# Menus and Navigation 

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Users can't focus on everything at once. They have a spotlight of attention.


The design must guide users' attention.

## Feedback:

## Communicate <br> full and continuous information about the results of an action and the current state of the system

to help people achieve their goal

## Low-level events have full and continuous feedback about actions and states



Click!
Depress!

Normal state

Mouseover

Mousedown COMPOSE

Mouseup

COMPOSE

Normal state

## As do high-level states



Request ride state


Finding driver state


Driver en route 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


## 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" $\begin{gathered}\text { The Design of Everyday Things: Revised and Expanded Edition and over one million other books are available for Amazon Kindle. Learn more }\end{gathered}$

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

## n 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



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 $\xrightarrow[\text { SIGNIN SHIPPING \& PAYMENT GIFT-WRAP PLACE ORDER }]{\text { SIM }}$
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, 2011

- Apple IPad Camera Connection Kit (MC531ZM/A) $\$ 29.95$
Quantity: 1 Change 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 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 Pickup location"


\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?
Select a menu option OR Click outside the selection

\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: Evaluate the font}

\author{
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

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


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

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


\section*{Billions}

\section*{Search Results: How many options are presented?}


Amazon Departments: How many options are there?


\section*{About 100}

\section*{We display options different depending on how many options there are}
- Orders of magnitude
- 1 (no options, just a single choice)
- 10
- 100
- 1000+

\section*{For ~10 options, how do you display them?}


\section*{List}

\section*{For ~100 options, how do you display them?}


Columbia University From Wixieadia, the tee enorccopedia







A tree

\section*{For ~1000 options, how do you display them?}


\section*{Search}

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


Yellow Pages - People Search - Maps-Classifieds - News - StockQuotes - Sports Scores
- Arts and Humanities Architecture, Photography, Literature.
- Business and Economy Xtra! Companies, Investing Employment
- Computers and Internet Xtra!] Intemet, WWW, Software, Multime dia
- Education

Universities, K-12 College Entrance
- Entertainment Xtra!

CoolLinks, Movies, Music, Humor
- Government

Military Folitics [Xtra!], Law, Taxes..
- Health Xtra!]

Medicine, Dutugs, 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 A stronomy, Engineering
- Social Science

Anthropology Sociology Economics.
- Society and Culture Feople, Environment, 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*{What would happen if one menu listed all the} commands?


Items that are infrequently used can be more difficult to access

\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

\section*{5. Error prevention}

Even better than good error messages is a careful design which prevents a problem from occurring in the first place.


\section*{People have limited focus.}

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

YES


\section*{Design good default options.}

They save users time, and they often just accept them.

People accept default fonts


People accept default settings

Your Email
you@example.com

V Follow @MakeSets on Twitter

Defaults save users time and energy
```

One-way \vee 1adult \vee Economy \vee O bags \vee
New York, United States (NYC) ×
F To?

```

Uls have millions of decisions Good defaults reduce users' cognitive load.


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


\section*{People have limited time and focus.}


As the designer, you need to know:
* what will people use frequently?
*what will people use rarely?
*what should people focus on to achieve their goal?

\section*{Sound familiar?}


The designer must guide users' attention.

\title{
Implementing navigation on the web
}

\section*{How is each state instantiated?}


Typically, each page is a state

\section*{To create a website with multiple pages we need a server on the backend.}


\section*{Menus are implemented as Bootstrap NavBars}

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

\section*{ab Columbia University}

\section*{User Interface Design}

COMS \(4170 \cdot\) Spring 2018

\section*{Assignment 1}

Assignment 2
Assignment 3
Assignment 4
class= navoar navoar-aefault navoar-static-top role= navigation"
class="container">
iv class="navbar-header">
outton type="button" class="navbar-toggle" data-toggle="collapse" data-target=".navbar-collapse">
<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
<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>
<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 \(2</ a></ l i>\)
<li><a href="/2018-spring/assignments/a3 shtml">Assignment \(3</></ 1 \gg\) <li><a \(h r e f=" / 2018-s p r i n g / a s s i g n m e n t s / a 3 . s h t m l ">A s s i g n m e n t ~ 3</ a></ l i>~\)
\(<l i>\ll\) href="/2018-spring/assignments/a4.shtml">Assignment \(4</></ l i>\)
</li>
<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/columbial spring2018/comsw4170_001_2018_1userinterfacedesign/home">< btn-su navbar-btn">Piazza</button></a>

