

<http://dondi.github.io/paradixm/components/scrolling/>

**Carleen Petrosian, George Sarantinos, Sasha Dmitrieva**

*Content:*

Note the blockquoted sections of the template were meant for instructions; they can be removed in the final article. Beyond that, the general section is nicely thorough and particularly well-illustrated. Great job launching this page ☺ (aside from the block quotes) **29/30**

*macOS (Carleen)*—So actually this section is for Mac OS X Lion or later, with its addressing of the controversial change in scroll direction and the now-standard “disappearing” scrollbar. The commentary about anger/frustration, and eventual adjustment, sounds like it needs to cite a source; after all, you didn’t read people’s minds on this, right? Also, the scroll bar comparison screenshots appear to have the wrong aspect ratio. **25/30**

*iOS (George)*—This section goes into a good amount of detail on iOS scrolling behavior, even noticing the physics-like animations/responses, and does a particularly good job with the design rationale based on the iOS Human Interface Guidelines. The animated images are also pretty well-chosen, though could be laid out better on the page.

*Windows 10 (Sasha)*—The description and illustrations for the Windows 10 scroll bar are generally decent, until near the end. I’m unclear on the reference to “the advent of the up and down arrow buttons on either end of the scroll thumb”—this sounds like something new, yet clearly from the history of scrollbars in the early part of the general section, arrows on scrollbars have been around for longer than they haven’t. Is this really what’s meant by that passage? Or are there some other arrows that can’t be seen in the diagram? If the former, there is a connotation of newness that I think is misleading. Finally, although touch/tablet mode is addressed in the beginning, no further mention is made of it, particularly when describing scrolling behavior. It would have been good to contrast the keyboard- or mouse-based actions described at the end with how a touch-only experience would be.

*Writing:*

Overall, solid presentation of the Scroll Bars and their importance. Always make sure you go back and proofread your work for clarity. There were a few occasions that your ideas were lost due to the awkward language. Let me know if you have any questions moving forward. **37/40**

The scrolling feature is one of the most commonly used behavioral component

One majorly noticeable difference between

Rene Rodriguez 11/21/2016 2:46 PM

Comment [1]: Components...

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Comment [2]:

Rene Rodriguez 11/21/2016 2:52 PM

Comment [3]: Check for grammar here. A little awkward in execution.