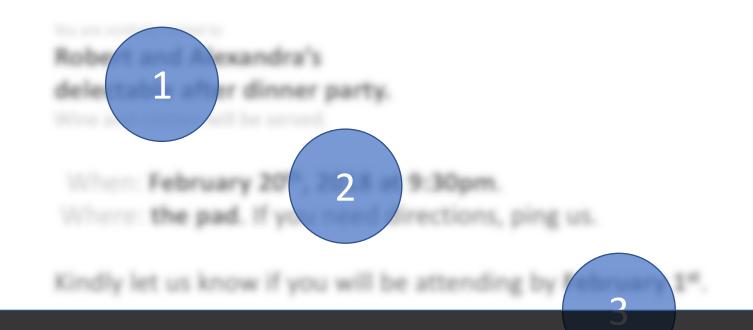
Menus and Navigation

PRINCIPLE

Prof. Lydia Chilton COMS 4170 17 February 2025



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



The design must guide users' attention.

Feedback:

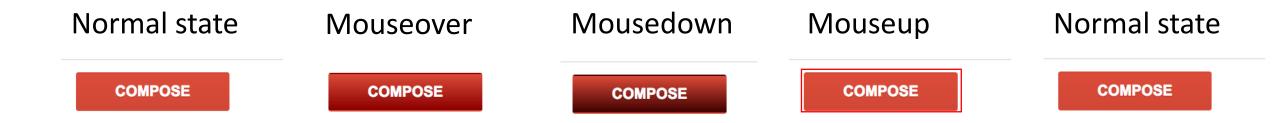
Communicate

full and continuous information about the results of an action and the current state of the system

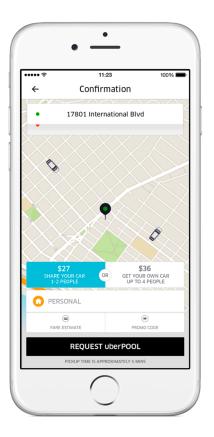
to help people achieve their goal

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

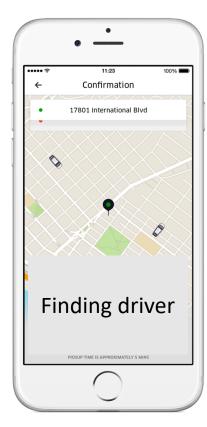




As do high-level states



Request ride state



Finding driver state



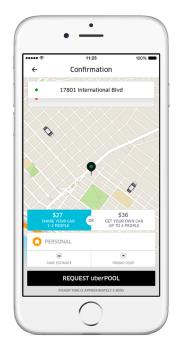
Driver en route state

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.

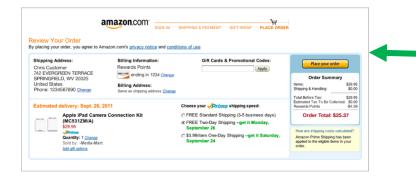
Buying a book on Amazon:

- 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 Hownshouldntwenbreaknit.up?
 - 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.

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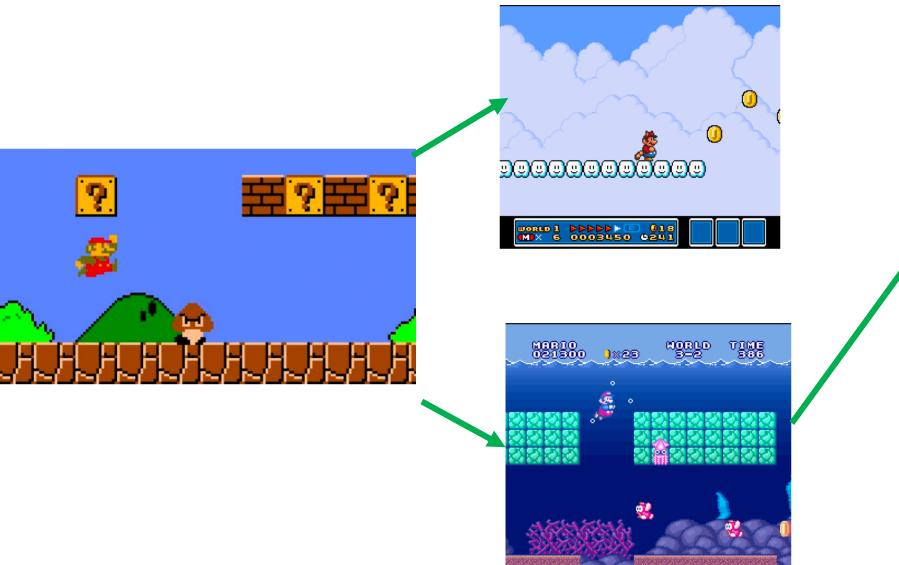




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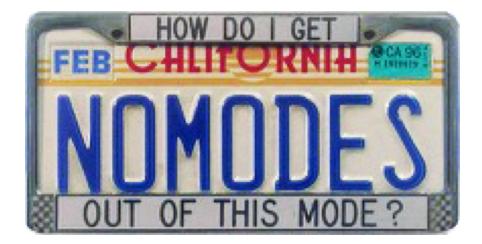


Think of it like a video game and You are designing the experience of your user



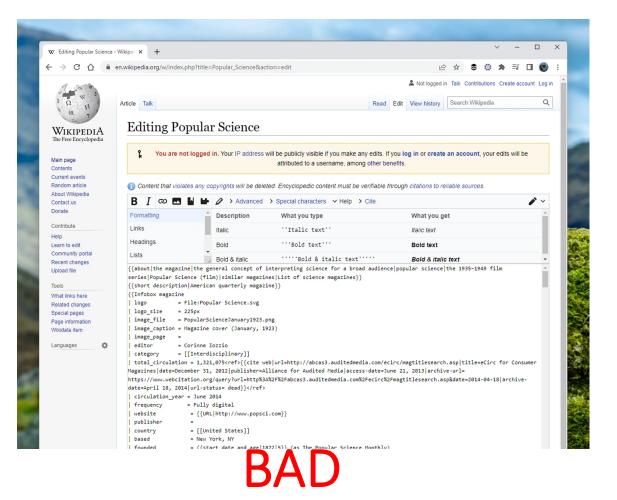


What NOT to do: Modes



"Editing mode"

WYSIWYG Editing (whizzy-wig)



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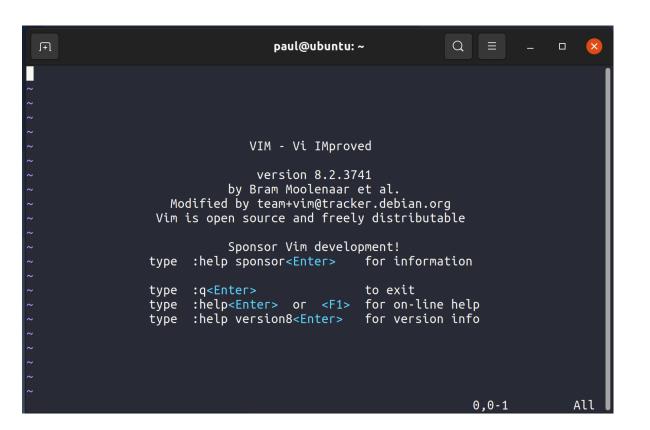
"HOW DO I GET OUT OF THIS ****ing MODE????"

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Bad Modes

Modes are a temporary state where commands have new meanings or are limited.

