency of use}

Accelerators - unseen by the novice user - may often speed up the interaction for the expert. Allow users to tailor frequent actions.
\begin{tabular}{l} 
SWYPE SWIPE \\
\begin{tabular}{llllllllll|}
\hline
\end{tabular} \\
\hline \(\mathbf{Q}\) \\
\hline
\end{tabular}

\section*{6. Recognition rather than recall}

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another.


\section*{2. Match between system and the real world}

The system should speak the users' la concepts familiar to the user, rather t


\section*{1. Visibility of system status}

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.


\section*{Here is where I see students make the mistake of using modes:}


\title{
Why did Gmail compose get rid of "compose mode" as it's default for compose?
}



The only acceptable use of modes:

Discard Changes

Changes will not be saved. Do you want to proceed?


When the user absolutely must make this decision to proceed and needs no other information

\section*{In general:}


Larry Tesler,
Apple UI pioneer

They violate user control and freedom

Presenting users with options

\section*{Product search: How many options are there?}


\section*{Billions}

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


Amazon Departments: How many options are there?


\section*{About 100}

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


\section*{List}

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


Columbia University From Wripeodia, hee tee enocobopedia


A tree

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


\section*{Search}

\section*{Yahoo 1995: What interaction style is this?}

- Arts and Humanities Architecture, Fhotography, Literature
- Business and Economy Xtra! Companies, Investing Employment.
- Computers and Internet Xtra!] Intemet, WWW, Software, Multime dia..
- Education

Universities, K-12, College Entrance
- Entertaimment Xtra! ]

Cool Links, Movies, Music, Humot
- Government

Military, Politics Xtra!], Law, Taxes..
- Health Xtra!]

Medicine, Drugs, Diseases, Fitness...
- News and Media [Xtra!] Current Events, Magazines, TV, Newspapers.
- Recreation and Sports Xtra!] Sports, Games, Travel Autos, Outdoors.
- Reference

Libraries, Dictionaries, Phone Numbers.
- Regional

Countries, Regions, U.S. States.
- Science

CS, Biology Astronomy Engineering
- Social Science

Anthropology Sociology Economics.
- Society and Culture Feople, Envitonment, Religion...

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

~10 items = list

~100 items \(=\) tree

~1000 items = search

\section*{Designing Menu Options}

\section*{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

\section*{People have limited time.}

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


What happens when there are irrelevant options?





Why not do this?


\section*{Irrelevant options create distractions}


Users will expend energy to focus. OR make mistakes

Menus on the Web

\section*{NavBars are the same across all your pages.}

\section*{User Interface Design}

COMS \(4170 \cdot\) Spring 2018

Home

\section*{Syllabus}

Assignments -
Assignment 1
Assignment 2
Assignment 3
Assignment 4

User Interface Design
COMS \(4170 \cdot\) Spring 2018
```

Home Syllabus Assignments -

```

Assignment 1:
Examples for Nielsen's 10 Usability Heuristics
Due Wednesday Jan 24th @ 11:59 PM
Deliverable
For each of the 10 usability heuristics
- Find one positive example
- Find one negative example

For each example include an image ofthe inteface. You many annotate the image, or include a "beforre and ater" image to show
different states or compare a good and bad version.
Your examples should be qualitatively different than the ones shown in llass. A progress bar for uploading files to Dropbox is NOT
qualitatively different than a progress bar for uploading images to P Picrik. The aesthetic minimalism of Google orive is NOT
qualitatively different than a progress bar for uploading images to Picnik. The aesthetic minimalism of Google Divive is NOT
using applications to find how these heuristics manifest themselves in your life.
For each positive example, include these prompts and answer them succinctly

\section*{4. Consistency and standards}

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.



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\section*{Navbars are a bootstrap widget!}

\section*{\(\leftarrow \rightarrow \mathrm{C}\) (i) Not Secure |coms4170.cs.columbia.edu/2018-spring/}

\section*{d Columbia University}

\section*{User Interface Design}

COMS \(4170 \cdot\) Spring 2018
```

    Class="container">
    class="container">
    <div class="navbar-header">
    *utton type="button" class="navbar-toggle" data-toggle="collapse" data-target=".navbar-collapse">
    <span class="sr-only">Toggle navigation</span>
    <span class="icon-bar"></sp;
    <span class="icon-bar"></span>
    <span class="icon-bar"></span>
    </button>
    <a class="navbar-brand" href="/2018-spring/index.shtml">Home</a>
    <div class="navbar-collapse collapse">
        class="nav navbar-nav">
        <li><a href="/2018-spring/index.shtml#calendar">Syllabus</a></li>
    <li class="dropdown">
        <a href="#" class="dropdown-toggle" data-toggle="dropdown" role="button" aria-haspopup="true"
        aria-expanded="false">Assignments <span class="caret"></span></a>
        <ul id="assignments" class="dropdown-menu">
            <li><a href="/2018-spring/assignments/a1.shtml">Assignment 1</a></li>
            <li><a href="/2018-spring/assignments/a2.shtml">Assignment 2</a></li>
            <li><a href="/2018-spring/assignments/a3.shtml">Assignment 3</a></li>
    <</ul>
    <li><a href="/2018-spring/project-presentations/index.shtml">Project Presentations</a></li>
    </ul>
    <ul. class="nav navbar-nav navbar-right">
        <a class="navbar-link" href="http://piazza.com/columbia/
        btn-su navbar-btn">Piazza</button></a>
    btn-s
    </ul>
</div>
$<$ <dav>
</nav>

## 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


## NavBars are the same across all your pages.

## User Interface Design

COMS $4170 \cdot$ Spring 2018

Home
Syllabus
Assignments -

| WEEK | MONDAY | WEDNESDAY |
| :--- | :--- | :--- |
| 1 | JANUARY 15 | JANUARY 17 |
|  | No class | Introduction |
|  |  | Nielsen's 10 Usability Heuristics slides |
|  | Assignment 1 out |  |
| 2 | JANUARY 22 | JANUARY 24 DUE DATE |
|  | Information Design slides | Layout and Grids slides <br>  |
|  |  | Assignment 1 due |
|  |  |  |

User Interface Design
COMS $4170 \cdot$ Spring 2018

Home Syllabus Assignments r

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## User Interface Design

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\section*{When designing user navigation:}


Modes violate user control and freedom

\section*{Fill out participation now! HW 4 due Wednesday.}

\section*{User Interface Design}

COMS \(4170 \cdot\) Spring 2020

\section*{Home Grading Syllabus Piazza}```

