

WiU

Web interface & Usability



Lec 6 Review

Forms



COURSE REVIEW

Form Basics

Instructive Design - Provide the user with understanding
good verbiage, form explanations, tool-tips to inform

Autocompletion - Avoid asking users questions
pre-fill input controls with “good defaults” to remove user burdens

Pre-defined Formatting

Use structured format, input hints & input prompts

Define Choices

predefined lists, illustrative choices, drop-downs, radios, etc

Usability testing

research how users typically engage a form - helps improve completion rates

COURSE REVIEW

Design Patterns > Forms > Structured Format

what -

text fields that reflect requested data

when to use -

UI requests specific kind of input / format

*not good for inputs of varying formats

why -

text field informs user as to type of input

how -

design a text fields that reflect requested

format - use input prompts/hints

Enter your new address and/or phone number below and click **Update**.
If you do not live in the United States, [Enter an international address and click Update](#).

Address: _____
City/Town: _____
State: _____ Choose a State, APO/FPO or US Territory
Zip/Postal Code: _____ Zip Extension: _____ (not required)
Work phone number: 407-_____ Ext.: _____
Home phone number: _____

All future statements and correspondence will be sent to your new address. Please check only the accounts for which you want this change to apply:
 PRIMARY
 Regular Savings - 2795
 All of the above accounts

Changing your address online will not change the address on your regular order of printed checks. To order checks with your new address, [Go to Reorder Checks and Deposit Slips.](#)

Update **Don't Update**

COURSE REVIEW

Design Patterns > Forms > Input Hints

what -

sentence/phrase next to empty text field

when to use -

make the input requirements obvious

why -

frees users from having to guess

how -

keep hints short and close to input
font size smaller and obviously different
user is forced to consider the hint

The screenshot shows a web form titled "Cherokee Lessons – ADD". At the top, there is a green header bar with the text "To add a new lesson, fill out the form below. To" and a "Return to All Video Lessons" link. Below the header, there are several input fields with descriptive labels:

- Lesson Number**: An input field with a note: "– This provides the order for your lessons. It requires a number between 1 and 1000."
- Lesson Title**: An input field.
- Lesson Support Pages**: An input field.
- Lesson Outline**: An input field.
- Lesson Timeline**: An input field.
- Lesson Atlas**: An input field.

COURSE REVIEW

Design Patterns > Forms > Input Prompts

what -

pre-filled empty text field or drop-downs

when to use -

informs user as to what input is required

why -

frees users from having to guess
users can't ignore it - placed inside control

how -

inform user with descriptive a prompt
place this prompt within the control

The screenshot shows the Orbitz travel search interface. At the top, there's a navigation bar with links for "Check-in", "Vacation Packages", "Hotels", "Flights", "Cars & Rail", "Cruises", "Activities", and "Deals". Below the navigation, there's a section for selecting travel types: "Flight", "Hotel", "Car", "Activities", and "Cruises". To the right of these, there are four radio buttons for "Flight + Hotel", "Flight + Car", "Hotel + Car", and "Flight + Hotel + Car". A "BEACH FINDER" button with the subtext "FIND THE IDEAL RESORT" and a "Learn how" link is also present. The main search area has fields for "From" (City name or airport) and "To" (City name or airport). Below these are fields for "Leave" (date mm/dd/yy) and "Return" (date mm/dd/yy), both with dropdown menus for "Anytime". There's also a dropdown for "Travelers" with options for "Children or seniors?", "Adults", and "Teenagers". Further down, there's a "Flight preference" section with the text "I prefer non-stop flights" and two buttons: "Find Flights" and "Find Flight + Hotel". At the bottom, there's a link to "Search options" for "Multi-city, preferred airlines, etc." and links for "One-way" and "Flexible dates".

COURSE REVIEW

Design Patterns > Forms > Illustrated Choices

what -

pictures (not words) of available choices

when to use -

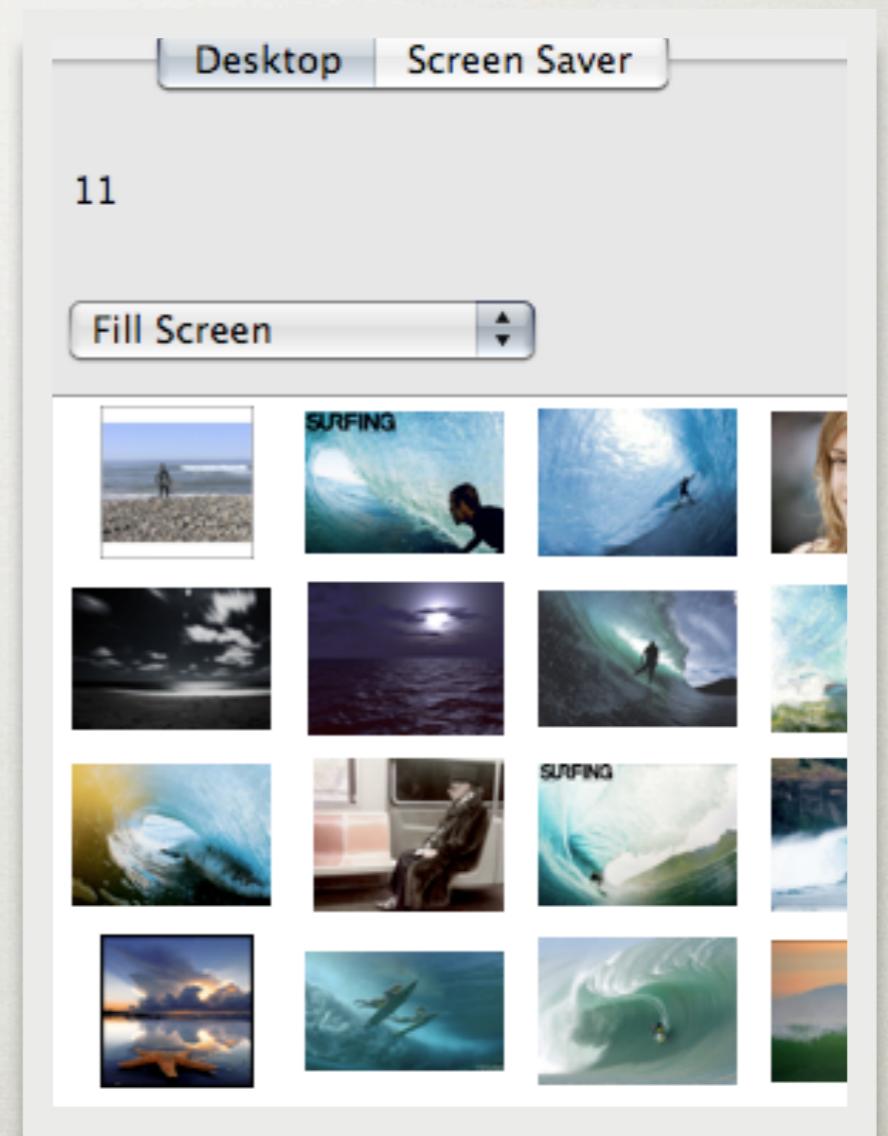
the UI presents choices that differ visually

