Classifying Drag and Drop Interactions

# Classifications

## Simple

Categorization (Sorting but to different buckets where order may not matter?)

Match (2 columns) (similar to categorization?)

Sorting / Ordering

Sliders

## Intermediate

Multi-select contiguous items

## Complex

Multiple select non-contiguous items

Sliders - controlling something else that may be important (nonlinear)

Actions may be performed while being dragged

Or multiple paths - midi mercury example? Bruce W.

Simple cases with x number of items? Where x is greater than 10? 100? 1000?

Dragging in a 2D plane, where there might not be a destination or well defined source?

During Dragging you can pick up more items.

Here is the Link to the Google Spreadsheet

<https://docs.google.com/spreadsheets/d/1GJ-CTczylYjjt-fWB7J8dea6sjm17E4sbkFWsa6dXxo/edit?usp=sharing>

MIDI Mercury:

<http://sonify.psych.gatech.edu/research/middiemercury/Middie_Mercury_Final_Video.m4v#t=2>

<http://sonify.psych.gatech.edu/research/gamesandsports/index.html> (scroll down)

Comments from Matt King

It seems to me that it would be very beneficial if the [analysis document](https://github.com/benetech/DiagramDevelopers-DragAndDrop/wiki/DragAndDrop-Analysis) were to also describe the cut/paste interaction and then compare the drag/drop and cut/paste metaphors. The section about choosing could then address when cut/paste is a sufficient keyboard alternative to drag/drop.

# Examples

Categorization CSUN <https://benetech.github.io/Accessible-Interactives-Dev/Drag%20and%20Drop/Categorization/Categorization.html>

Match CSUN

[https:](https://benetech.github.io/Accessible-Interactives-Dev/Drag%20and%20Drop/Match/index.html)

[//benetech.github.io/Accessible-Interactives-Dev/Drag%20and%20Drop/Match/index.html](https://benetech.github.io/Accessible-Interactives-Dev/Drag%20and%20Drop/Match/index.html)

Ordering CSUN

<https://benetech.github.io/Accessible-Interactives-Dev/Drag%20and%20Drop/Ordering/index.html>

Sorting CSUN

<https://benetech.github.io/Accessible-Interactives-Dev/Drag%20and%20Drop/Sortable/sortable.html>

Dragging in a 2D plane (Sorry, example not accessible):

<https://phet.colorado.edu/sims/html/gravity-and-orbits/latest/gravity-and-orbits_en.html?screens=1>

Sorting in a grid (Example not accessible):

<https://phet.colorado.edu/sims/html/area-builder/latest/area-builder_en.html?screens=1>

Example of multiple sliders:

<http://www.colorado.edu/physics/phet/dev/html/resistance-in-a-wire/1.3.0-dev.13/resistance-in-a-wire_en.html?accessibility>

Example of sorting items from 3 buckets into 3 destinations:

<https://phet.colorado.edu/sims/html/build-an-atom/latest/build-an-atom_en.html?screens=1>

Slider examples from the current draft of the ARIA authoring Practices:

<http://w3c.github.io/aria-practices/#slider>

Interesting sorting example (described as “list reordering”):

<https://build.fluidproject.org/infusion/demos/reorderer/listReorderer/>

WeScheme Examples

Example of speed impacting drag interaction:

<http://www.colorado.edu/physics/phet/dev/html/friction/1.4.0-dev.2/friction_en.html?accessibility>

Large number of drop targets:

[**https://phet.colorado.edu/sims/html/area-builder/latest/area-builder\_en.html**](https://phet.colorado.edu/sims/html/area-builder/latest/area-builder_en.html)