The final set of requirements after expert inspection is given in the following ($\mathcal{U}$ = universally valid, $\mathcal{C}$ = valid for current search interfaces, $\mathcal{F}$ = valid for future search interfaces). A search interface for German-speaking users should:

$\mathcal{U}$**(SI1)** provide adequate ranking also for results beyond the initial viewports. If the user cannot find what they are looking for, proper related search inputs should be proposed.

$\mathcal{C}$ **(SI2)** provide ads in a subtle way. They should accompany the search results rather than demanding their space in the initial viewport. If ads are placed above results, their number should not exceed *two*; if they are placed otherwise, their number should not exceed *five*.

$\mathcal{U}$**(SI3)** above all ensure that all displayed information are relevant to the search query. The most relevant piece of information should be immediately identifiable, as form follows function. If applicable, semantic results should answer the query directly in the initial viewport.

$\mathcal{U}$**(SI4)** not require the user to scan information in more than one spatial dimension simultaneously (cf. Fig. 7.6). Different categories of results should be selectable rather than displaying all information at once.

$\mathcal{U}$**(SI5)** make proper use of the available space, particularly with respect to increasing display sizes.

$\mathcal{U}$**(SI6)** leverage the advantages of interfaces familiar to the user. Transition to radically new concepts should happen in small steps. Fallback functionality for legacy input/output modalities should be provided.

$\mathcal{U}$**(SI7)** always provide an easily reachable alternative to voice input. Users should be properly informed about privacy issues and where it is unproblematic to use speech recognition.

$\mathcal{U}$**(SI8)** be tailored to the target audience of the devices they run on. For instance, a web-enabled video game console should provide a search interface that focuses on finding games and information relevant to those. Furthermore, it must be optimized for efficient input with the same device as is used for playing.

$\mathcal{F}$ **(SI9)** support cross-device interaction, i.e., the search interface is distributed and input/output can optionally happen on different devices.

$\mathcal{F}$ **(SI10)** be ubiquitous, thus focusing on devices users carry around most of the time. These include, but are not restricted to, mobile devices, devices like Google Glass and fitness bracelets.

$\mathcal{F}$ **(SI11)** consider input/output formats other than text, such as images, music, gestures, 3D visualizations and image-based zoomable user interfaces.