why -

to allow users a way to visually compare
pictures are easier than words to identify

how -

provide EXACT representations of choices
show only the variants between choices



COURSE REVIEW

Design Patterns > Forms > Good Defaults

what -

pre-filled form fields based on user wants

when to use -

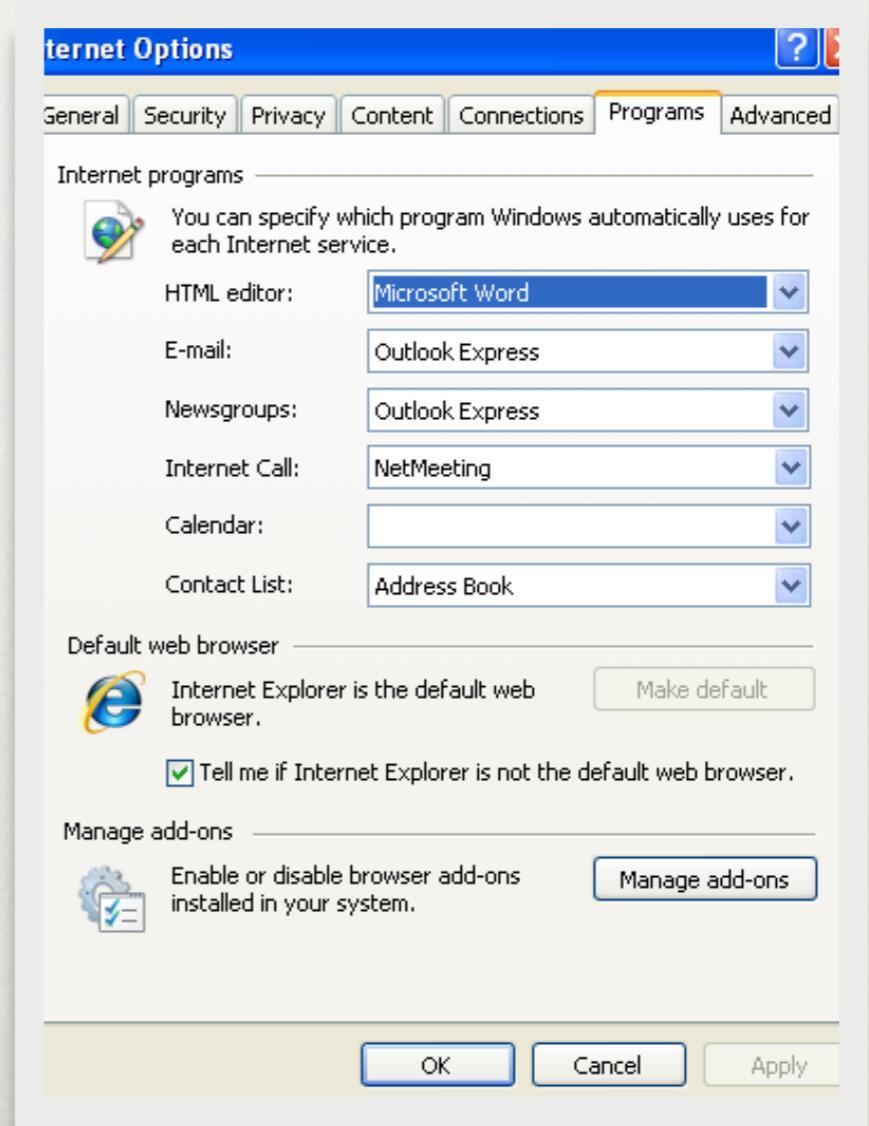
asking users to supply common answers
when those answers can be presumed

why -

to save the user time to complete forms
provide best choice available for input

how -

provide EXACT representations of choices



COURSE REVIEW

Design Patterns > Forms > Same-page Error Messages

what -

put form errors on the same page as form

when to use -

user supplies invalid input data

user skips/ misses required form fields

why -

modal error boxes are overlooked/closed

users can read errors and fix same page

how -

show errors on top of form - **positive spins*

The screenshot shows a web form titled "Cherokee Lessons - ADD". At the top, there is a link to "Return to All Video Lessons". Below this, a red box displays two error messages: "You did not supply a required lesson number." and "You did not supply a required lesson title.". The form has five input fields: "Lesson Number" (empty), "Lesson Title" (empty), "Lesson Support Pages" (empty), "Lesson Outline" (empty), and "Lesson Timeline" (empty). Each field is preceded by a label.

Going Mobile

Mobile users see your designs through browsers that are small, slow, quirky and hard to interact with. Mobile design should allow use in a variety of different environments and mindsets. It will make sense for you to create a separate version of a site aimed at mobile users.