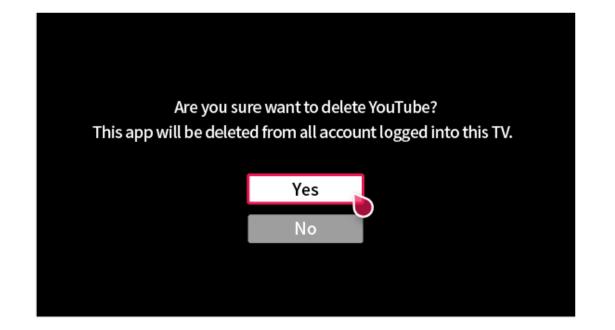


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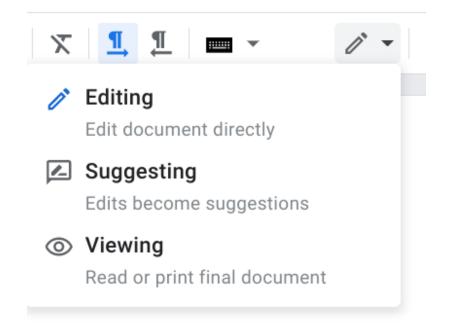
Commands have new meanings

Limited options

A mode is only ok when you need to focus all the users attention, and prevent other actions.



Focus all attention, prevent other options



Prevent other options

Why modes are bad:

• Mode escapes are inconsistent.

- Users often get "stuck" in a mode.
- "How do I get out of this mode?"
- This violates "user control and freedom"

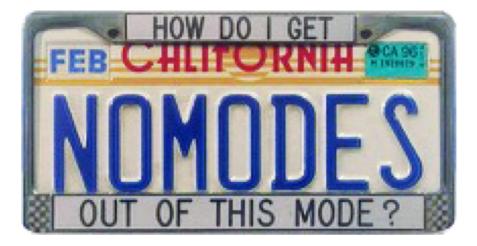
• Key meanings are mode-dependent.

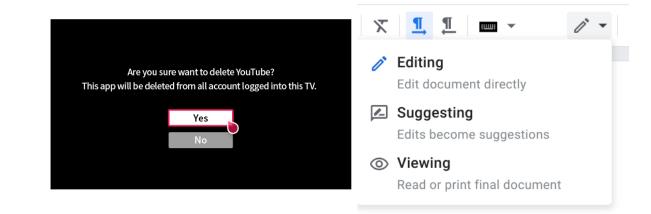
- Double click means "paint" in paint mode, but "select" in regular mode
- This violates the "consistency and standards" Heuristic.

• Verbs precede their objects.

- What I do ("save") has to be specified before the object ("this document")
- People find it easier to specific the object ("this document"), then decide which action to take ("save", "edit", "undo", "delete", etc.)
- This violates "system matching the real world"

Generally, NO MODES



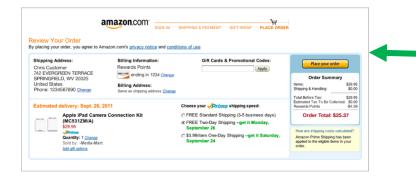


A mode is only ok when you need to focus all the users attention, and prevent other actions.

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

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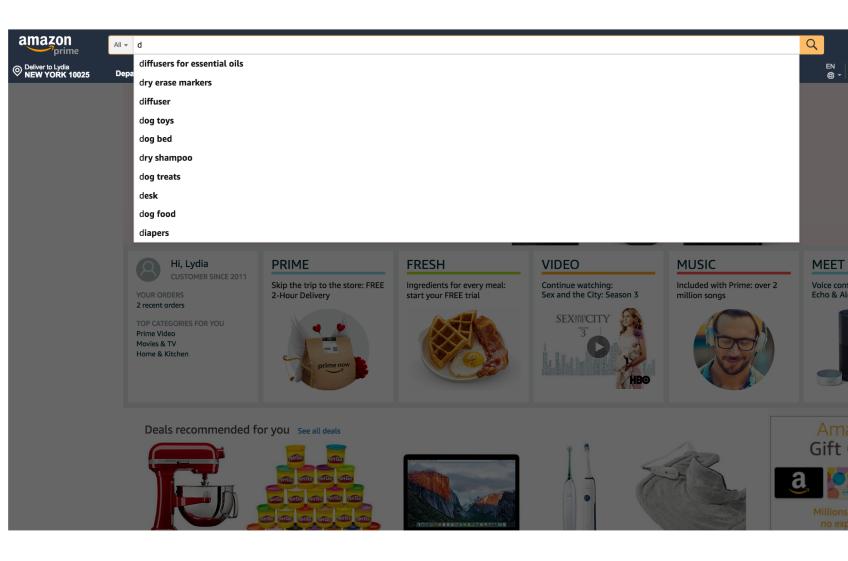
Examples of States, Options and Transitions

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

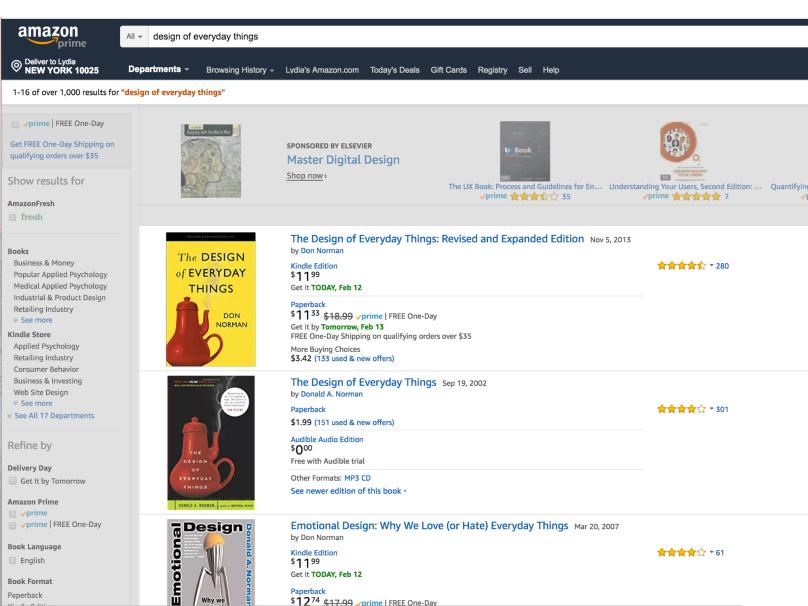


Goal: find "The Design of Everyday Things"

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

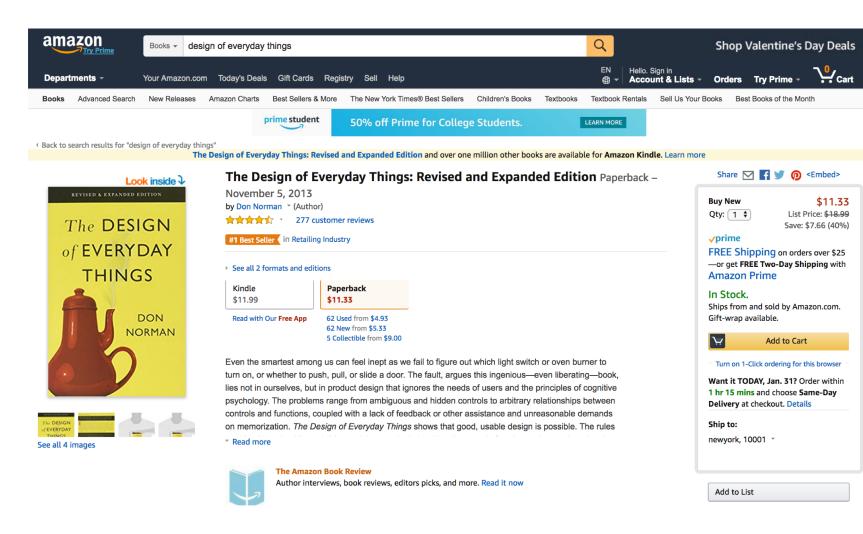


Goal: Decide if I'll buy "The Design of Everyday Things"

