Fluid Navigation

YING SHEN

SCHOOL OF SOFTWARE ENGINEERING

TONGJI UNIVERSITY

Outline

Introduction

Navigation by selection

Small displays

Content organization

Audio menus

Form fill-in and dialog boxes

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Navigation enables users to know where they are and to steer themselves to their intended destination

Navigation is about getting work done through a series of actions

Key to successfully operating interactive applications

The goal for designers is to enable fluid navigation that allows users to get to where they want to go





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2.同济大学优秀毕业生11名

Navigation techniques include menus, embedded links, or tool palettes



信息中心



- 同济大学软件学院第六届国际青年学者论坛通知
- 软件学院关于 2020-2021 学年第二学期本科生校级助学金、大学生成才助学金考核通知
- 关于组织开展"永远跟党走"迎接中国共产党建党100周年主题征文比赛通知
- 【研究生】2021年度同济大学优秀毕业研究生评选工作通知
- 关于开展2021年度同济大学市级及校级 优秀毕业生评选工作的通知(本科生)
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- 关于做好2021年学生寒假放假及春季学期开学等工作安排的通知
- 关于开展"同心筑梦,济世中华"2021年寒假返乡路费资助项目的通知

Users can touch, tap, or swipe of the figures to indicate their choices

Careful design, keyboard shortcuts, and gestures allow expert users to navigate quickly



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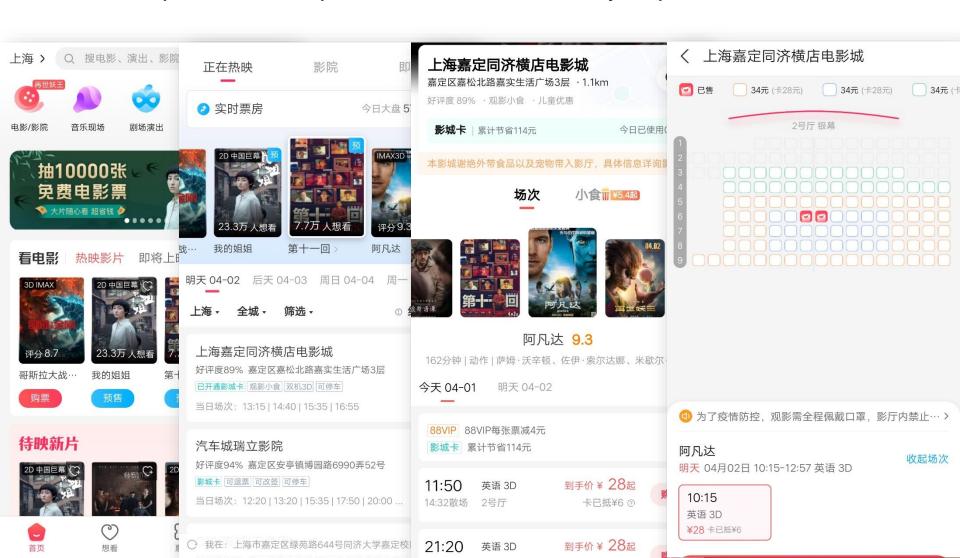
Choices can be presented explicitly

- Embedded links of webpages were first popularized in the Hyperties system
- Highlighted names, places became menu items embedded in text

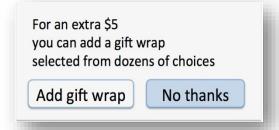


Choices can be presented explicitly

Graphical techniques are an attractive way to present choices

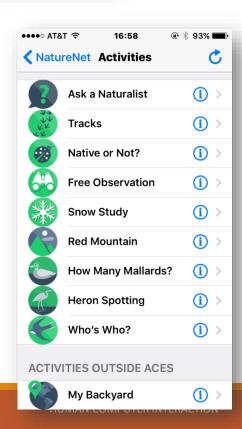


Binary menu



Grid menu







Series of choices

Radio Buttons and Checkboxes

Does anyone in your household currently smoke?