GOING MOBILE

Challenges of Mobile Design

Tiny screen sizes

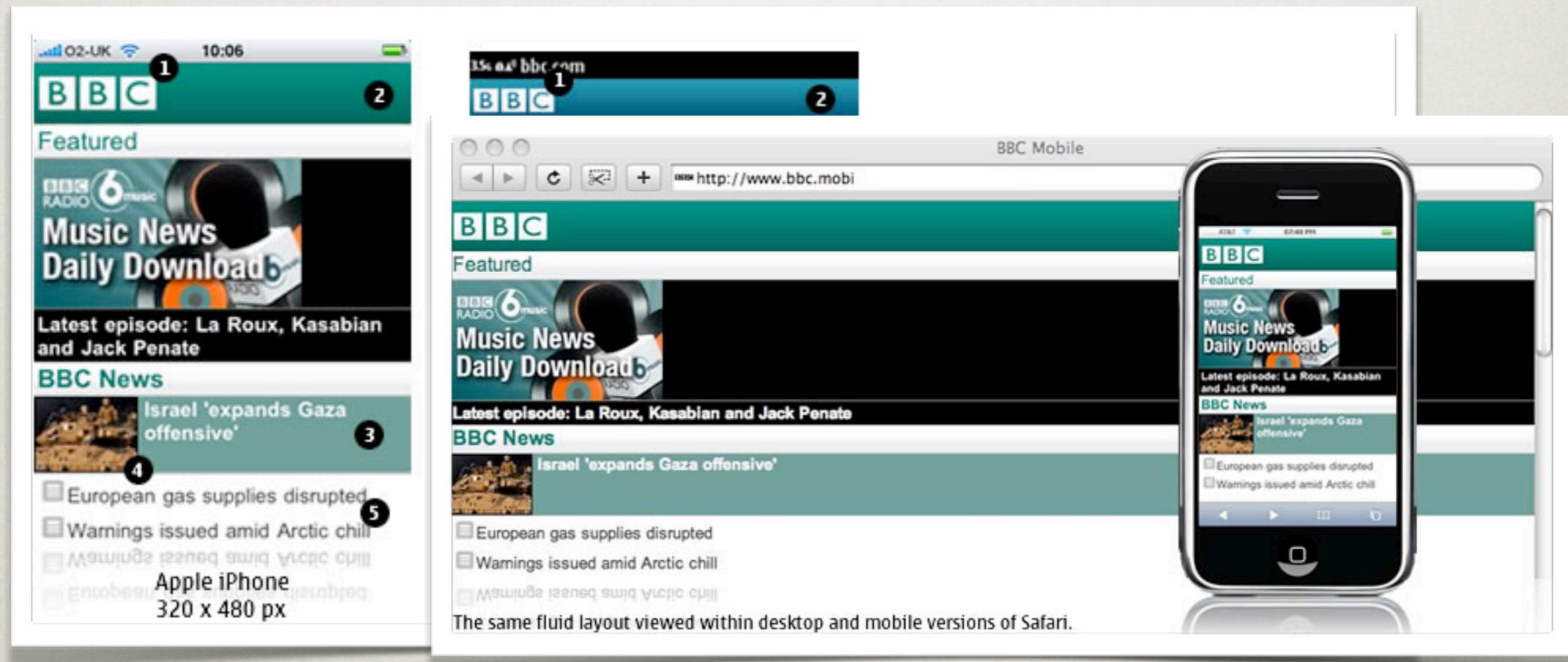
Limits space to present information or choices. Designs need to be stripped of nice-to-have-features leaving the most important functions on the front page



GOING MOBILE

Variable screen widths

Scrolling on mobile phones isn't a problem so height is not as much of an issue. Using between 128px and 600px intelligently, requires editing.



<http://mobiforge.com/designing/story/effective-design-multiple-screen-sizes>

GOING MOBILE

Challenges of Mobile Design

Touch screens

requires links and buttons to be large enough for easy nav as well as 1cm of padding surrounding the target...available space for other content is reduced

Difficulty typing text

*Use **autocomplete** whenever possible. Remember numbers are much easier than text.*

Challenging physical environments

Ambient light differences, noise differences and physical motion.

Social influences and limited attention

Design for distracted users or users engaging in conversation/social situations while using the Ui. Does your design behave well in these situations? Can it support graceful social interaction?

GOING MOBILE



GOING MOBILE

Approaching Mobile Design

“Great mobile products are created, never ported.
Start by understanding your users and the benefits the
medium has to offer”

GOING MOBILE

Approaching Mobile Design

What your users actually need:

- *I need to know this fact quickly*
- *I have a few minutes to spare*
- *Connect me socially*
- *If there's something I need to know right now, tell me*
- *What's relevant to the place I'm in right now?*



GOING MOBILE

Approaching Mobile Design

Strip site of nice-to-have features

focus on tasks users NEED from the site, use minimal branding, use a link to the full site in an obvious place

Linearize your content

your content will be laid out vertically

Eliminate typing, reduce scrolling & number of taps

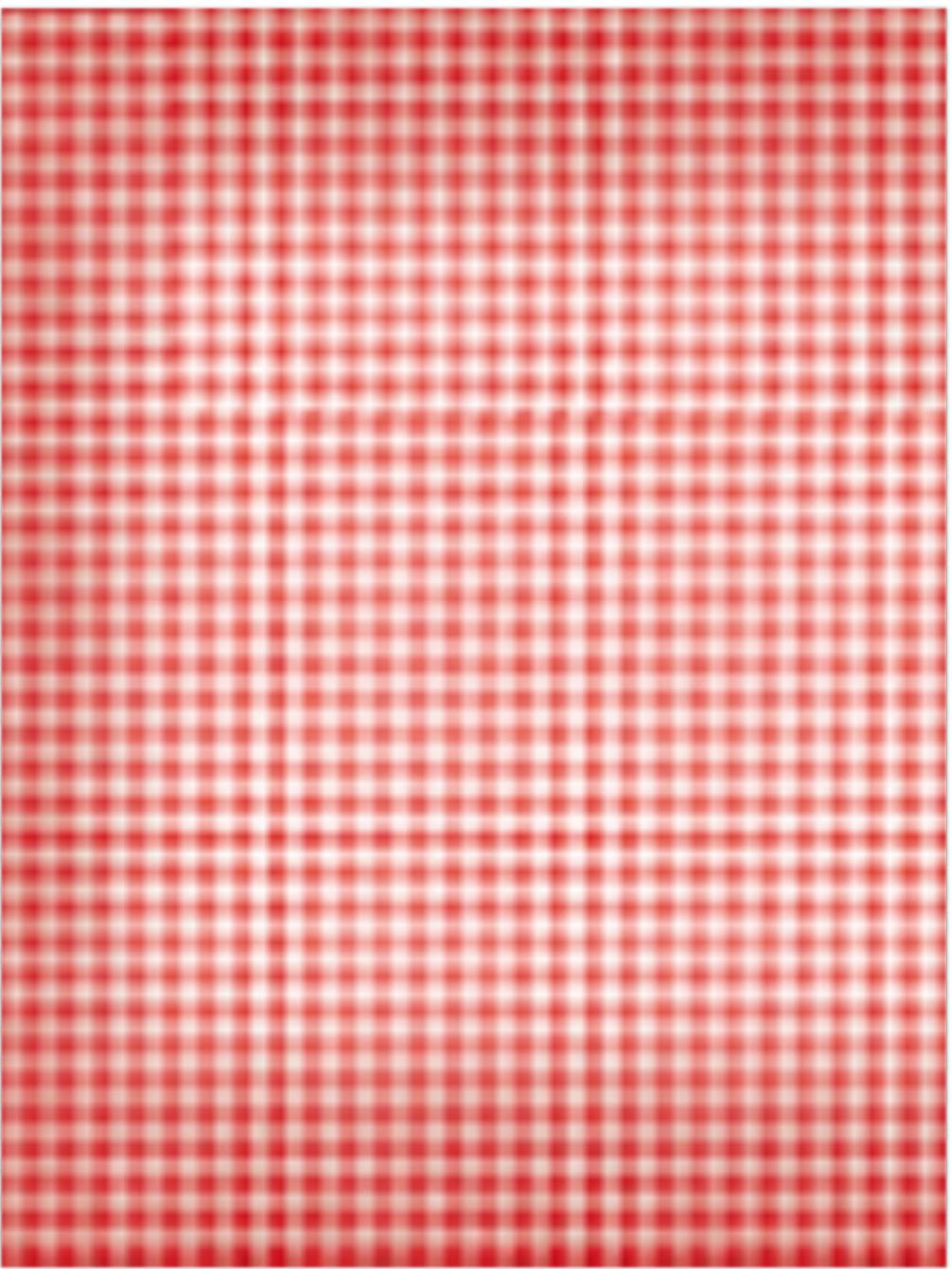
as few characters, as few page loads, as few steps as possible