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

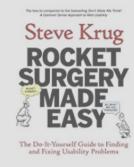
See cart

Keep shopping

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

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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

amazon.com	<u>\</u>	
	SIGN IN SHIPPING & PAYMENT GIFT OPTIONS PLACE ORDER	
	Secure Payment Info	
		Continue
x		You can review this order before it's final
	Name (as it appears on your card)	
	Bob Ross	
	Card number (no dashes or spaces)	
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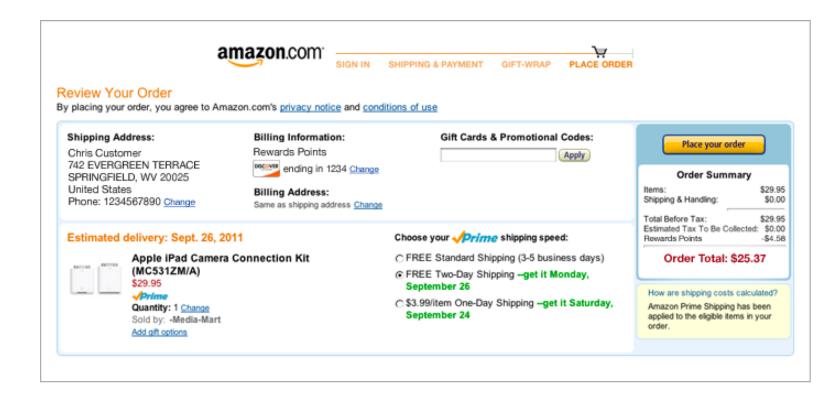
1234

Goal: Buy it.

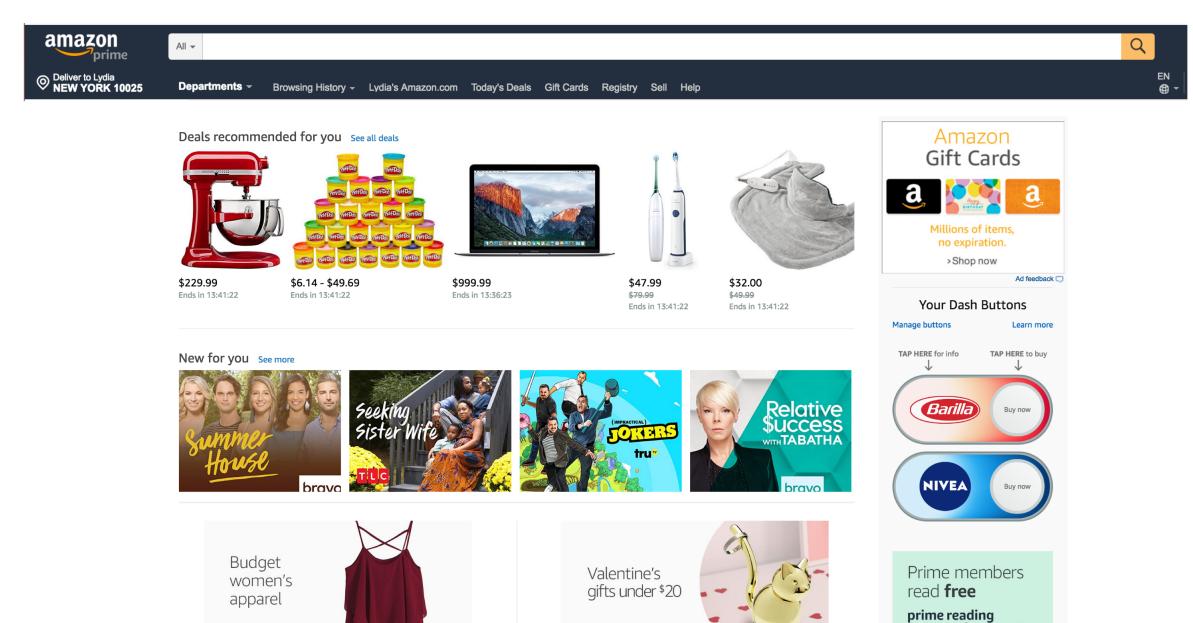
What **state** am I in? Review and place order

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

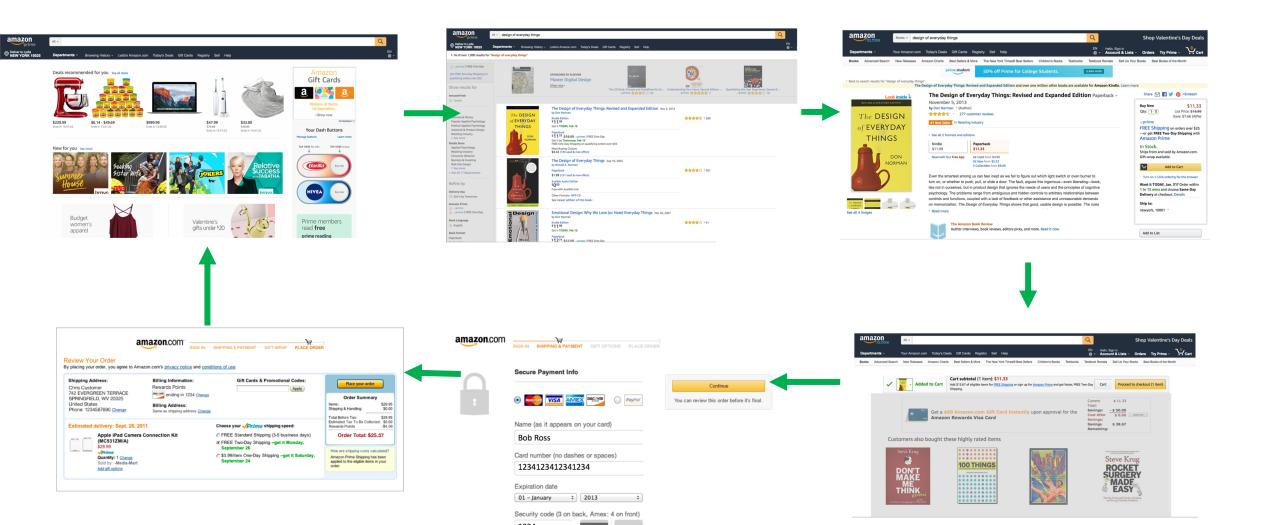
How do I transition? Press "Place your order"



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

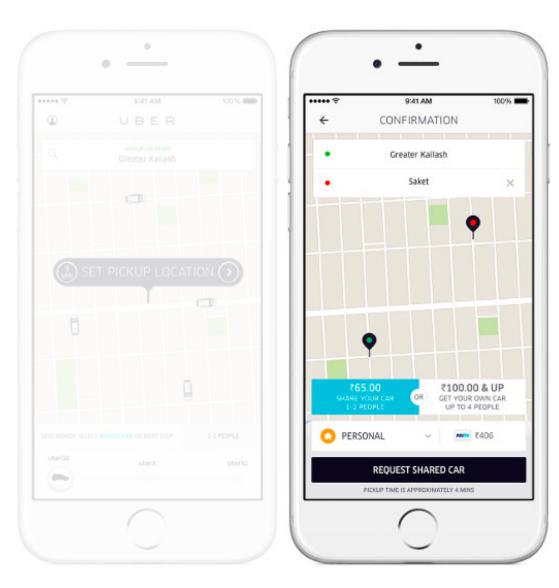
How do I transition? Press "Set Pickup location"



Goal: Pay for it.

