Interaction Design Patterns

Part 1

1. Twitter
   1. Continuous scrolling – Allows users to scroll through their feed without needing to click to load more content. As the user scrolls, new content is automatically loaded, keeping them engaged. In our case, for an infinitely long list of tasks, the tasks can be loaded without the user having to press next page or anything similar.
   2. Cards – Used to group content of different elements, for the task manager, the cards can contain the task name, due date and a check box to mark the tasks as completed.
   3. Notifications – Can simply be used to notify the user when a task is nearly due, similar to how twitter sends notifications for new tweets or messages.
2. Offline, single player mobile game
   1. Progress bar – In a single player game, there may be times where the game provides the player with a progress bar to see the how close the user is to finishing that task. This pattern can also be used in the task manager app, especially if there are multiple parts to the task.
   2. Appropriate challenge – The task manager app currently has a functionality that allows for streaks to be made for certain repeat tasks. By gamifying the task competition, the streak system can be modified to better engage the users to finish their tasks on time/often.
   3. Autosave – The user may not finish the task in one sitting. In the case where the tasks contains multiple parts, the app should automatically save the progress between each sitting.
3. Scrapbook app for storing and organising text snippets, notes, images, link, etcs
   1. Drag and drop – The user can drag and drop tasks to reorder, move them between categories or remove them. This allows the user to organise tasks in an intuitive and efficient manner.
   2. Search filters – This allows users to search tasks using contextual filters that narrow the search results. This can be filtered by description, due date or category.
   3. Adaptable view – This will allow the application’s presentation of content to fit the specific needs of the user. For example, to increase the size of texts in the tasks.
4. Web browser
   1. Tabs – This allows users to work on multiple tasks at the same time, allowing them to swap between tabs and work on different tasks.
   2. Autocomplete – This can streamline the creation and editing of tasks. As the user begins typing the name of a task, the app can suggest tasks based on what the user has entered, similar to the URL bar of a browser.
   3. Favourites – This enables users to pick out items for later consumption, allowing them to differentiate between large amounts of tasks. This makes it easier for the user to quickly access tasks they frequently work on.
5. A podcast player
   1. Progressive discloser – Allows users to focus on the task at hand with a clean and simple interface, while still allowing the user to dig deeper into details if necessary.
   2. Tagging - Allows tasks to be labelled, categorised and organised using keywords to describe them. This makes it much easier for users to search and organise tasks as necessary.
   3. Calendar picker – If the user wants to schedule or search tasks within a certain date frame, this pattern can be used to streamline the process.

Part 2

1. Interstitial Ads – It’s a relatively common dark pattern seen in mobile games. These are full screen ads that cover the interface of their host app. They usually occur in between activities or pause menus of a game. Very often, the ads are very difficult to close as the “x” is too small or hidden, this leads to the unintentional clicking on the ad, thus generating revenue for the app.
2. Pay to win – Again, it’s a relatively common dark pattern seen in mobile games. Many mobile games allow for micro-transactions, games such as Clash of Clans or Gacha games like AFK Journey falls victim to this. The users can spend real life money in exchange for in game digital currency, this allows certain users to expedite their accounts to a very high level in exchange for very little time spent. Games with a PvP component to it is greatly affected by this and may lead free to play players dissatisfied.
3. Forced continuity – When the user’s free trial with a service comes to an end and the credit card will be silently charged without any notification. This occurs in many mainstream services such as Audible, Netflix and more. On signup, these services only allow the free trial to begin when the user has provided their credit card information.