Use the devices hardware when possible

haptic feedback, location, camera, GPS

Patterns

Mobile



PATTERNS - MOBILE

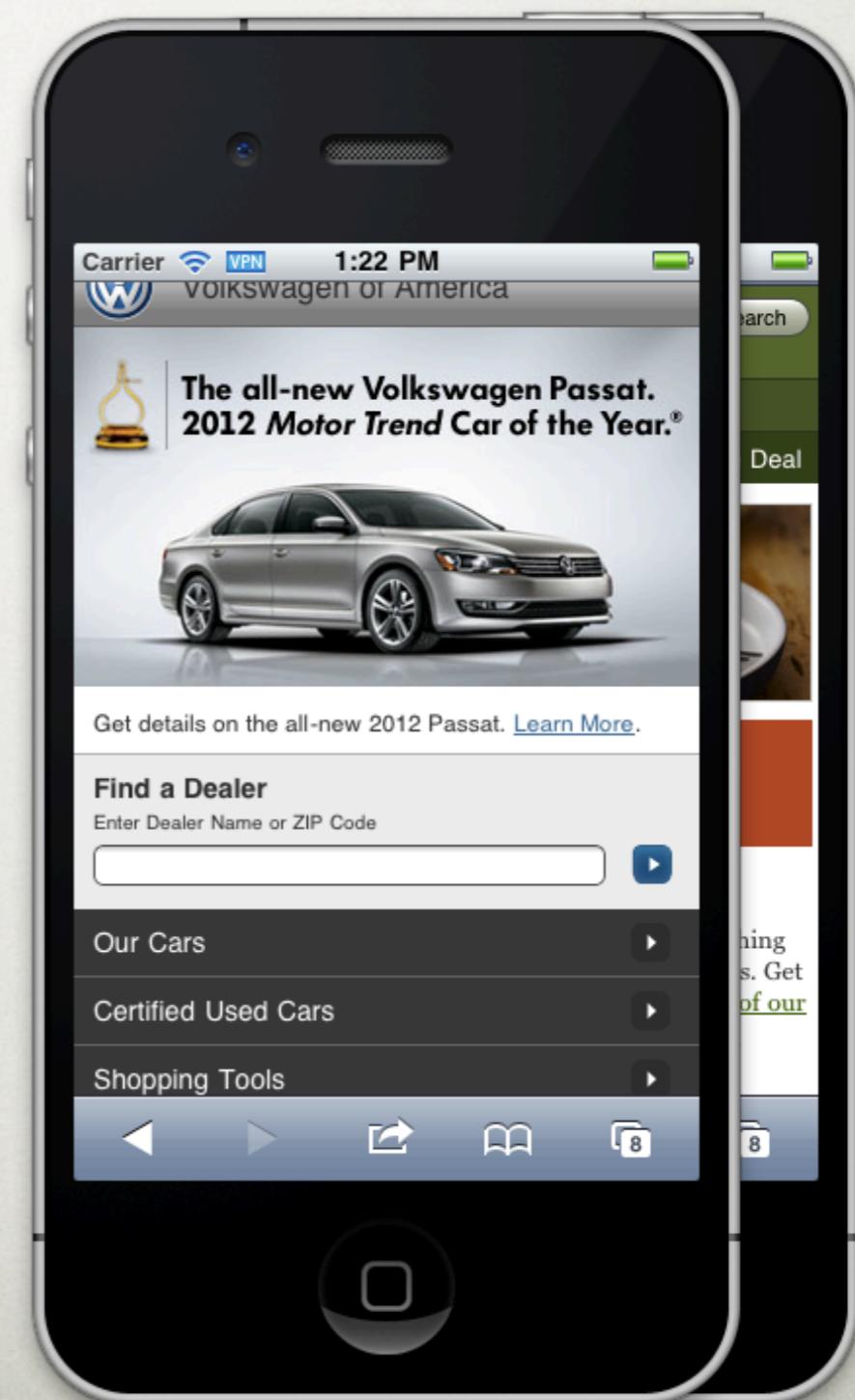
feature, search, browse

what - 3 elements go on the main page of a mobile site or app

when to use - sites offering long lists of info to browse or search

why - searching & browsing go hand-in-hand, this supports different users navigating styles

how - place a search box in a prominent location using visual cues or white space, keep your interesting article or video center stage and place browse functionality very near it