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

- What **options** do I have? Switch credit cards
- Upgrade to your ride
- How do I transition? Press "Request shared car"

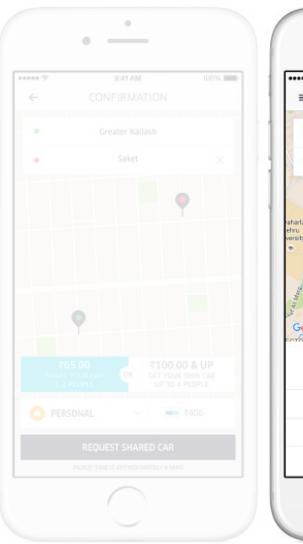


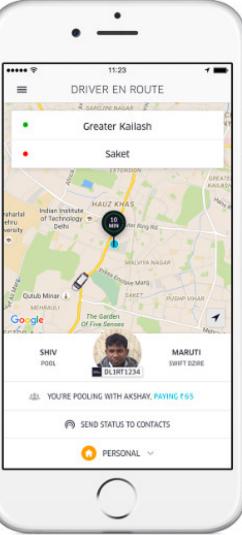
Goal: Find car

What **state** am I in? Waiting/"Driver en route"

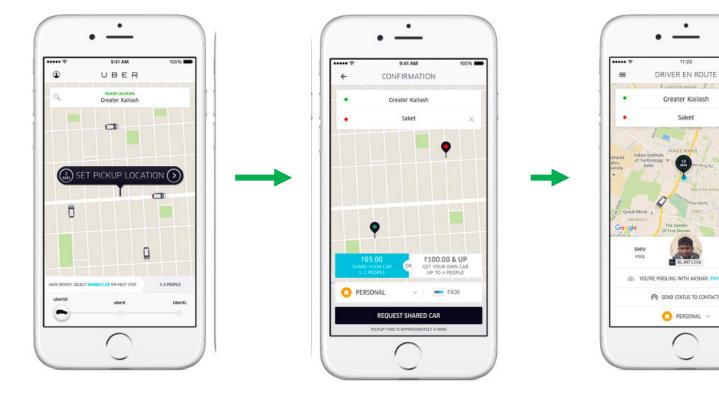
What **options** do I have? Contact driver

How do I **transition**? Just wait





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





Goal: Change the font

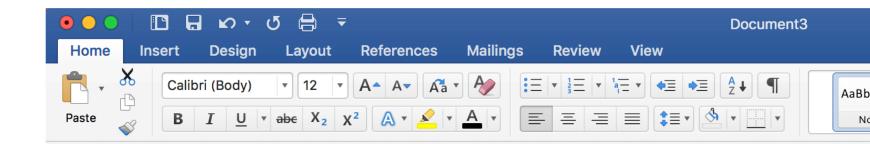
What **state** am I in? Selected Text

What **options** do I have?

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

How do I transition?

Select a menu option OR Click outside the selection



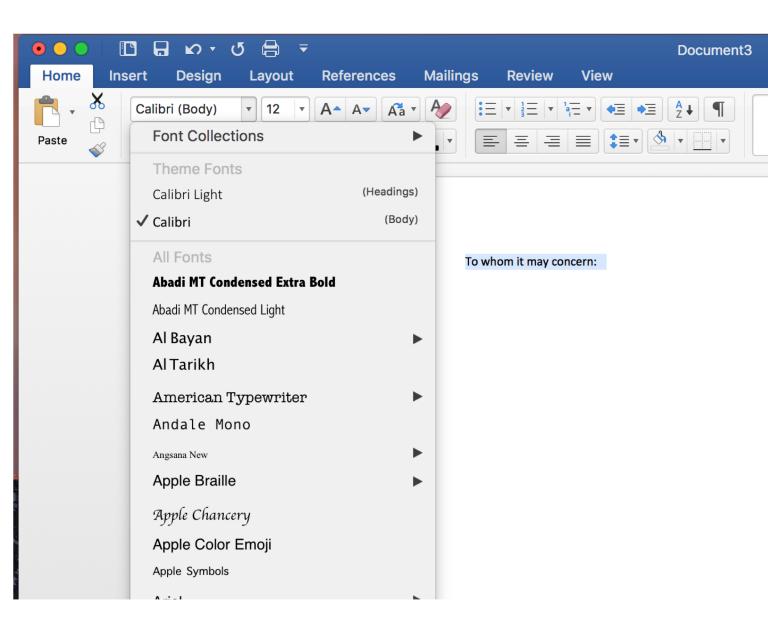
To whom it may concern:

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.



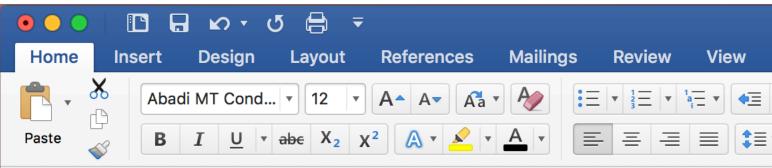
Goal: Evaluate the font

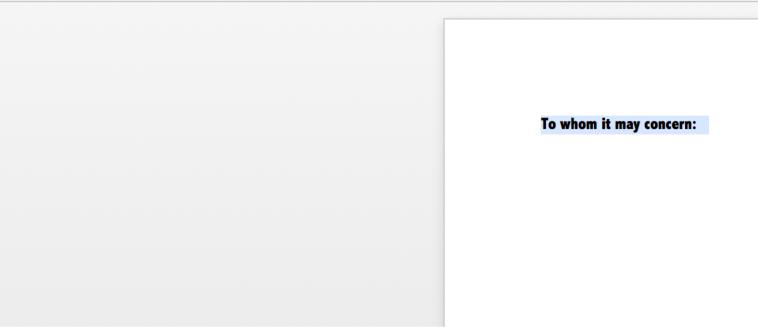
What **state** am I in? Selected Text

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.

