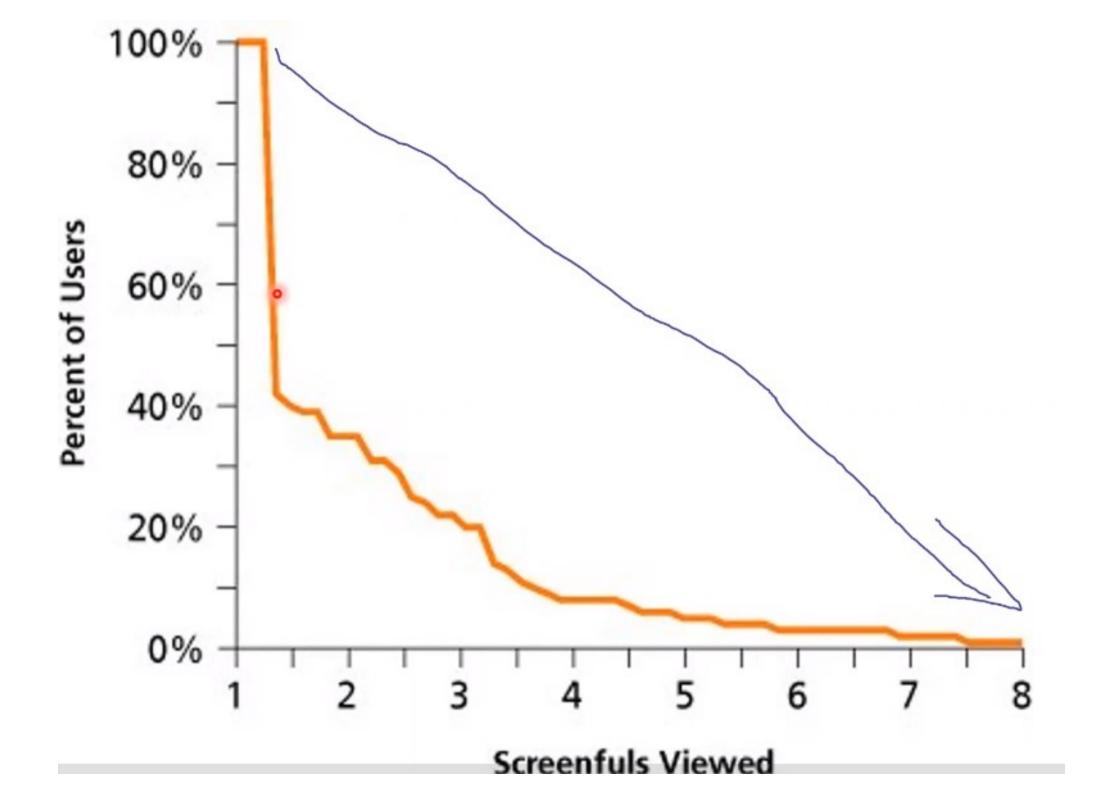
Scrolling

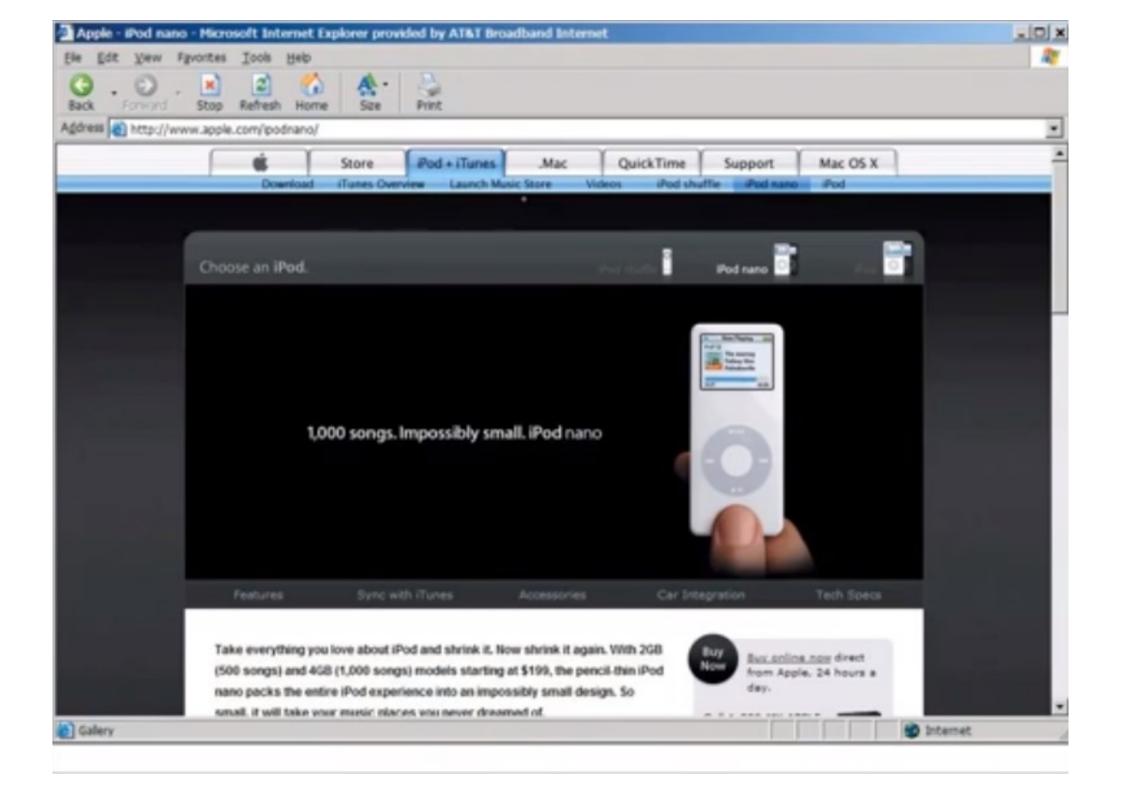
- On average, how much users are willing to scroll...?
- 1.3 screens (so, seeing a total of 2.3 screens)
- they hardly see what is beyond, and when they do their effort increases (!)