Yes, someone does

No, no one does

Not sure

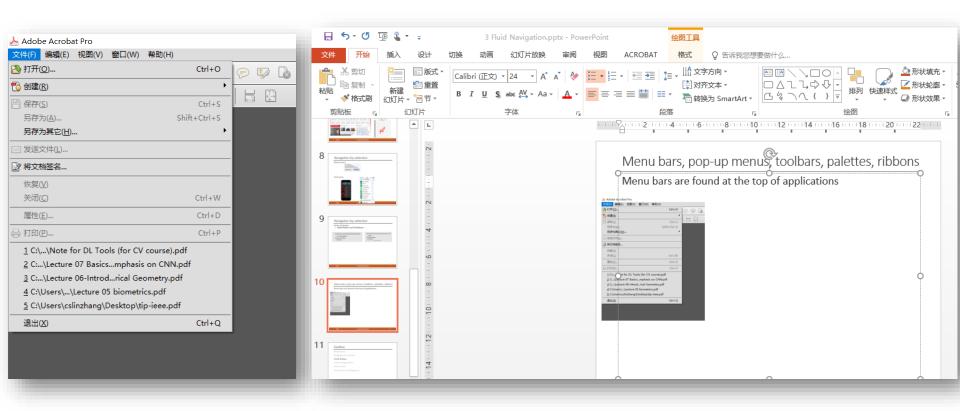
What treatment would you like to discuss with a nurse?

☐ Surgery

☑ Physical therapy

☑ Medication
☐ Acupuncture (not available in your area)

Menu bars are found at the top of applications or both at the top and on the side of the screen



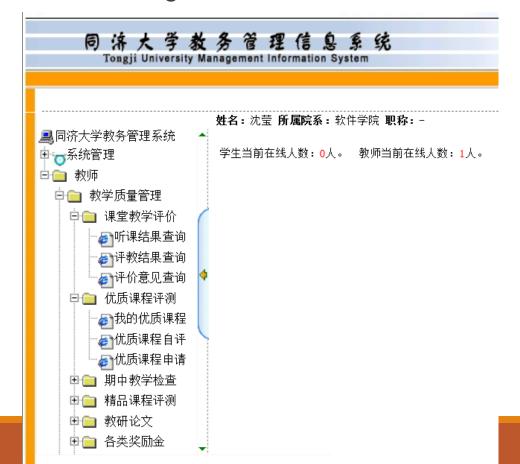
Palettes are displayed on right or left and is mainly used to color the screen or modify the window and several icons are present on the window.





Accordion menus

- Advantages: Users don't have to scroll too far to find submenuitems
- Disadvantages: When the menu structure is too deep, it's not easy for users to find the target item



Large submenus are expanded below or to the side



The limited screen space of mobile devices leads to limited items

Menu items are moved into a separate screen that is accessible

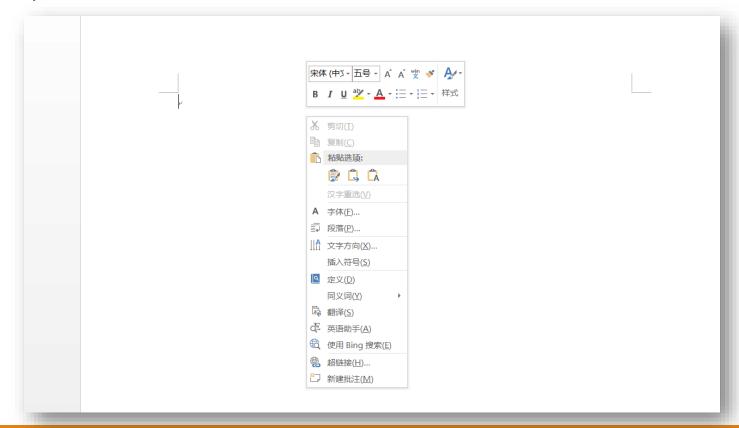
from a main menu icon [=] (hamburger menu icon)





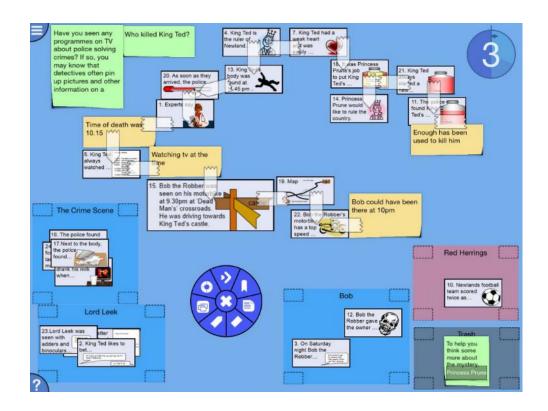
Pop-up menus appear when clicking or tapping with a pointing device