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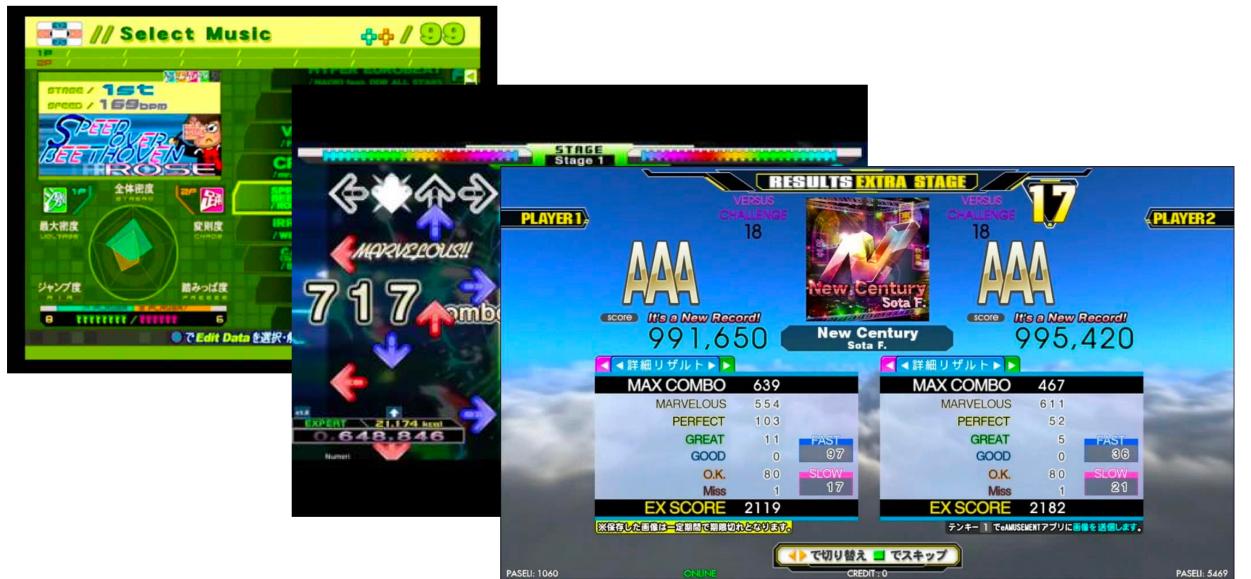
DDR: What state are we in? What are the options in this state?



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.

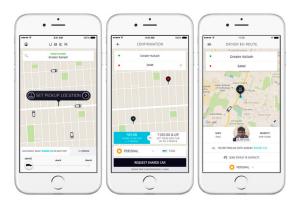


When you have too much information for one screen, design states, options and transitions for the user to navigate through to complete their goal.



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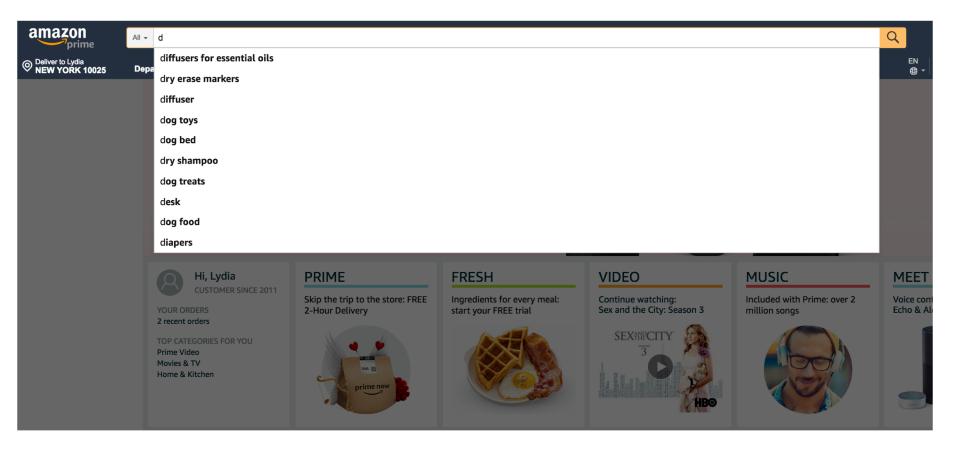
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Presenting users with options

Product search: How many options are there?



Billions

Search Results: How many options are presented?

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Other Formats: Paperback, Audio CD

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there?

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About 100

We display options different depending on how many options there are

- Orders of magnitude
 - 1 (no options, just a single choice)
 - 10
 - 100
 - 1000+

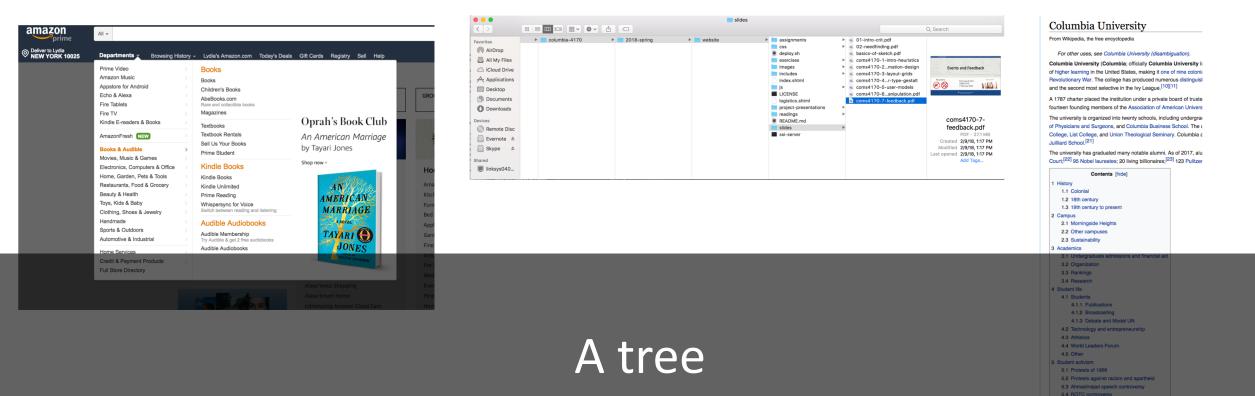
For ~10 options, how do you display them?



List

9 m A

For ~100 options, how do you display them?

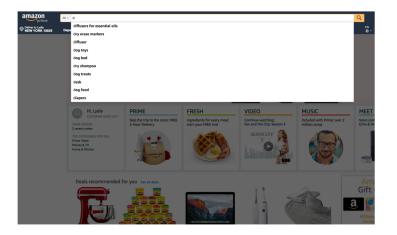


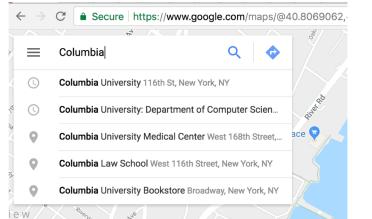
6.1 Orgo Night

9 Notes 10 References 11 Further reading 12 External links

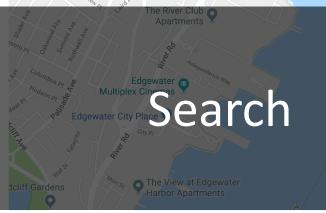
6.2 Tree-Lighting and Yule Log ceremonies 6.3 The Varsity Show

For ~1000 options, how do you display them?





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		<pre>addMark(mark)</pre>	codemirror.js	
		<pre>addTask(label)</pre>	application.js	
		addViews(templat	te) <i>stackjs.js</i>	
		<pre>addBlob(name, bl</pre>	lob) zip-fs.js	



Yahoo 1995: What interaction style is this?