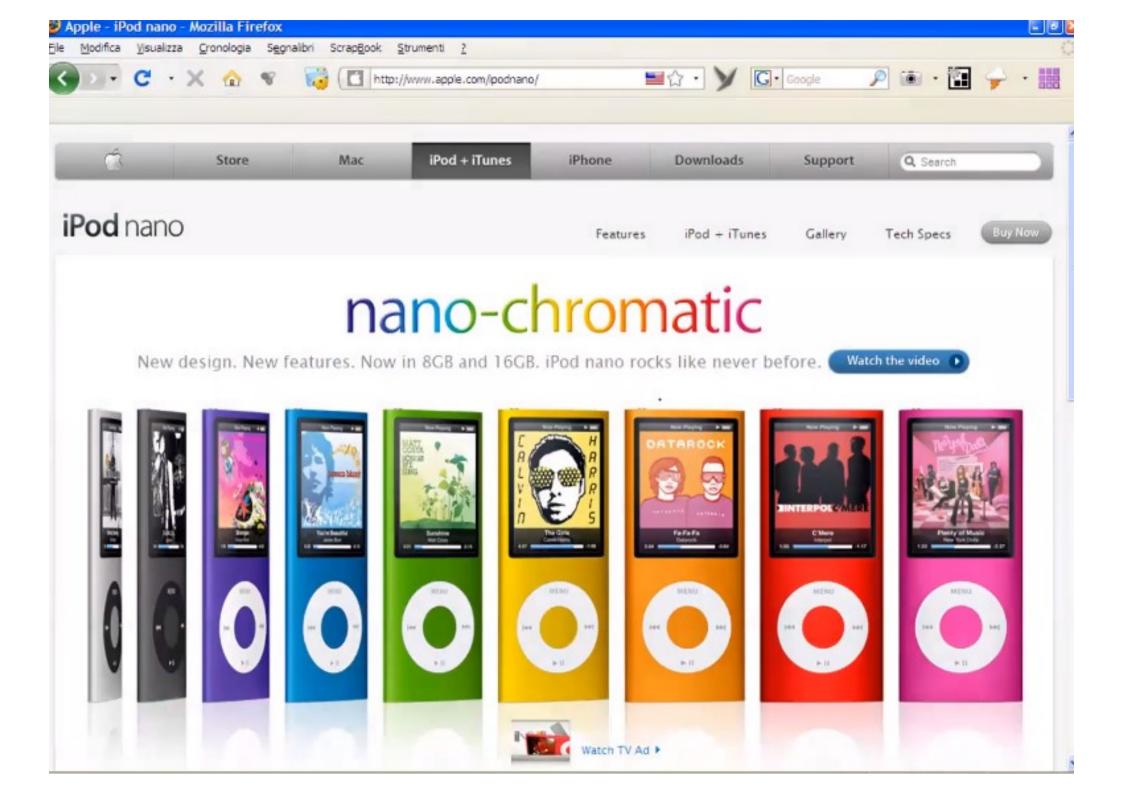




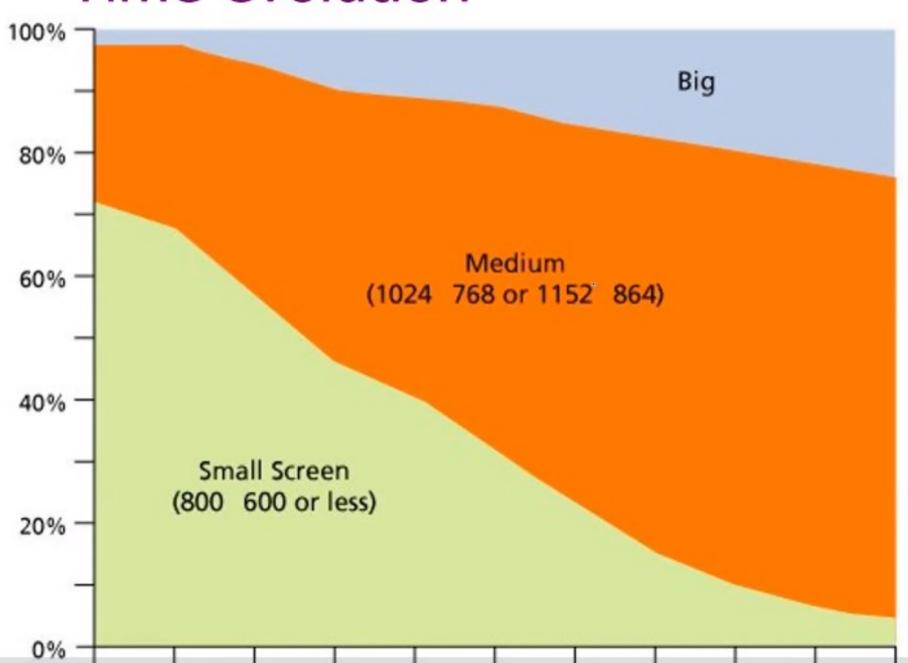
Differences between home vs internal pages?

- First visit to the home page:
- ◆ 23% scrolls
- Internal pages (users are more benevolent):
- ♦42% scrolls
- Repeated visits to the homepage (users are more demanding):





Time evolution



From lap-top...

- ◆To net-books...
- ♦ → reference size: 1024x600



More...

- We saw 1024x600 is the reference size for netbooks... but actually that is a max size
- Not every user maximizes to full screen, even on big screens
- So, what is the average «safety size» to consider?
- *800x600!

The so-called...

- Frozen layout problem
- This is the dual problem of scrolling



Dimensions...



- The problem of scrolling is: too much information expanded on a geometrical axis, the vertical one
- But in a 2D screen there are two axes: what about the other one, the horizontal?
- When information clashes with the horizontal axis, we have the frozen layout problem

Causes



- We scroll vertically, so often the horizontal axis is just «frozen», giving a set width or a (too large) minimum width
- This way, then the window size goes beyond these parameters we have serious visualization problems

The other case



The opposite: when the window is smaller than the set/min size (either by user choice, or by necessity for a screen that is smaller, think also of smartphones...) then things go wrong for lack of space

In this case...



- ... to access horizontal information the users needs a horizontal scrolling
- That is one of the most HATED THINGS BY USERS!!!!!
- Reasons: it is uncommon on the web, and it is not within our *classic* information modalities

Think about it...

- In our life, we have always been used to handle textual information with one leading dimension (one axis where to move): books, screen pages etc
- In these systems, the horizontal axis is always set
- ♦ → The concept of horizontal scroll doesn't belong to us (note «us» = Western World, adjust for different locales!)