When the content of the pop-up menu depends on the cursor position, it is called a context menu



Pop-up menus can also be organized in a circle to form *pie menus*

 Advantages: The average distance to travel to select an item is smaller than linear menus



Toolbars, iconic menus, and palettes can offer many actions that users can select with a click and apply to a displayed object

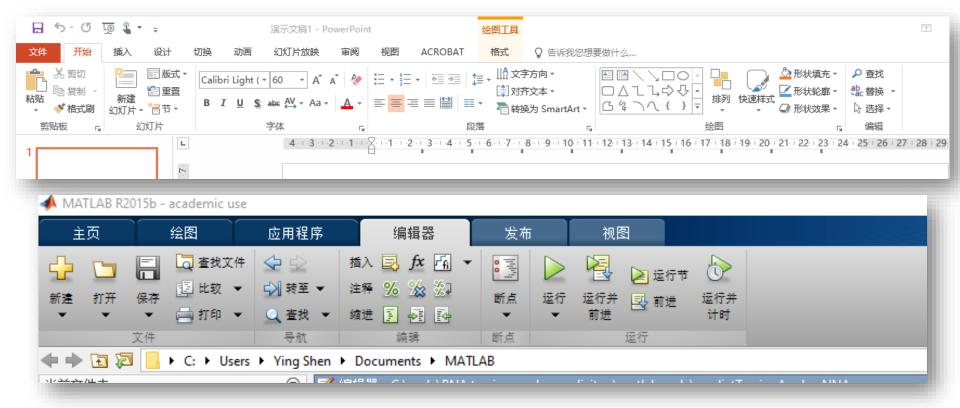
Users need to be able to customize toolbars

- Users can eliminate most or all the toolbars and palettes to conserve screen space
- Experts can have dense menus with many small icons



Ribbons ere introduced in Office 2007

Ribbons attempt to replace menus and toolbars by one-inch tabs grouping commands by task



Shortcuts and gestures for rapid interaction

Keyboard shortcuts/hotkeys are essential for expert users

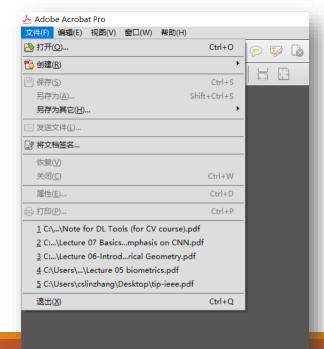
Ctrl-C, Ctrl-V, etc

The first letter of the command is often used for the shortcut

Shortcuts should be used consistently across applications

Learning shortcuts is one useful way to reaching expert

performance



Shortcuts and gestures for rapid interaction

Since typing keyboard shortcuts become impractical with touchscreen devices, gestures often serve as a shortcut for rapid selection

Gestures can be hard to discover and learn and have few or no affordances

Careful design and use of gestures can bead to fluid navigation for expert users but cause frustration when actions are triggered inadvertently

Allowing users to customize the gestures may help users remember them and provide better accessibility

Shortcuts and gestures for rapid interaction

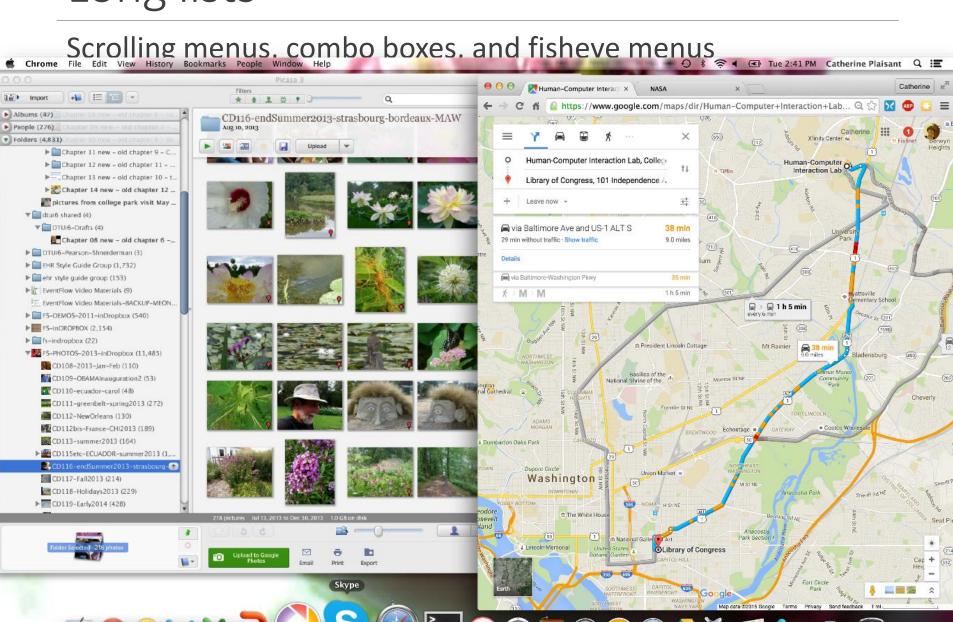
Examples of common gestures and their effect:

- Tap: select
- Long press: varied, from magnified cursor (iOS) to showing a tooltip (Windows 8)
- Double tap: varied, e.g. zoom (iOS)
- Small swipe: varied, e.g. move location or order of objects, reveal a delete button
- Large swipe: usually scroll
- Rapid swipe or fling: fast scroll with inertia
- Pinch and spread: zoom in and out
- Variation with two or more fingers: varied effects

Sometimes the menu items may be too long to be displayed

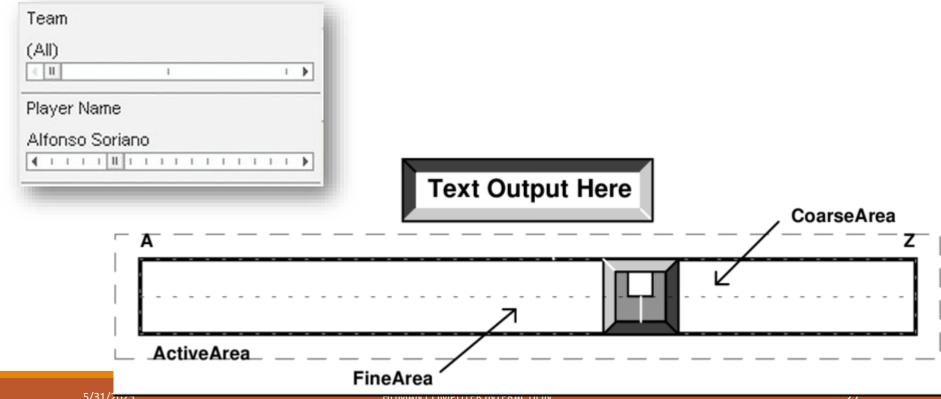
A common solution is to create a tree-structured menu

Typical lists are alphabetically ordered, but categorical lists may be useful



Sliders and alphasliders

- When items consist of ranges or numerical values, a slider is a natural choice to allow the selection of a value
- The alpha-slider uses multiple levels of granularity in moving the slider thumb and therefore can support tens or hundreds of thousand of items



Two-dimensional mega menus give users a good overview of the choices, reduce the number of required actions, and allow rapid selection



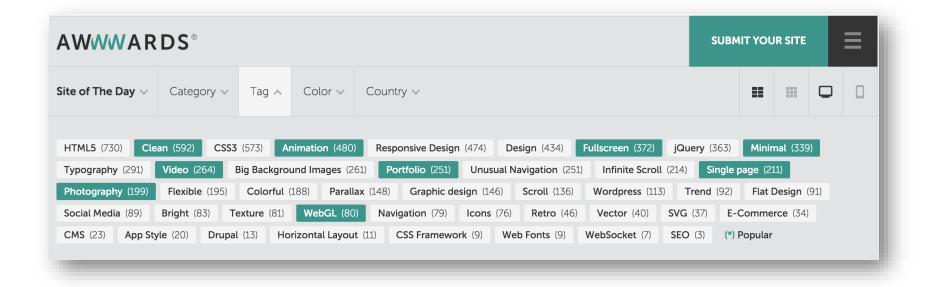


Some designers choose the more sober style of a text-only large 2D menu

- Allow users to rapidly scan hundreds of choices
- Appealing for websites with little or no competition
- A site map



Tag clouds



Linear versus simultaneous presentation

A sequence of interdependent menus can be used to guide users through a series of choices