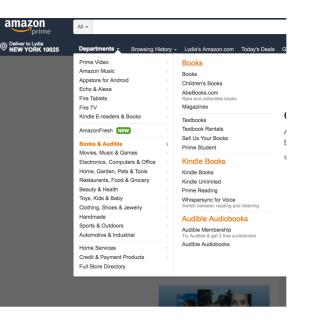
<u>Yellow Pages</u> - <u>People Search</u> - <u>Maps</u> - <u>Classifieds</u> - <u>News</u> - <u>Stock Quotes</u> - <u>Sports Scores</u>

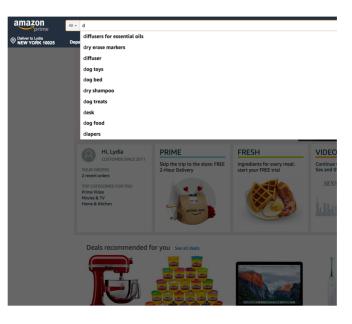
- <u>Arts and Humanities</u> Architecture, Photography, Literature...
- Business and Economy [Xtra!]
 Companies, Investing, Employment...
- <u>Computers and Internet [Xtra!]</u> Internet, WWW, Software, Multimedia...
- Education
 Universities, K-12, College Entrance...
- <u>Entertainment [Xtra!]</u>
 <u>Cool Links, Movies, Music, Humor...</u>
- <u>Government</u>
 <u>Military, Politics [Xtra!], Law, Taxes...</u>
- Health [Xtra!]
 Medicine, Drugs, Diseases, Fitness...

- <u>News and Media</u> [Xtra!]
 <u>Current Events, Magazines, TV, Newspapers...</u>
- <u>Recreation and Sports</u> [Xtra!]
 Sports, Games, Travel, Autos, Outdoors...
- <u>Reference</u>
 Libraries, Dictionaries, Phone Numbers...
- <u>Regional</u> Countries, Regions, U.S. States...
- <u>Science</u> <u>CS, Biology, Astronomy, Engineering...</u>
- Social Science
 Anthropology, Sociology, Economics...
- <u>Society and Culture</u> <u>People, Environment, Religion...</u>

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

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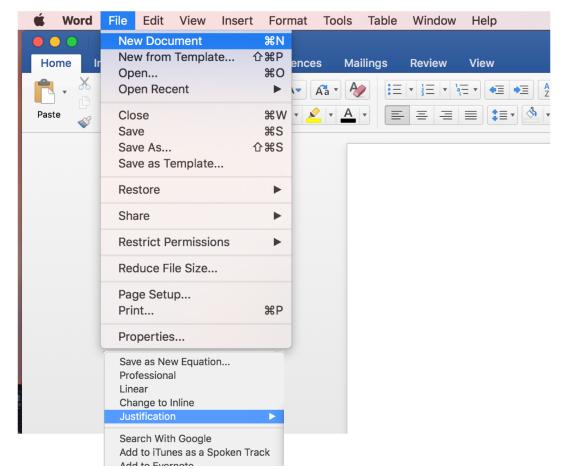
~10 items = list

~100 items = tree

~1000 items = search

Designing Menu Options

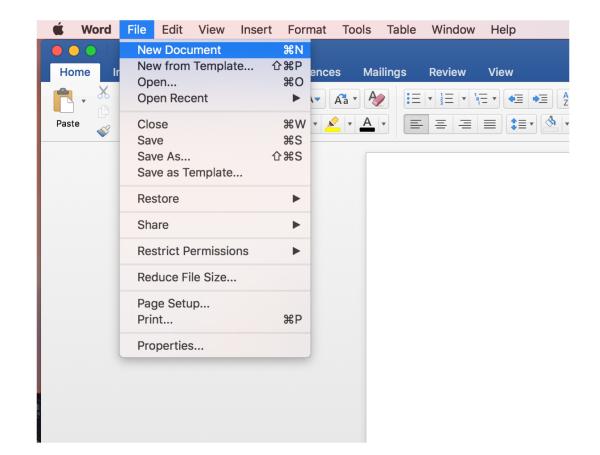
What would happen if one menu listed all the commands?



Items that are **infrequently** used can be more **difficult** to access

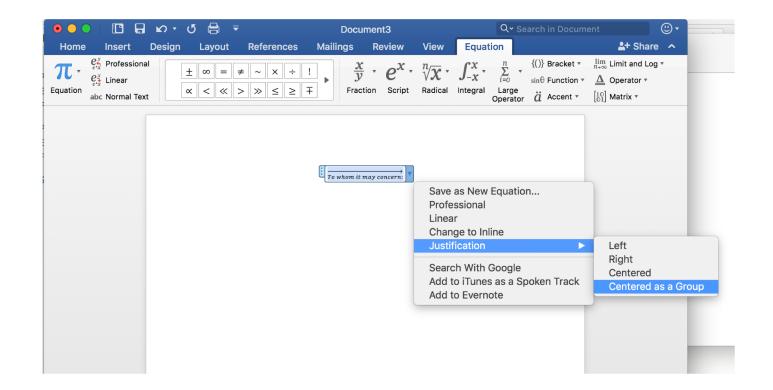
Centered	•
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Why is "New Document" the first menu item?



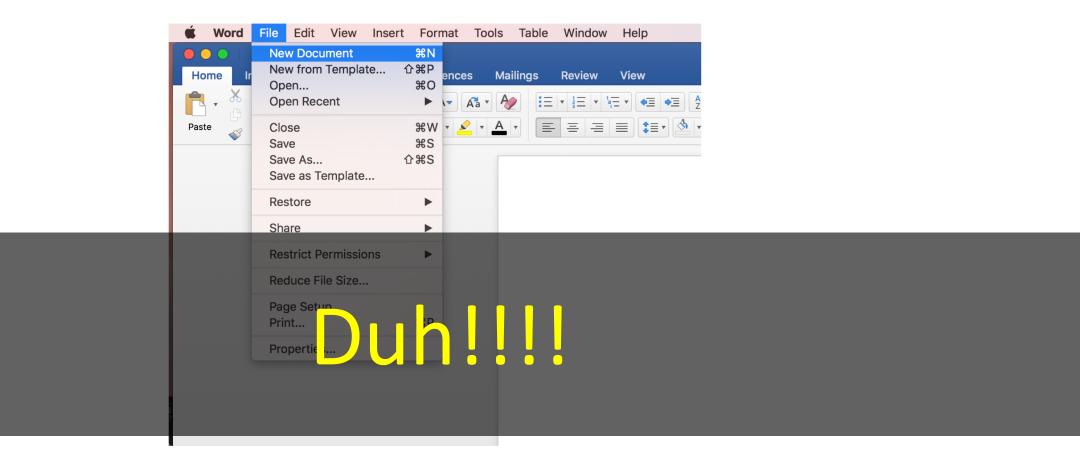
Items that are **frequently** used should be **easy** to access

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



What happens when there are irrelevant options?

TITANIUM WHITE

CADMIUM YELLOW

SAP GREEN

PHTHALO BLUE

Why not do this?

ELECTRIC PINK

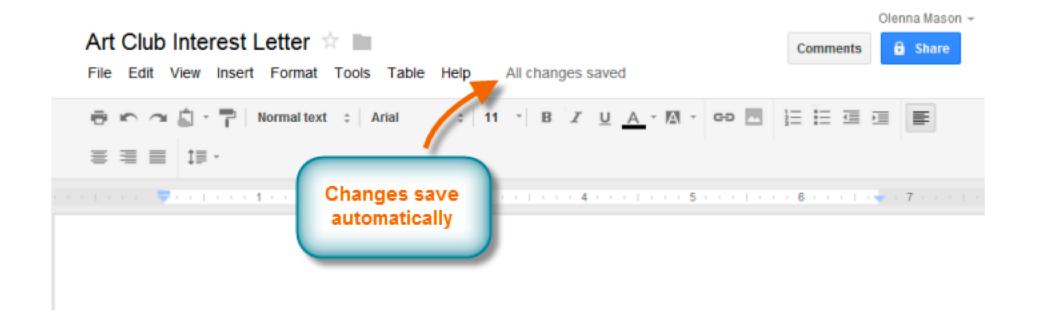
Irrelevant options create distractions



Users will expend energy to focus. OR make mistakes

5. Error prevention

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



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

YES





NO

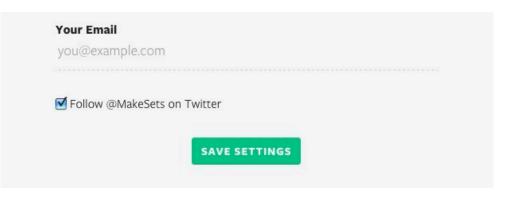
Design good default options.

