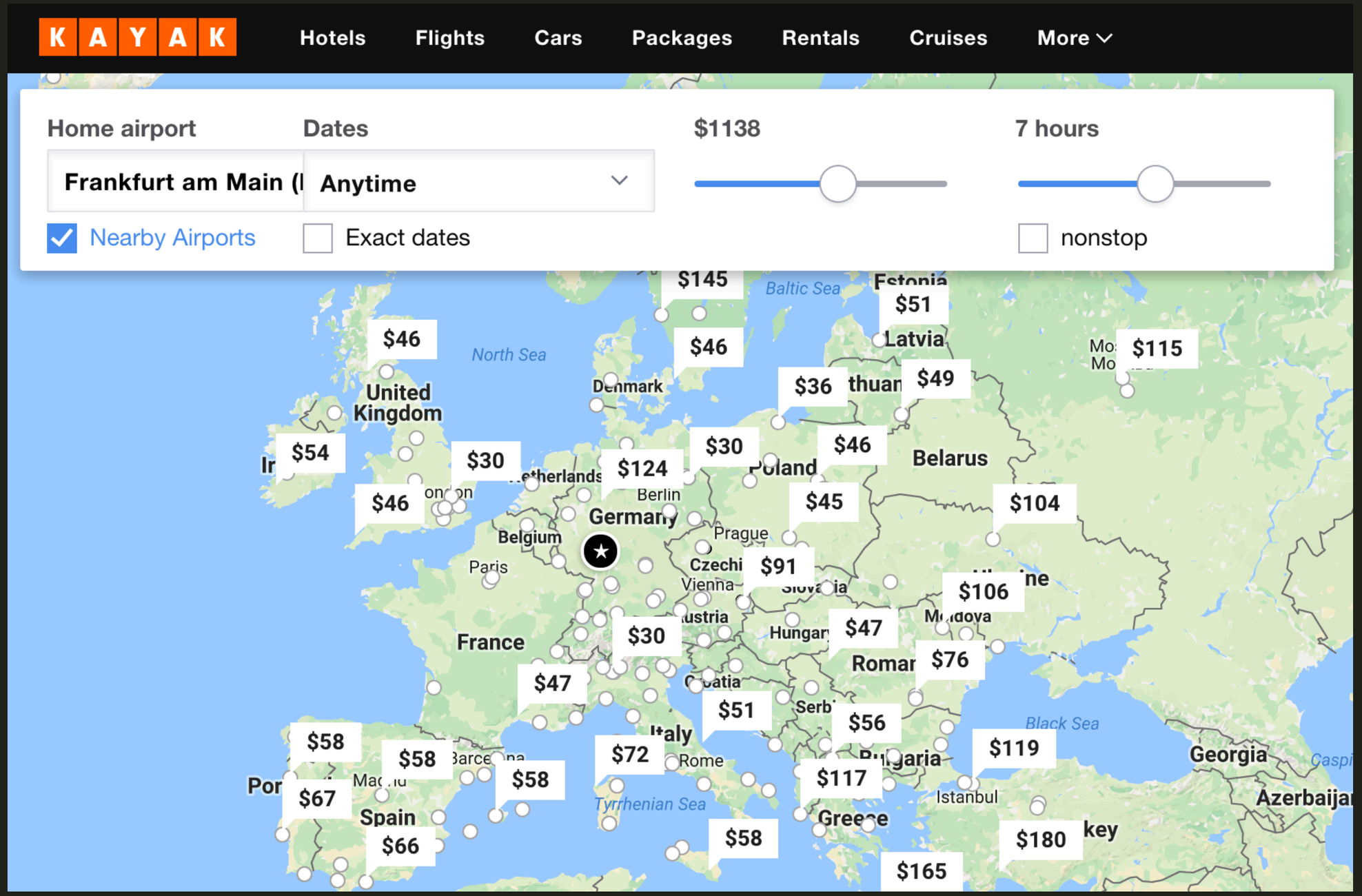
The Checklists

08 Sliders


KAYAK
Hotels
Flights
Cars
Packages
Rentals
Cruises
More
Home airport
Dates
$1138
7 hours
Frankfurt am Main (
Anytime
Nearby Airports
Exact dates
nonstop
$145
Baltic Sea
Estonia
$51
Latvia
$46
North Sea
$46
$115
United Kingdom
Denmark
$36
$49
$54
$30
$30
$46
Belarus
$124
Poland
$46
Berlin
$45
$104
Germany
Belgium
Prague
Paris
Czechi
$91
Vienna
$106
$30
$47
France
Hungar
$76
$47
$51
$56
Black Sea
$58
$58
$72
Rome
$119
Georgia
$58
$117
$67
Istanbul
Tyrrhenian Sea
Spain
$66
$58
$180
$165