- Pizza-ordering interface
- Installation wizards

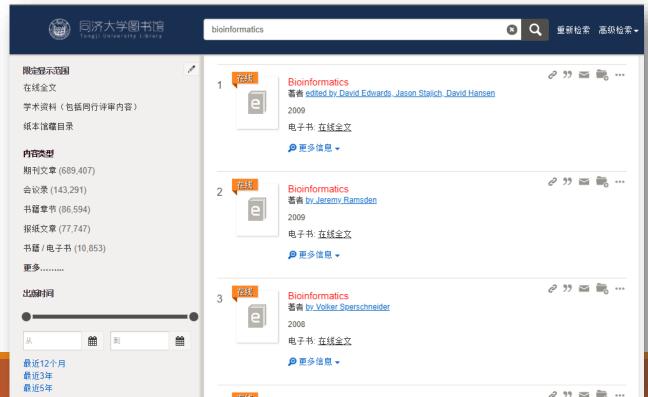
Linear versus simultaneous presentation

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Simultaneous menus presentment menus at the same time

Faceted search menus



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Small devices have very focused functionalities and few selectable areas.

The smaller the screen, the more temporal the interface becomes

Linear sequences of menus

Discoverability is often an issue







Small displays

Design considerations for small displays:

- Simplify: "less is more"
- Strive to reduce or eliminate data entry
- Learnability is key
- Consider use frequency and importance
- Plan for interruptions
- Use of contextual information
- Make clear what is selectable and what is not
- Leave room for scroll and swipe gestures to avoid inadvertent actions
- Consider relegating less important functions to other platforms

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Organizing menus in a meaningful structure results in faster selection time and higher user satisfaction

Menu items should be organized by categories and have understandable meanings

Comprehensible and distinctive



Content organization

Organizing menus in a meaningful structure results in faster selection time and higher user satisfaction

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Comprehensible and distinctive

Approaches:

- Linear sequence (e.g. in a wizard or survey)
- Hierarchical structure that is natural and comprehensible (e.g. a store split into departments)
- Network structure when choices may be reachable by more than one path (e.g. websites)

Structure and breath versus depth

Categorize similar items using tree structures

Tree-structured menus are suitable to novice or intermittent users

Rules for forming menu trees:

- Use task semantics to organize menus
- Limit the number of levels (i.e. prefer broad–shallow to narrow– deep)
- Create groups of logically similar items: e.g. Level 1: countries, Level 2: states, Level 3: cities
- Form groups that cover all possibilities: e.g. Age ranges: [0–9] [10–19] [20–29] and [>= 30]
- Make sure that items are non-overlapping: e.g. use "Concerts" and "Sports." over "Entertainment" and "Events"
- Arrange items in each branch by natural sequence (not alphabetically) or group related items
- Keep ordering of items fixed (or possibly duplicate frequent items in dedicated section of the menu)

Structure and breath versus depth

If the groupings are natural and comprehensible, users can easily accomplish the tasks



Use the terminology from the task domain instead of using a vague title

"Main Menu Options" vs "Friendlibank Service"

Structure and breath versus depth

Breadth vs depth

The breath is preferred over depth

Given sufficient screen space, it's better to show a large portion of the menu structure



Sequence, phrasing, and layout

Sequence

Designer is confronted with the choice of presentation sequence

Some items have a natural sequence and some do not

Categorical organization is preferred

Split menus extract three or four of the most frequently used items and put them near the top while preserving the order of

the remaining items

Adaptive menus provide users with control over the sequence of menu items



Sequence, phrasing, and layout

Phrasing

 For single menus, a simple descriptive title that identifies the situation is necessary

Some directives

- Use familiar and consistent terminology.
- Ensure that items are distinct from one another
- Use consistent and concise phrasing
- Bring the keyword to the fore

文件 开始 插入 设计 切换 动画 幻灯片放映 审阅 视图

🚨 Adobe Acrobat Pro DC (32-bit)

文件(F) 编辑(E) 视图(V) 签名(S) 窗口(W) 帮助(H)

*new 3 - Notepad++

文件(F) 编辑(E) 搜索(S) 视图(V) 编码(N) 语言(L) 设置(T) 工具(O) 宏(M) 运行(R) 插件(P) 窗口(W

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Sequence, phrasing, and layout

Layout

- Techniques to indicate position in the menu structure can be useful
- Elements included: Titles, item placement; instructions, error messages

As the user goes down the tree structure, the titles can be designed to indicate the level or distance from the main menu