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

People accept default fonts

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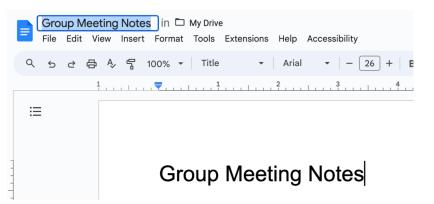
People accept default settings



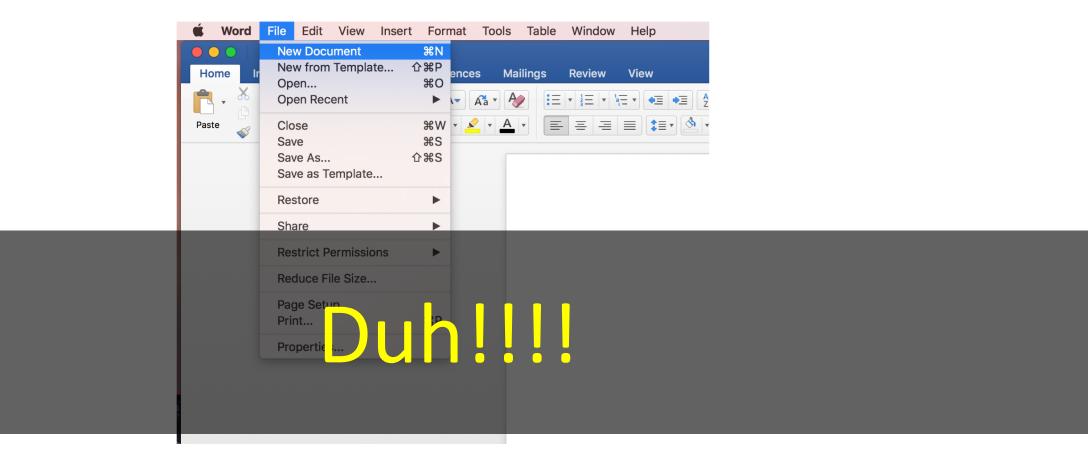
Defaults save users time and energy

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New York, Ur	nited States (NY	C) 🗙		⇐	≭ To?

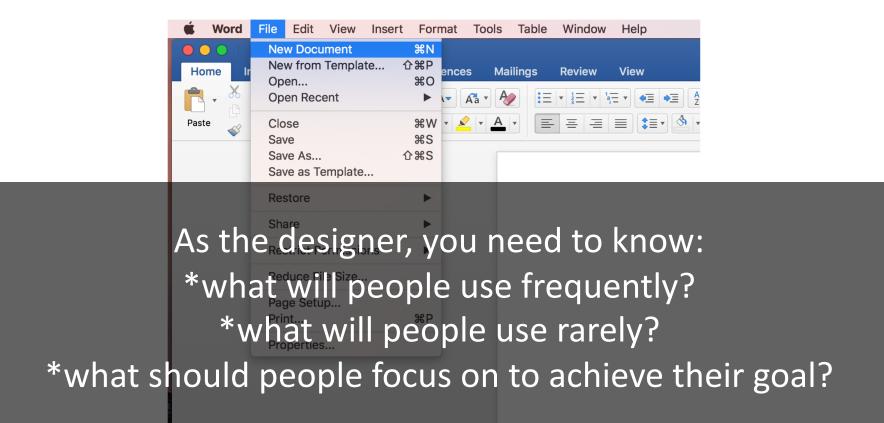
UIs have millions of decisions Good defaults reduce users' cognitive load.



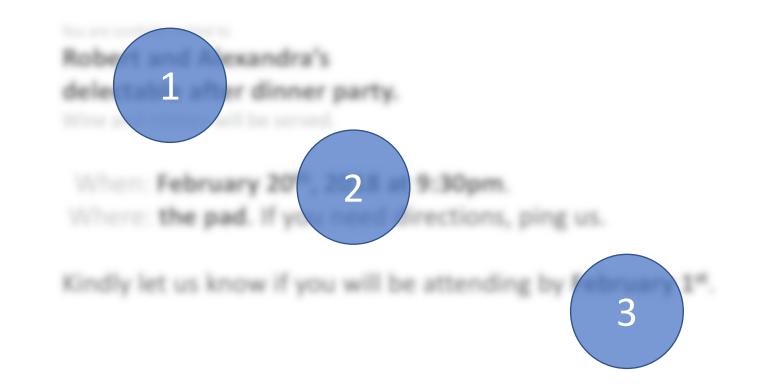
Make frequently used options easier to access Make rarely used options harder to access



People have limited time and focus.



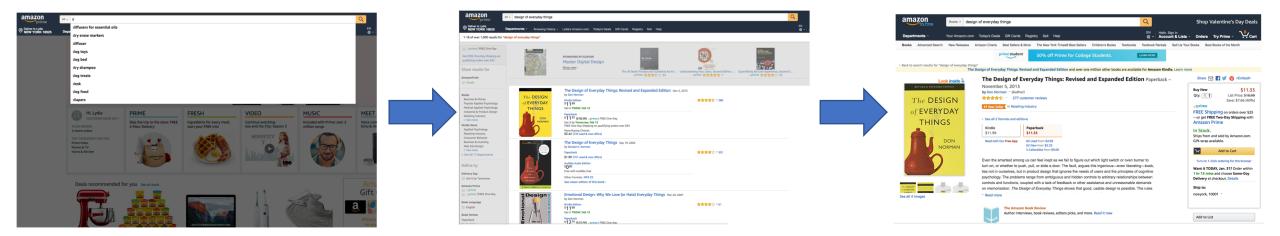
Sound familiar?



The designer must guide users' attention.

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
  1
      from flask import render_template
      app = Flask(___name___)
  6
      @app.route('/')
  8
      def home():
  9
         return render_template('home.html')
 10
      @app.route('/product_results/<product_name>')
 11
      def product_search_results(product_name=None):
 12
 13
          return render_template('product_search_results.html', data = product_name)
 14
 15
      @app.route('/checkout/<product_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

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class="navbar navbar-default navbar-static-top" role="navigation"> <div class="container"> <div class="navbar-header"> ntton type="button" class="navbar-toggle" data-toggle="collapse" data-target=".navbar-collapse"> class="sr-only">Toggle navigation class="icon-bar"> l class="icon-bar"></sp</pre> class="icon-bar"></s Home <div class="navbar-collapse collapse"> class="nav navbar-nav"> Syllabus class="dropdown"> <a href="#" class="dropdown-toggle" data-toggle="dropdown" role="button" aria-haspopup="true"</pre> aria-expanded="false">Assignments Assignment 1 Assignment 2 Assignment 3 Assignment 4 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</br stton>

NavBars are the same across all your pages.

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ment 1: ples for Nielsen's 10 Usability Heuristics esday Jan 24th @ 11:59 PM

able

Find one positive example

Find one negative example

For each example include an image of the interface. You many annotate the image, or include a "before and after" image to show different states or compare a good and bad version.