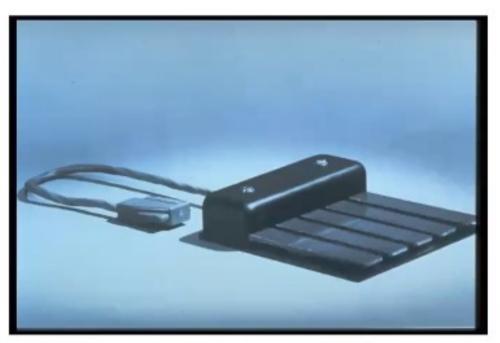
Moreover...

Besides being a strange concept, it also has an additional serious problem:



- It augments the dimensionality of the information space: from a 1-dimensional space to a 2-dimensional spaces
- the computational effort augments a lot for the human brain (!)







Note...

- We criticized the Apple site, but actually it's not the latest one: let's see the subsequent versions ©
- ♦ Next•version...









Gold, silver, blue, pink, and space gray.



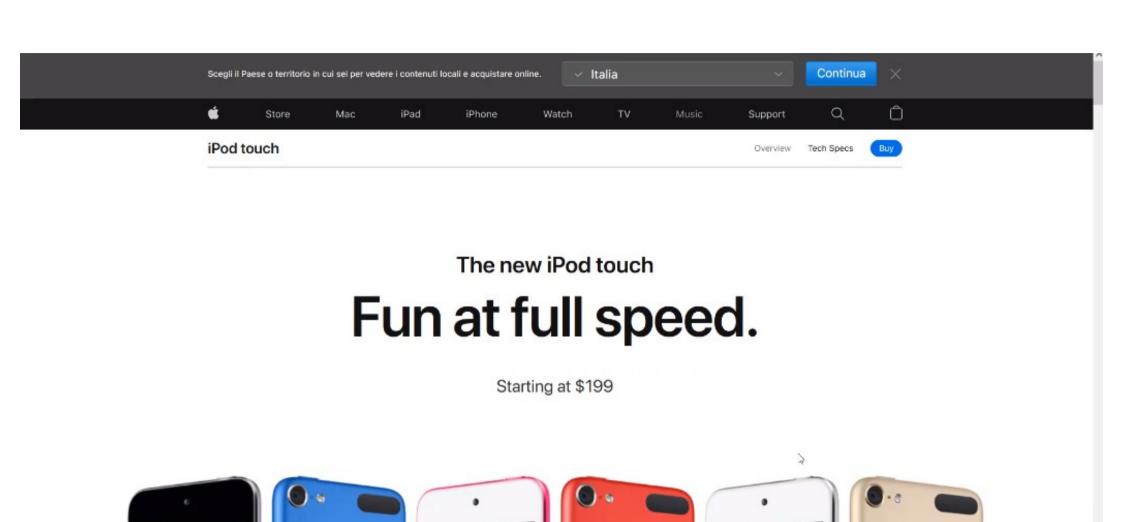
Carry a tune. Thousands of them.

Get in touch with your music.

Tap to play your favorite songs. Or entire albums. Or everything by one artist. You can even browse by genres or composers. Flip through your music: Album art looks great on the 2.5-inch Multi-Touch display. Or to keep things fresh, give iPod nano a shake and it shuffles to a different song in your music library.

Your own personal DJ.

When you hear a song you love, tap Genius to find other songs like it on your iPod nano and generate a Genius playlist. For more inspiration, tap Genius Mixes and rediscover songs you haven't heard in awhile - or find music you forgot you had.







Let's see now...

A class of problems that are really bad, and arise from the difference creator-user... (*S12)

In technical terms...

... it's called the problem of bloated design

Essentially, building a over-the-edge design, trying to impress people with

special effects





And the users?

In perfect Homer-style, what one likes can be just terrible for others



- That's the case with bloated design: use of these special effects is statistically extremely annoying to user
- Both for aestethetical reasons, and for practical reasons (computational effort increases)

Example...

