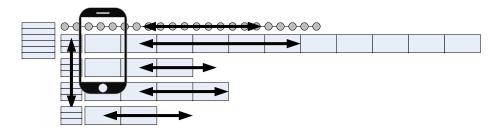
1

Stacked Bands (Existing Kitchen Sink)



Apps & Functions are thematically grouped in a small set of bands and represented as smart tiles. Each band has an off canvas jump menu to link to an app tile.

Scroll horizontally and vertically to navigate amongst the tiles. The must first locate the correct band and then either swipe to find it or rely on the off canvas jump menu.

Timeline sits at the top in a compressed form.

Main menu can be used for hub functions and settings.

Pros:

Thematic grouping can provide context and connections between core and addons.

A subset of the most important elements from apps can be shown on the first screen.

Cons:

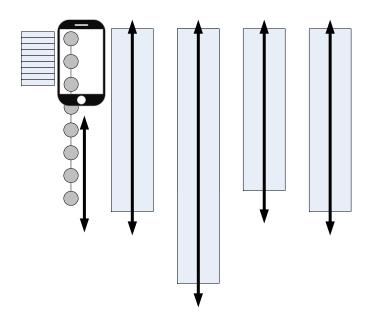
Even distribution between groupings will be challenging and not all apps will necessarily fit logically in just one group or any group.

Multi-directional scroll may make finding information and functions difficult.

Timeline is compressed and its full potential requires switching to a vertical view.

Potential redundancies between timeline and apps when content is time based.





Apps are represented as individual strips. Content and functions for that app are laid out in priority order on that strip.

Scroll vertically in a strip.

To switch strips use the fly out menu or similar switching mechanism.

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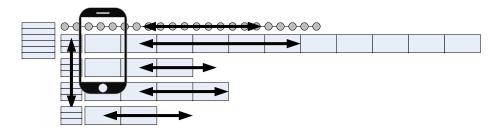
Simpler navigation model where each strip will behave more like a standalone app. No conflict between timeline and apps around showing timely content.

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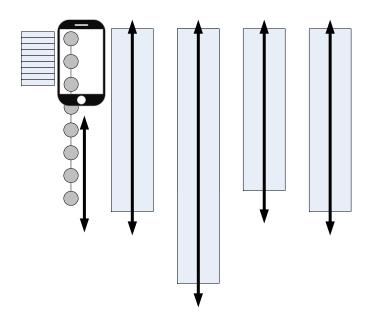
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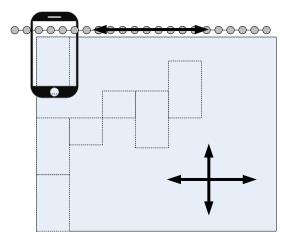
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Apps & Functions are thematically grouped as smart tiles on a larger field. New apps would just augment the field where appropriate.

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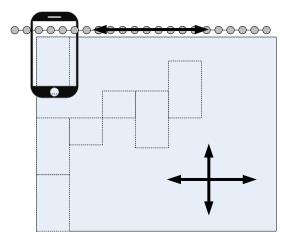
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Relies on retaining a sense of place and landmarks to get around since you can only see a small view of the map at any time.



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Switching

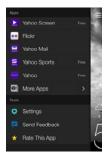
For architectures where the apps need to be selected.



App Menu

Apps are listed in the fly-out menu.



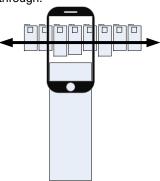






Mini-screens

Small versions of apps can be swiped through.







This may be a bit of an advanced interaction because it is off canvas. It could be combined with the App Menu approach. It is nice because it gives real context and not just the name of the app.



Springboard

Apps are represented as icons in a grid.





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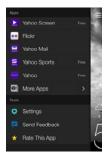
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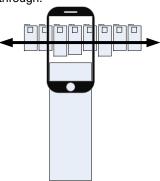






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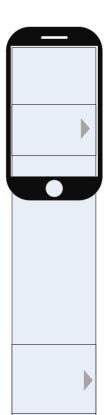
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App Home



Each app has it own long page. This page shows content and functions for the app and acts as a menu but with context. Clicking on a section moves to that area of the app.

Features

- Predictable/learnable location of content.
- Single screen access to all app functions.
- · Alerts area at top for most timely stuff.

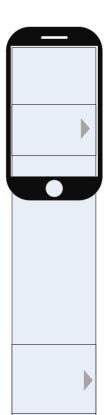
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The long page layout allows you to quickly access all the information with a single interaction. The placement of each component is quickly learned and the most often referenced content is at the top.

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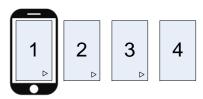
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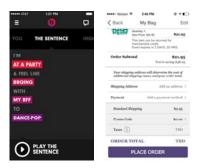


Transactions - Progressive



As you advance through the sequence previous steps collapse and new ones expand. Finished states could accumulate showing the information selected or they could totally collapse to a simple title. This is similar to a progressive disclosure mechanism.

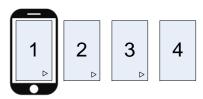
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