Your examples should be qualitatively different than the ones shown in class. A progress bar for uploading files to Dropbox is NOT qualitatively different than a progress bar for uploading images to Picnik. The aesthetic minimalism of Google Drive is NOT qualitatively different than the aesthetic minimalism of the Google home screen. Push yourself to reflect on your experience using applications to find how these heuristics manifest themselves in your life.

For each positive example, include these prompts and answer them succinctly

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

layout

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Deliverable

Submit

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 of the interface. You many annotate the image, or include a "before and after" image to show

Create "layout.html" that has the common HTML (headers, navs bars, etc)

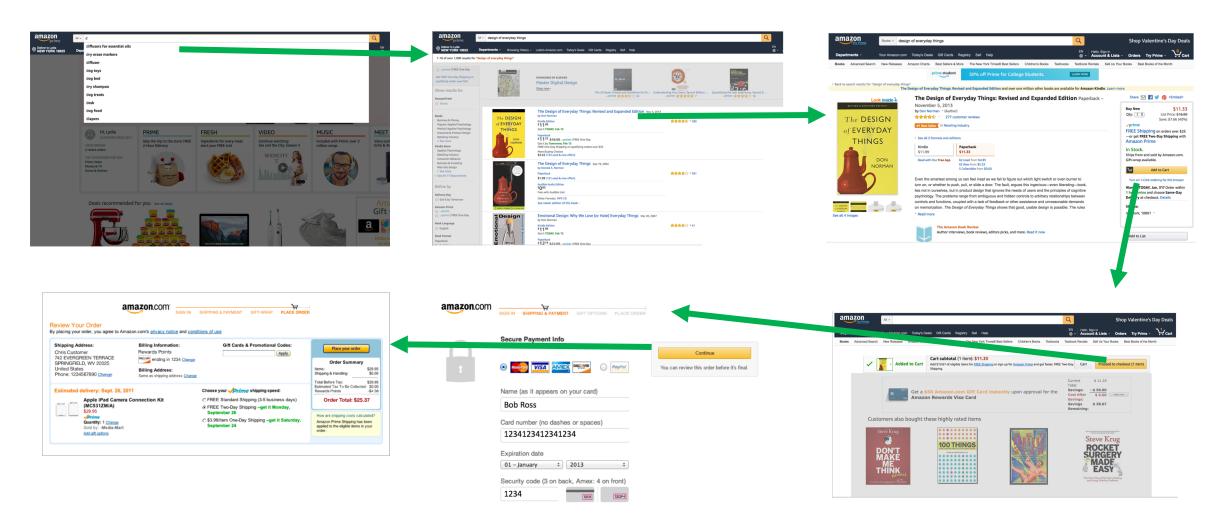
■ layout-test.html × home-test.html ×
1
2 <html></html>
3 <hr/>
4 k href="http://netdna.bootstrapcdn.com/bootstrap/3.0.0/css/bootstrap.min.css" >
5
6
7
8 <nav class="navbar navbar-inverse" role="navigation"></nav>
9 <div class="container-fluid"></div>
10 <div class="navbar-header"></div>
11
<pre>#bs-example-navbar-collapse-1"></pre>
13 <pre>span class="icon-bar"> 13</pre>
14 <pre>span class="icon-bar"> 14</pre>
15 / span
16
17 Home
18
19
20 <div class="collapse navbar-collapse" id="bs-example-navbar-collapse-1"></div>
21
22 <pre>Link</pre>
23 23 23
24 Dropdown <b class="caret">
25
26
27 27 28 href="#">Another action
<pre>28</pre>
30 30 30
33
34 /.navbar-collapse
35 /.container-fluid
36
37 <div class="container"></div>
38
39 {% block content %}
40
42 {% endblock %}
43 44
44 45
46
47

Create each page (like "home.html") by extending "layout.html"

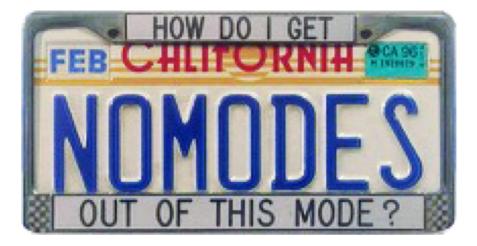
 	home-test.html Iayout-test.html ×
1	{% extends "layout.html" %}
2 3	
4	{% block content %}
C	<div></div>
6	<h1> Assignment 1</h1>
7	
8	
9	Your assignemt for this week is to
10	
11	
12	{% endblock ?;}
13	
14	
15	
16	

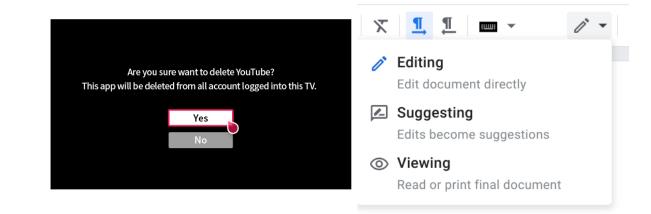
Summary

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



Generally, NO MODES

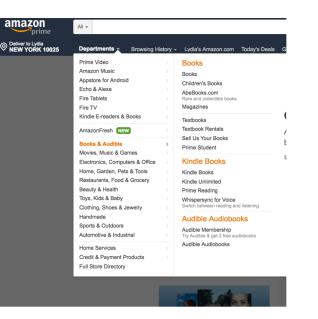


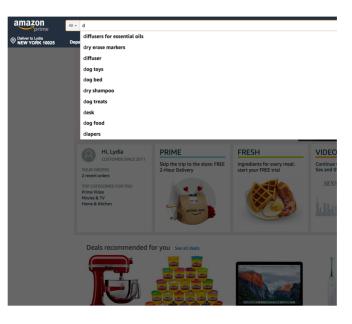


A mode is only ok when you need to focus all the users attention, and prevent other actions.

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

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~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

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

YES

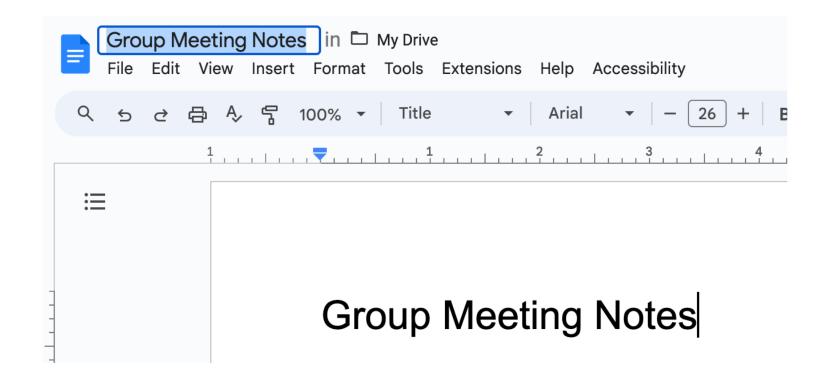




NO

Design good default options.

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



Uls have millions of decisions Good defaults reduce users' cognitive load. Implement navigation as a shared layout page. Insert a content block for unique content

Layout

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Assignment 1: Examples for Nielsen's 10 Usability Heuristics Due Wednesday Jan 24th @ 11:59 PM

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For each of the 10 usability heuristics

Find one positive example
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For each example include an image of the interface. You many annotate the image, or include a "before and after" image to show