PATTERNS

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MOBILE

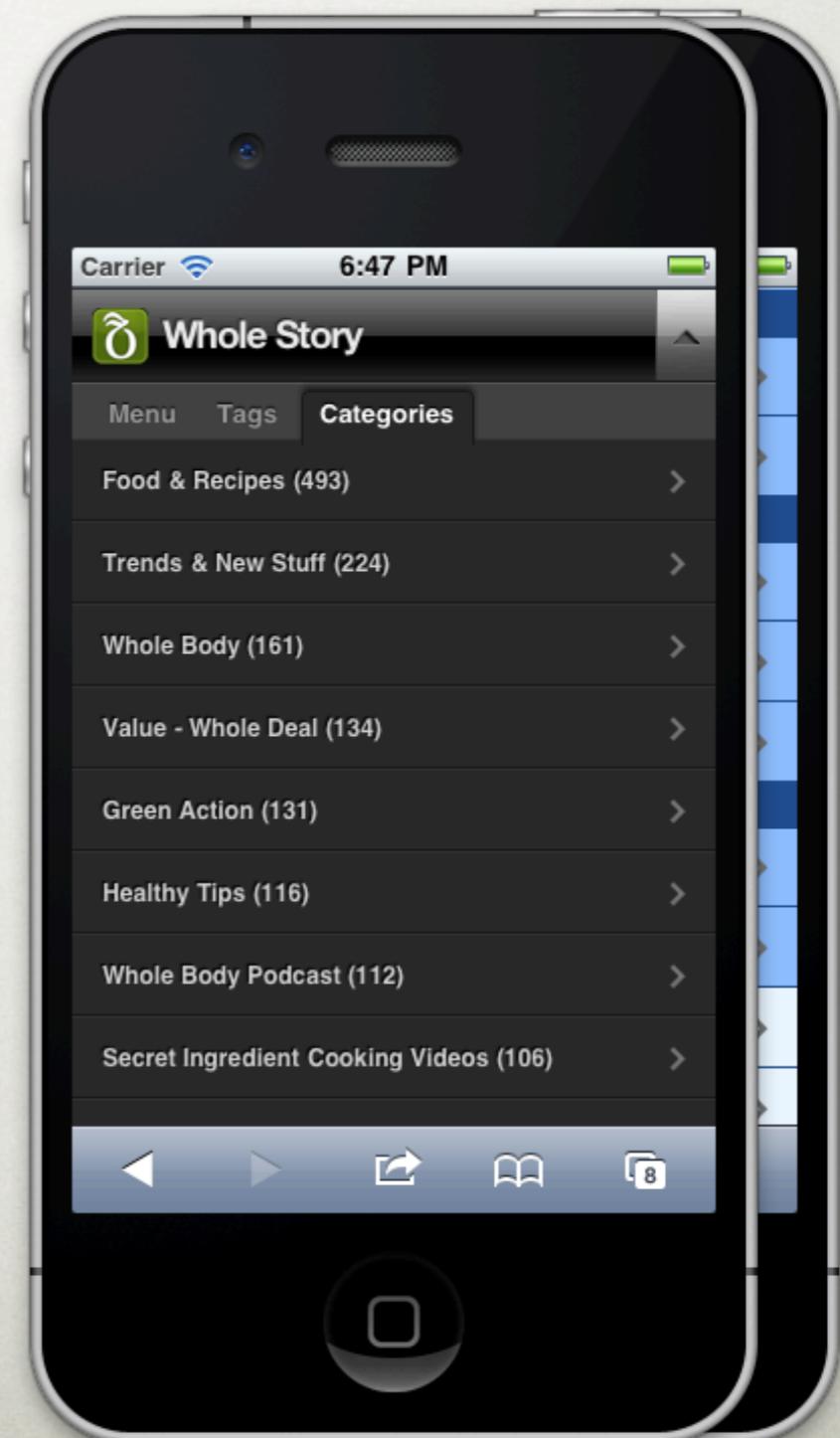
vertical stack

what - *ordering content in a vertical column with little or no use of side-by-side elements*

when to use - *on mobile devices when scrolling is preferable to waiting for a page to download.*

why - *devices have varying widths and a vertical stack adjusts gracefully.*

how - *useful content in first 100px or less, form labels above controls, avoid “layer-caking”*