Spotify

FAQ

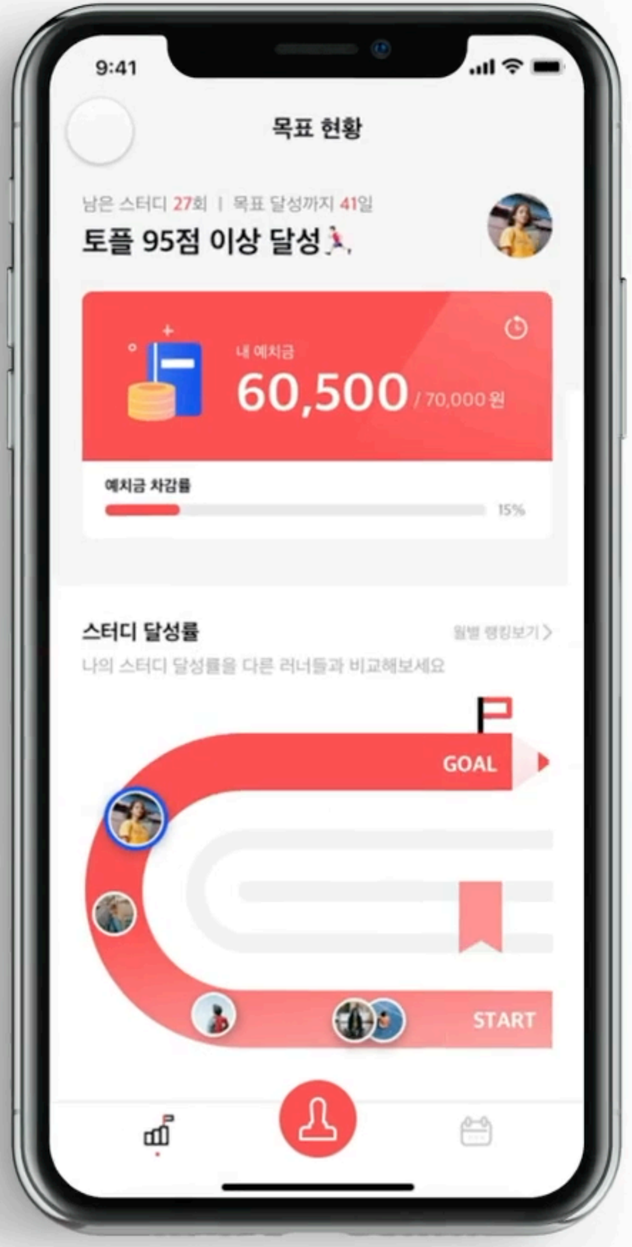
BACK

Tell us more

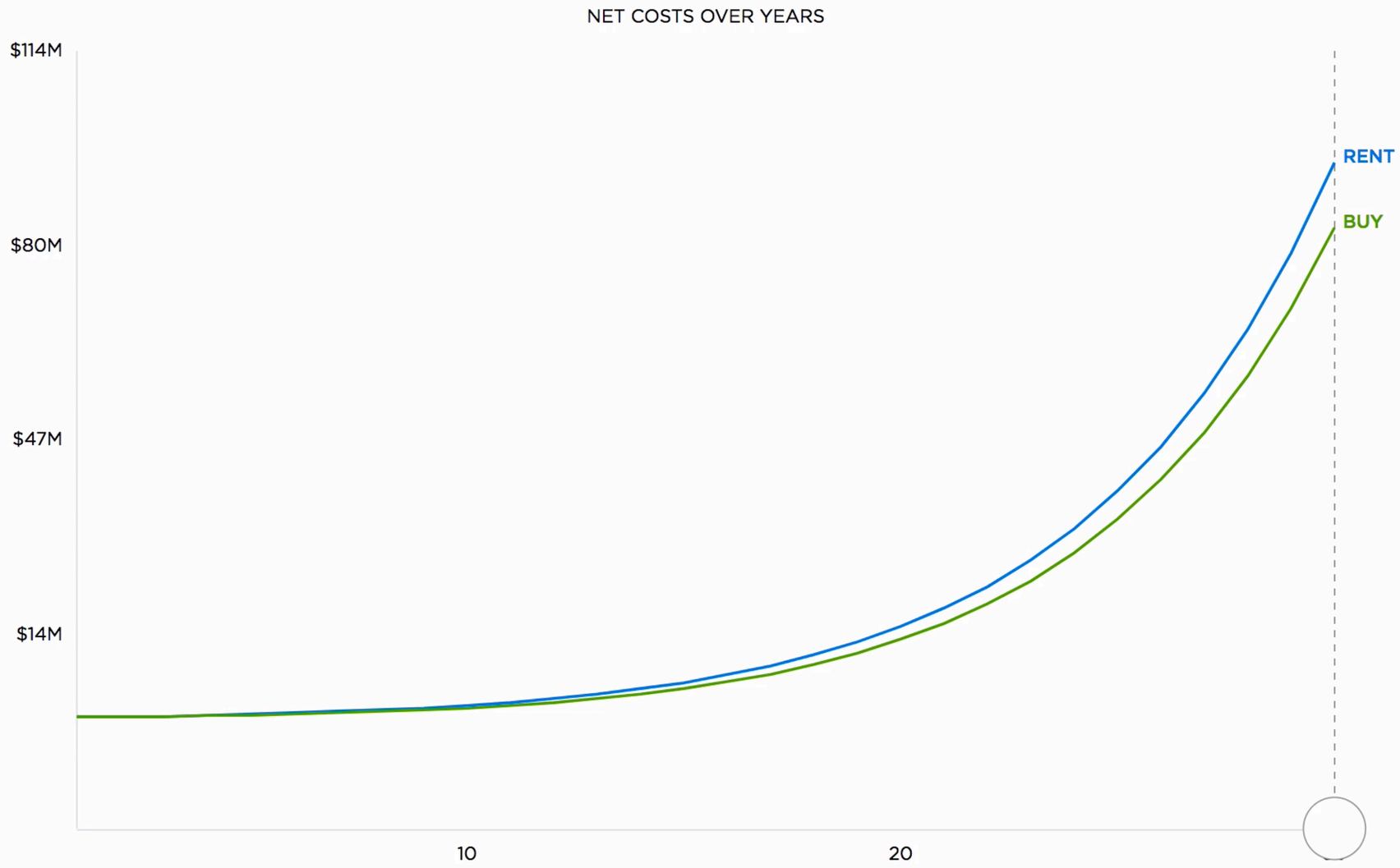
Relaxed — Energetic

NEXT

LEGAL PRIVACY COOKIES © 2020 SPOTIFY AB USA


9:41
목표 현황
남은 스터디 27회 | 목표 달성까지 41일
토플 95점 이상 달성
내 예치금
60,500 / 70,000 원
예치금 차감률
15%
스터디 달성률
월별 랭킹보기
나의 스터디 달성률을 다른 러너들과 비교해보세요
GOAL
START

After 2 years and 6 months, buying will be cheaper than renting.



GROWTH RATES

First-year home value forecast

6%

0% 10%

First-year rent forecast

16%

0% 20%

Investment rate

23%

0% 100%

BUYING EXPENSES

Mortgage rate

Google

How many minutes is your usual shower?

Water-smart showerhead?

No Yes

In one year, that would fill **30 hot tubs**!
That's **8760 gallons of water** used.

Continue Skip

CALIFORNIA ACADEMY OF SCIENCES

21:53

Gypsy Season 1: Ep. 2 Morgan Stop

Interface Challenges

Video Player Checklist

01 — How do you design the thumb, the track, the controls?

02 — How do you display/hide controls, and when?

03 — How do you optimize for precise input and fast-forwards?

04 — How do you keep a slider easy to use on mobile?

05 — How do you design hover vs. tap interaction?

06 — How do you keep position fixed on refresh?

07 — How do you link to specific parts of the video?

08 — Do we use preview clips, popularity bar, key moments preview?

09 — How do you deal with subtitles + lang, position, size, color?

10 — How do you design the scale of the slider?

11 — Is the UI and controls fully accessible?

12 — What happens if the video is outside of the view?