\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 intefface. You many annotate the image, or include a "beforre and ater" image to show
different states or compare a good and bad version.
Vour examples should be qualitatively difierent than the ones shown in class. A progress bar for uploading files to oropbox 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

\title{
NavBars HTML is not copied across pages. NavBars is part of the layout.
}

\section*{layout}

\section*{Content block}

User Interface Design
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\section*{User Interface Design}

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

Home Syllabus Assignments -

```

Assignment 1
Assignment 2
Assignment 3
Assignment 4

\section*{Assignment 1:}

Examples for Nielsen's 10 Usability Heuristics
Due Wednesday Jan 24th @ 11:59 PM
Deliverable
For each of the 10 usability heuristics

\section*{Create "layout.html" that has the} common HTML (headers, navs bars, etc)

Create each page (like "home.html")
<ntml>
<iead>
er
<link href="http://netdna.bootstrapcdn.com/bootstrap/3.0.0/css/bootstrap.min.css" >
<body>
<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="
\#bs-example-navbar-collapse-1">
<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
pan class="icon-bar"></span>
<bpan clas
<button>
<a class="navbar-brand" href="/">Home</a>
<div>
</div>
<div class="collapse navbar-collapse" id="bs-example-navbar-collapse-1">
class="nav navbar-nav navbar-right">
<li><a href="\#">Link</ \(><\) /li>
<a href=" \({ }^{2}\) dropdown">
href="\#" class="dropdown-toggle" data-toggle="dropdown">Dropdown
<ul class="dropdown-menu">
<li><a href="\#">Action<//></li>
<li>ea hreff"\#">Another action</
<li><a href="\#">Another action</a></li>
<li><a href="\#">Something else here</>></
<l><a href=""">Something else here</a></li>
<li class="divider"></li> by extending "layout.html"
home-test.html
\{\% extends "layout.html" \%\}
\(\{\%\) block content \%\}
<div>
<h1> Assignment 1</h1>
<0>
Your assignemt for this week is to ...
</p>
</div>
\{\% endblanly

\{\% block content \%\}

\section*{14}
\{\% endblock \%\}

\section*{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

\section*{People have limited time.}

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


\section*{People have limited focus.}

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

YES


\section*{Design good default options.}

They save users time, and they often just accept them.
Group Meeting Notes in \(\square\) My Drive
File Edit View Insert Format Tools Extensions Help Accessibility

\(1,1,1,1, \geqslant, 1,1,1,1\) 2
:

\section*{Group Meeting Notes}

\section*{Uls have millions of decisions \\ Good defaults reduce users' cognitive load.}

\title{
Implement navigation as a shared layout page. Insert a content block for unique content
}

\section*{Layout}

\section*{Content block}

User Interface Design
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\section*{User Interface Design}

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

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

## Homework 4 hint: How to delete item n?



Columbia Paper Infinity

| Stanley Hudson | Toast | 400 | X |
| :---: | :---: | :---: | :---: |
| Log your paper sales: | Client | \# Reams | Submit |
| James D. Halpert | Shake Shack | 100 | X |
| Michael G. Scott | Computer Science Department | 1000 | X |

## Each item is uniquely represented by it's position in the list

```
let sales = [
    {
        "salesperson": "James D. Halpert",
        "client": "Shake Shack",
        "reams": 100
    },
            "salesperson": "Stanley Hudson",
            "client": "Toast",
            "reams": 400
        },
    {
            "salesperson": "Michael G. Scott",
            "client": "Computer Science Department",
            "reams": 1000
    },
]
```


## How do I attach meta data (like an id) to an HTML element?

```
for (let i = 0; i < sales.length; i++) {
    let sale = sales[i]
    let row = $("<div class='row bottom_row_padding sale_row draggable2' data-id='"+i+"''>")
```

The HTML property: data-VARIABLENAME="VALUE"