PATTERNS

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MOBILE

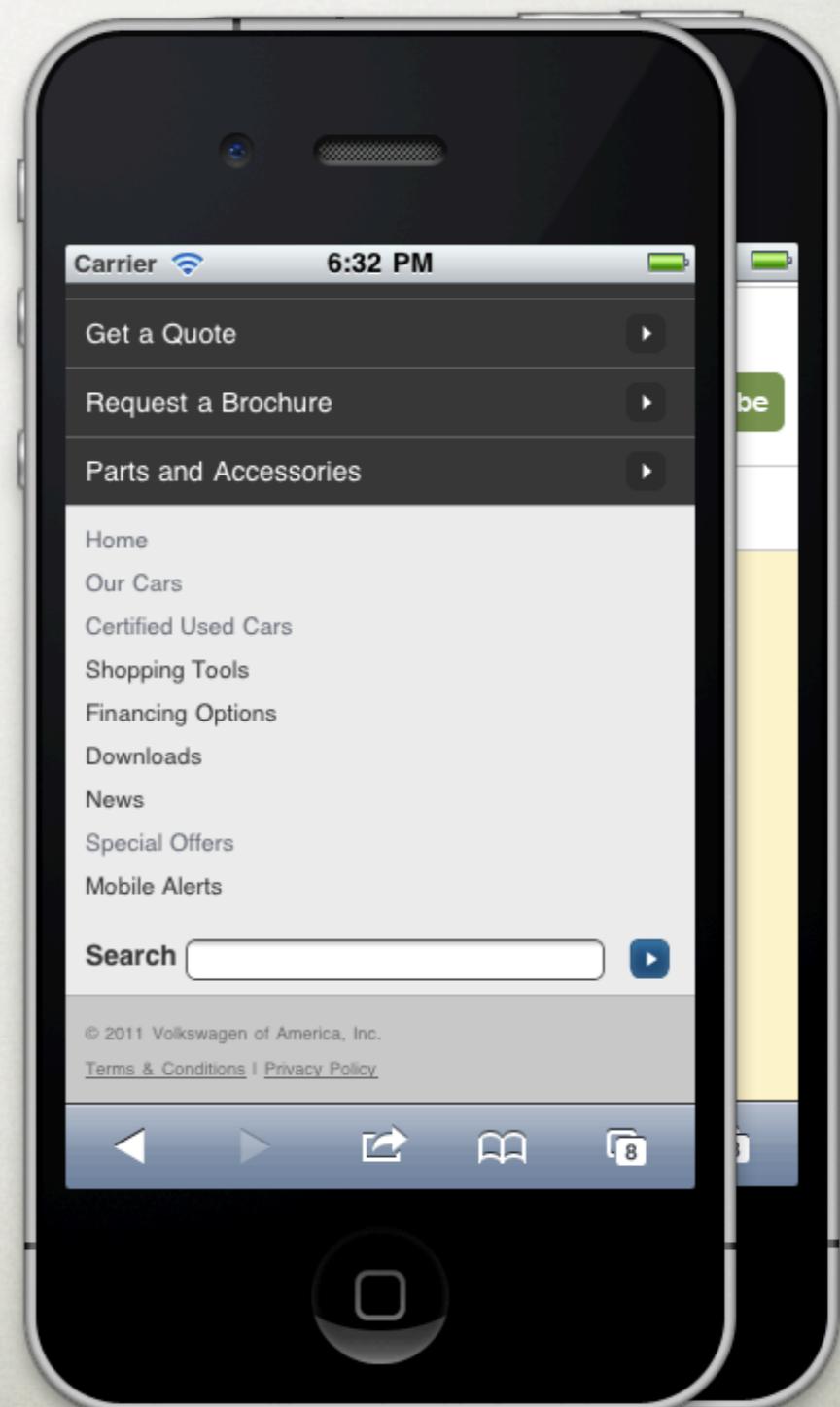
bottom navigation

what - *global nav at the bottom of the page, below the fold*

when to use - *highest priority is to show fresh, interesting content*

why - *scrolling is easy and the top real estate should be devoted to the content that most interests the user*

how - *vertically arrange menu, stretch across the full width with large readable text*



PATTERNS

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MOBILE

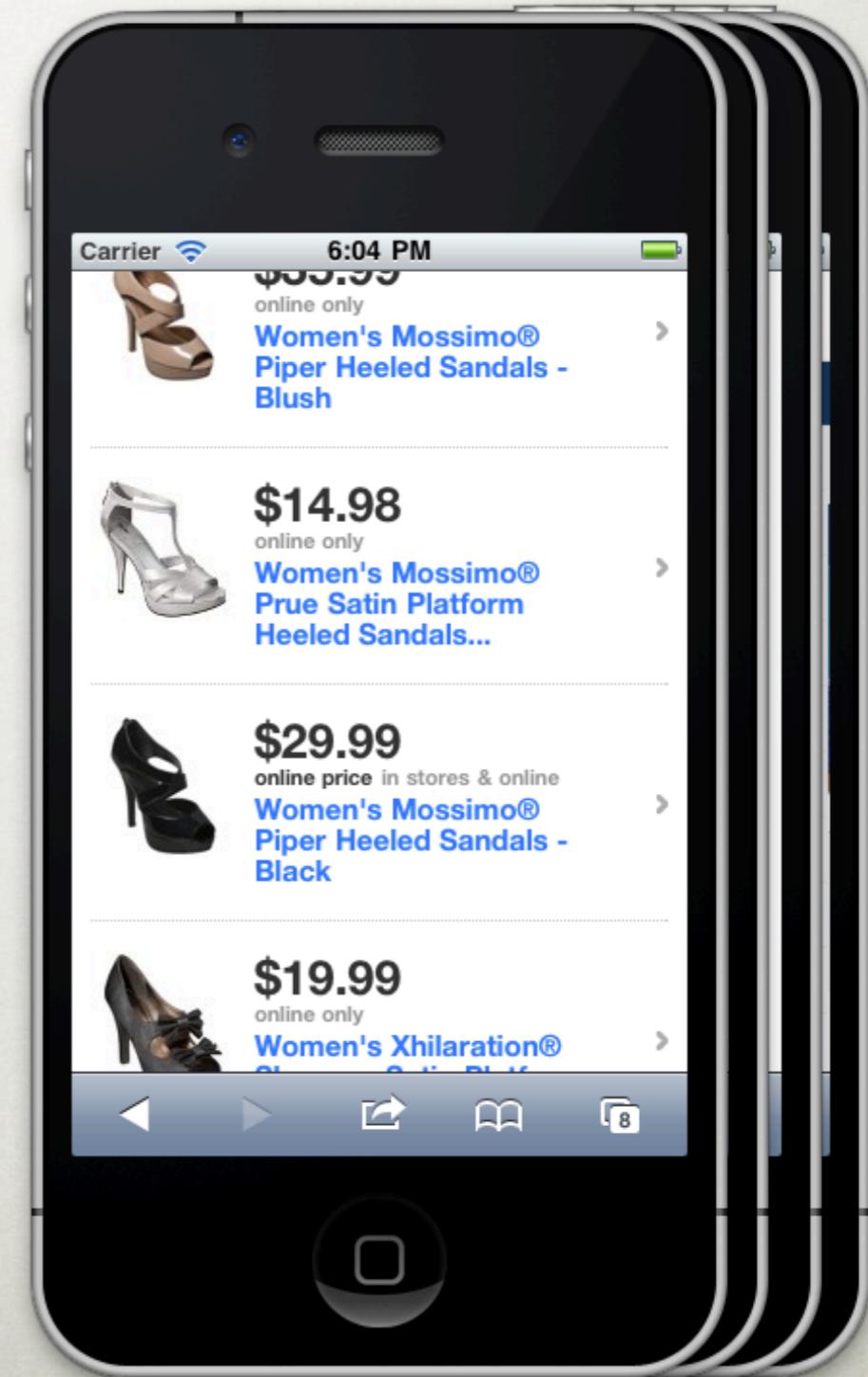
thumbnail-and-text list

what - *selectable list that uses thumbnails as well as text. Can also include smaller text, icons, bold colors or other visual differentiators.*

when to use - *inviting users to click on complex content i.e. articles, blog entries, videos, applications etc...*

why - *thumbnails improve text-only lists because they look appealing, id items, improve scanning, establish height*

how - *place thumbnails, icons, etc...next to (left) and use bright & saturated colors.*



