

# HCI: MENUS

HCI COMP341

Menu, Menu Design and Guidelines

# REVIEW

- Before Prototyping
- Type of prototype
  - Level
  - Fidelity
- Task
- Tools
- Work\*



# OVERVIEW

- Menu
- Where to use menus
- What are types of menus
- How to use menus
- Menu showcase
- On responsive design

# MENUS WITH GESTURE

how intuitive can they get?



MENU





# WHAT WOULD LIKE TO HAVE?

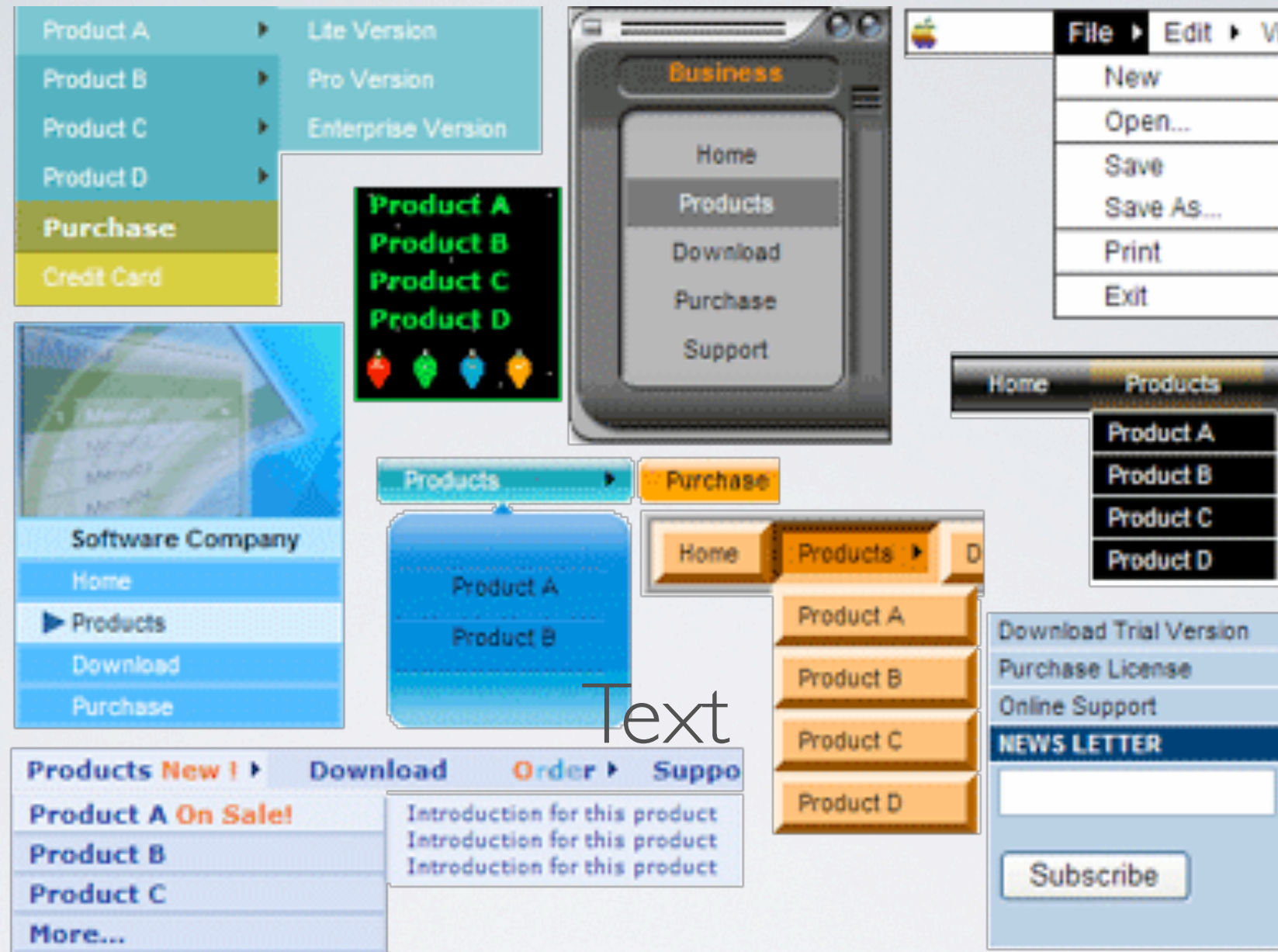
Essential part of point and click navigation, control element.