Interface Challenges

Sliders Design Checklist

01 — How much space can we afford for the slider?

02 — Do we use a single or double slider?

03 — Should the slider be continuous or discrete?

04 — How do we design the thumb, track, labels?

05 — How do we choose the slider scale (linear / non-linear)?

06 — How many tick points do we need?

07 — How do we label lower and upper boundaries?

08 — What icon do we use for the thumb, if any?

09 — How and where do we display the current value?

10 — Should we provide a more precise text input as well?

Interface Challenges

Sliders Design Checklist

11 — How do we we indicate availability to avoid dead ends?

12 — What if the user taps on an area between two thumbs?

13 — Are there any values on a slider that shouldn’t be accepted?

14 — Should the user be able to restore previous state?

15 — How do we announce changes to screen readers?

16 — Do we have interdependent sliders?

17 — How should the track change with thumb movements?

18 — Should users be able to “lock” some values?

19 — Should we have some sort of hover/tap preview?

Summary

01 – Sliders are great when there are many options.

02 – Sliders encourage exploration, not precision.

03 – Sliders usually need (horizontal) space.

04 – Wide track, large thumb, generous padding.

05 – Display outcome in real-time.

06 – Smooth, continuous feedback matters.

07 – Thumb doesn’t really need iconography.

08 – Algorithmic scale for tick marks instead of linear.

09 – Having a text input fallback is usually a good idea.