 Graphics, fonts, typefaces, or highlighting techniques can be used beneficially

BROWSE BY TOPIC

Sports, Recreation & Leisure

Baseball

Baseball Cards 1887-1914

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Audio menus

Audio menus are useful in *interactive voice response*(IVR) systems

With audio menus, instruction prompts and options are spoken to users

- Audio menus have to provide a confirmation step following the selection
- To reduce dependence on short-term memory, it is preferable to describe the item first and then give the number
- A way to repeat the list of options and an exit mechanism must be provided



Audio menus

Complex and deep menu structures should be avoided

The number of choices should be less than three or four

To develop successful audio menus, it is critical to know the users' goals, make the most common tasks easy to perform rapidly, and keep prompts to a minimum

'Listen carefully, as our menu options have recently changed' 🙁



More in Chapter 9

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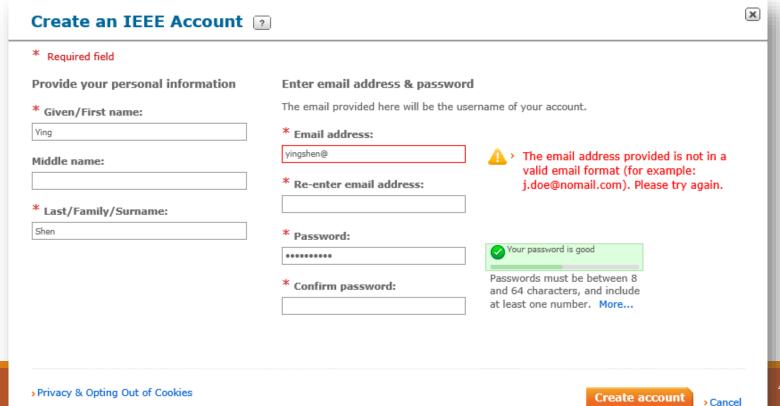
Audio menus

Form fill-in and dialog boxes

Form fill-in

This form fill-in allows users to enter information when joining the IEEE Society

- Fields are grouped meaningfully, and field-specific rules such as password requirements are provided next to the fields
- The data is validated as soon as it is being provided and error messages explain how to correct the problem



Form fill-in

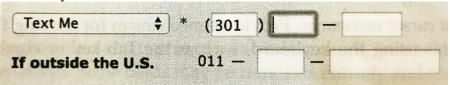
Form fill-in design elements

- Meaningful title
- Comprehensible instructions
- Label the field
- Limit data entry
- Explanatory messages for fields
- Error prevention
- Error recovery
- Immediate feedback
- Logical grouping and sequencing of fields
- Visually appealing layout of the form
- •

Format-specific fields

Some common fields

Telephone numbers



Dates

```
Date: _ _/_ _/_ _ (04/06/2018 indicates April 6, 2018)
```

- Times
- Dollar amounts

```
Deposit amount: $_ _ _ _ _.__
```

- Passwords
- CAPTCHAs (Completely Automated Public Turing test to tell Computers and Humans Apart)

Format-specific fields

Some common fields

 CAPTCHAs (Completely Automated Public Turing test to tell Computers and Humans Apart)





JMAN COMP





Dialog boxes

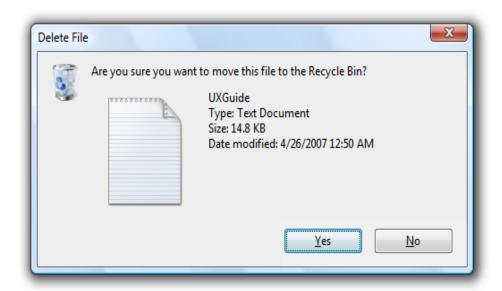
Dialog boxes are used to request users to select options, perform limited data entry, or review alerts and error messages

Dialog boxes are often shaped and sized to fit each situation, but distinctive sizes or aspect ratios may be used to signal errors, confirmations, or components of the application

Dialog boxes

This dialog box includes a binary menu with two choices (Yes or No)

- The blue highlighting on Yes indicates that this selection is the default and that pressing Return will select it
- Specific keyboard shortcuts can be made available
- Escape closes the dialog box
- Typing the letter 'N' will select 'No' as indicated by the underlined letter 'N'



5/31/2025

Dialog boxes

This dialog box is used to alert clinicians who try to prescribe the drug Warfarin, because it increases the risk of bleeding of patients already on Aspirin

- Several possible actions are proposed
- Overriding the alert is possible but requires confirmation by clicking a check box
- Because of the severity of the alert, this is a modal dialog box and it requires immediate action