PATTERNS

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MOBILE

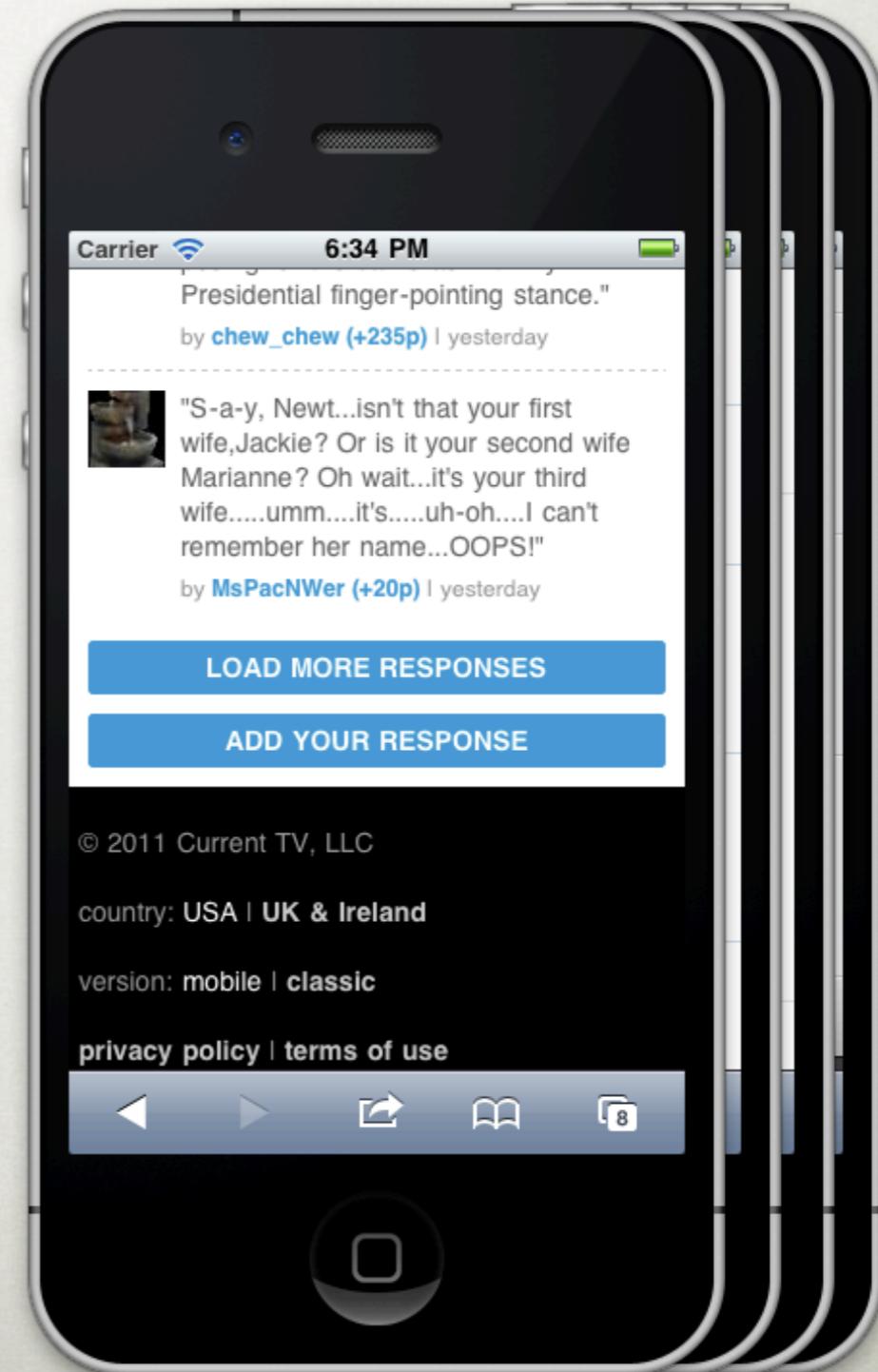
infinite list

what - *a button placed at the bottom of a long list that appends more items to that list.*

when to use - *search results, long lists, archives (long “bottomless” lists)*

why - *useful results load quickly, subsequent info is loaded only if user decides*

how - *put a button at the bottom of a scrolled page that lets the user load more items OR use no button and load the is viewing the first chunk*