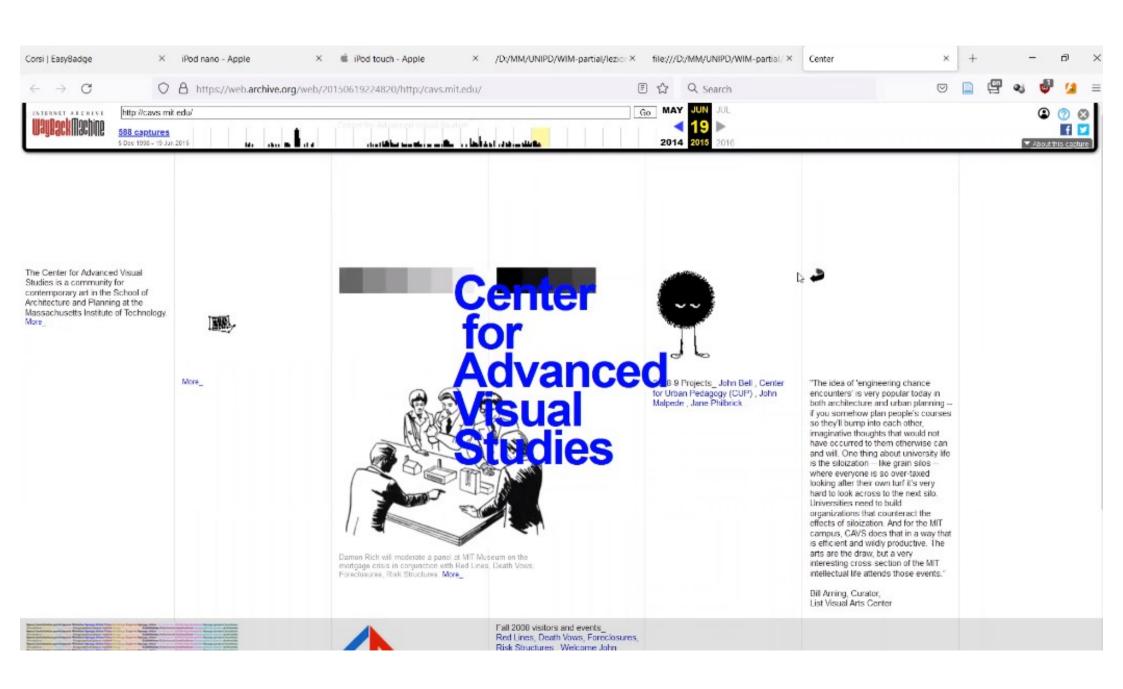
The so-called browsers war... (*blo)







Consider and Apple Apple



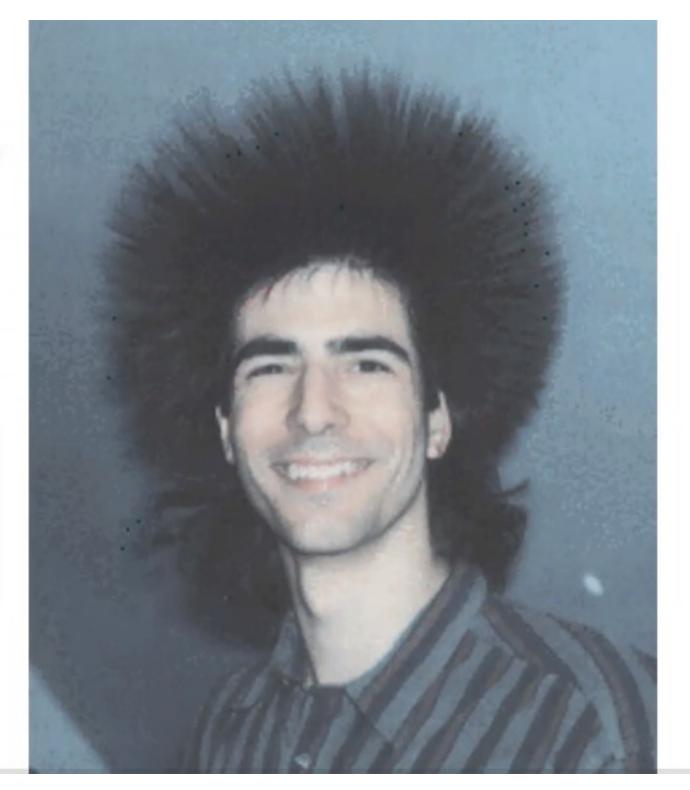


Quoting...

Lou Montulli, one of the two coinventors of the **blink tag** (among the creators of Navigator, HTML 3, inventor of the cookies, of HTTP proxying etc...)



Before...



After...

"The worst thing I've ever done for the

Internet"