PATTERNS

MOBILE

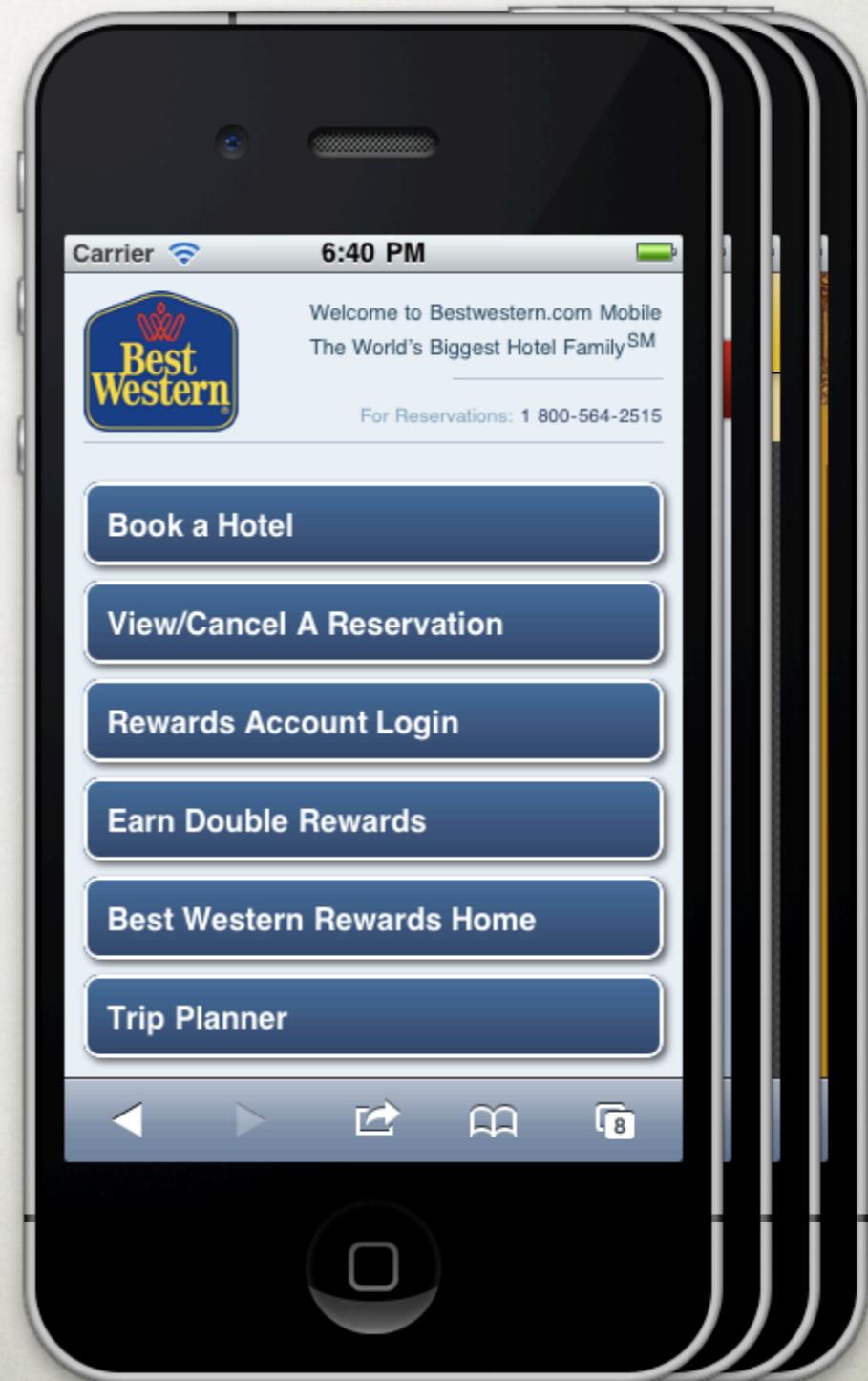
generous borders

what - *large margins & whitespace around buttons, links, and tappable controls (touch screen devices)*

when to use - *on any touch target that isn't already large on the screen (text links, buttons w/ text labels, lists)*

why - *touch targets must be large (tall) enough for fingers to hit successfully*

how - *surround target w/ enough whitespace, border & inner margin for users in mobile environments to hit effectively*



PATTERNS - MOBILE

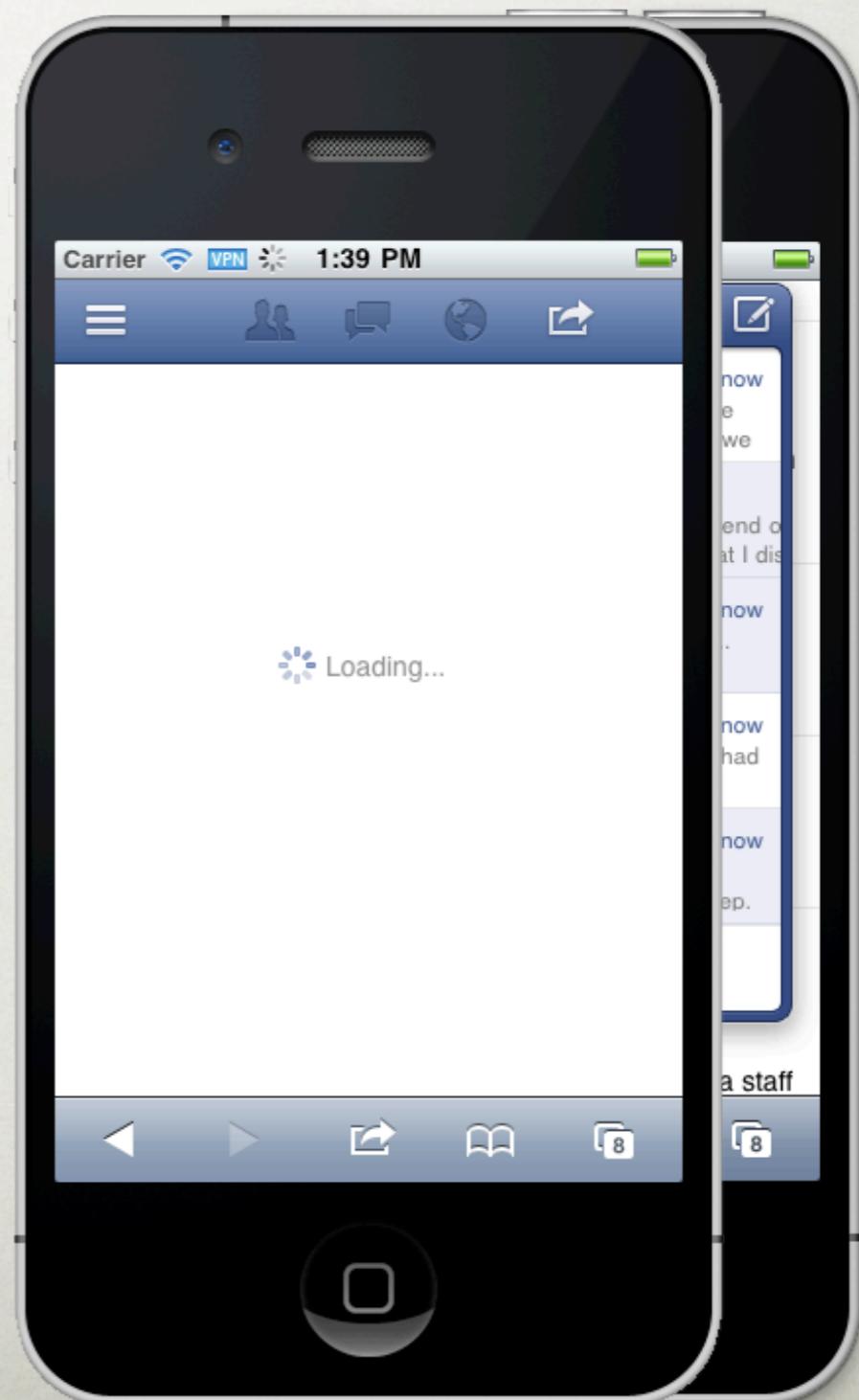
loading indicators

what - *a progress indicator shown while a page or section is loading (or where the user tapped or clicked)*

when to use - *users waiting for content to load especially in pages that change dynamically in response to UI*

why - *loading is slow & erratic with mobile context. Progress indicators make loading appear faster.*

how - *show as much page as will load quickly and show a lightweight animated progress indicators where the slow part will appear. On a whole page reload show indicator in situ on the page.*



PATTERNS - MOBILE

streamlined branding

what -

Using logo, colors, and other brand elements on the mobile site or app, but keeping them small on the screen and fast to load.

when to use -

Always.

why -

Users must be able to identify your app or site as yours.

how -

Strong contrast, large text, avoid complex stylistic elements and large images.



the end