# BENEFIT OF MENU

- Eliminates memorizing
- Show all control parameters at a glance
- Organizes function and controls
- No or less training required for user





# MENU USAGES

web, software, control panels, interactive system, voice based system etc.



# TYPE OF MENU

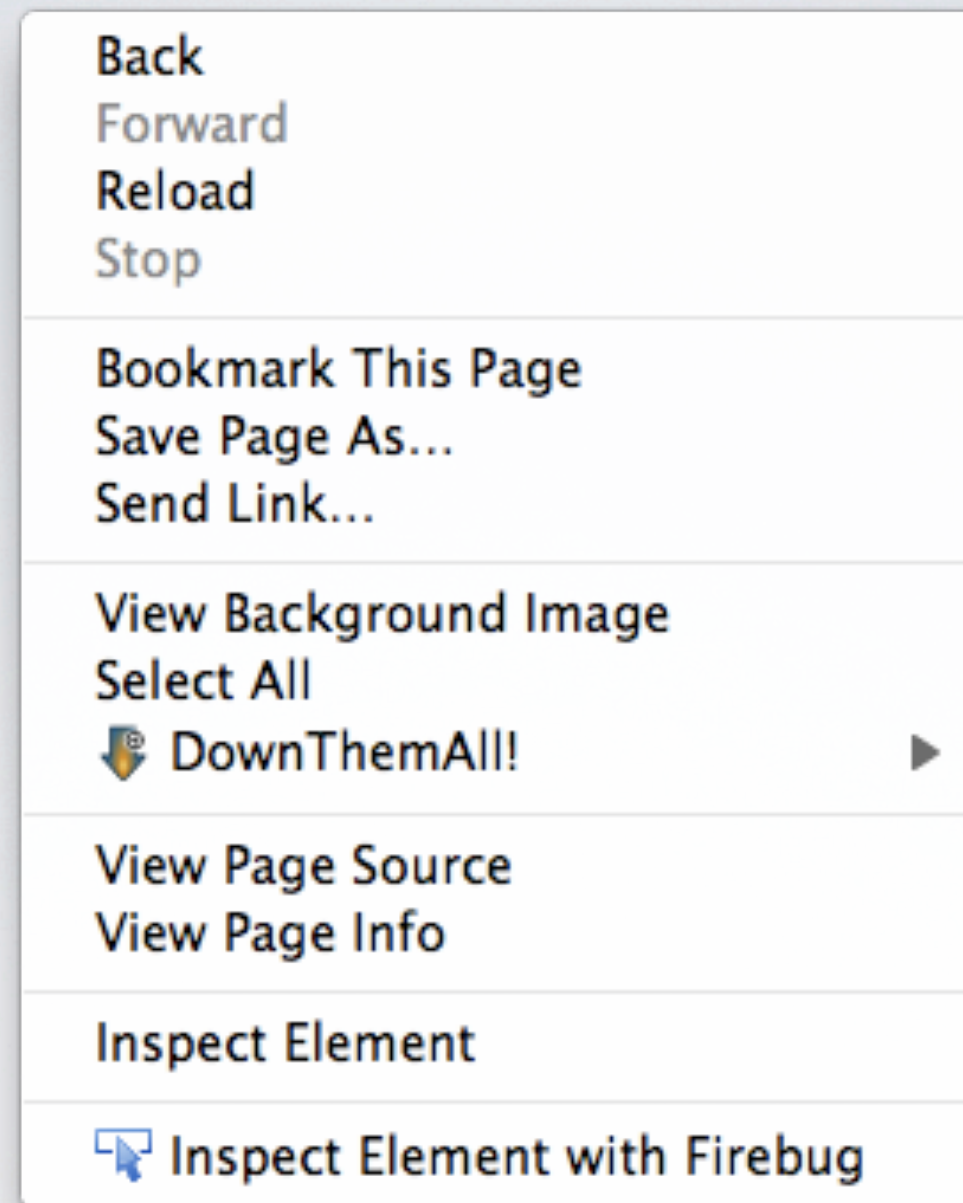




# BINARY MENU

Two choices, only yes or no can be chosen

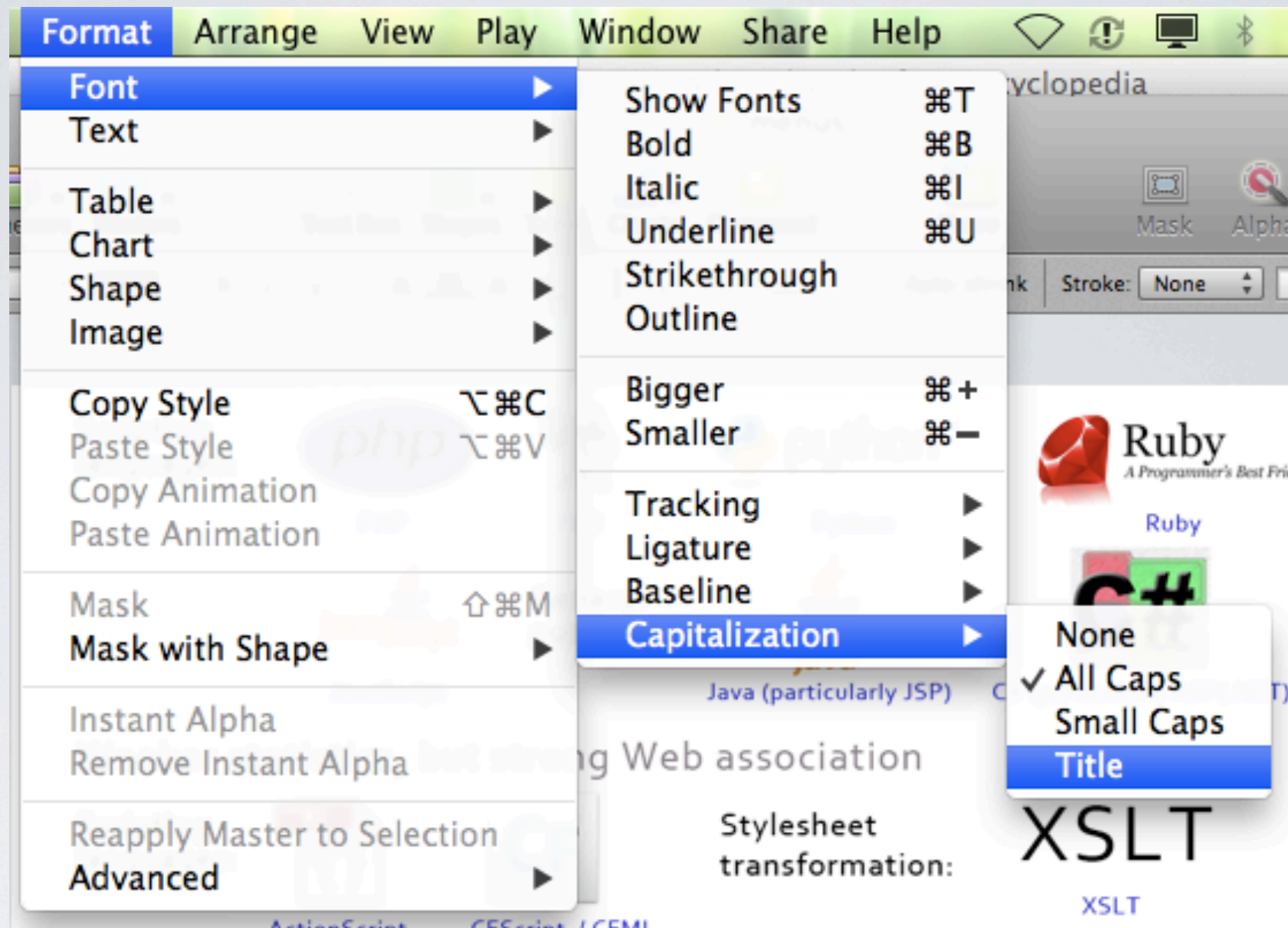




# MULTIPLE ITEMS

menus with multiple items where a item can be selected to  
invoke control

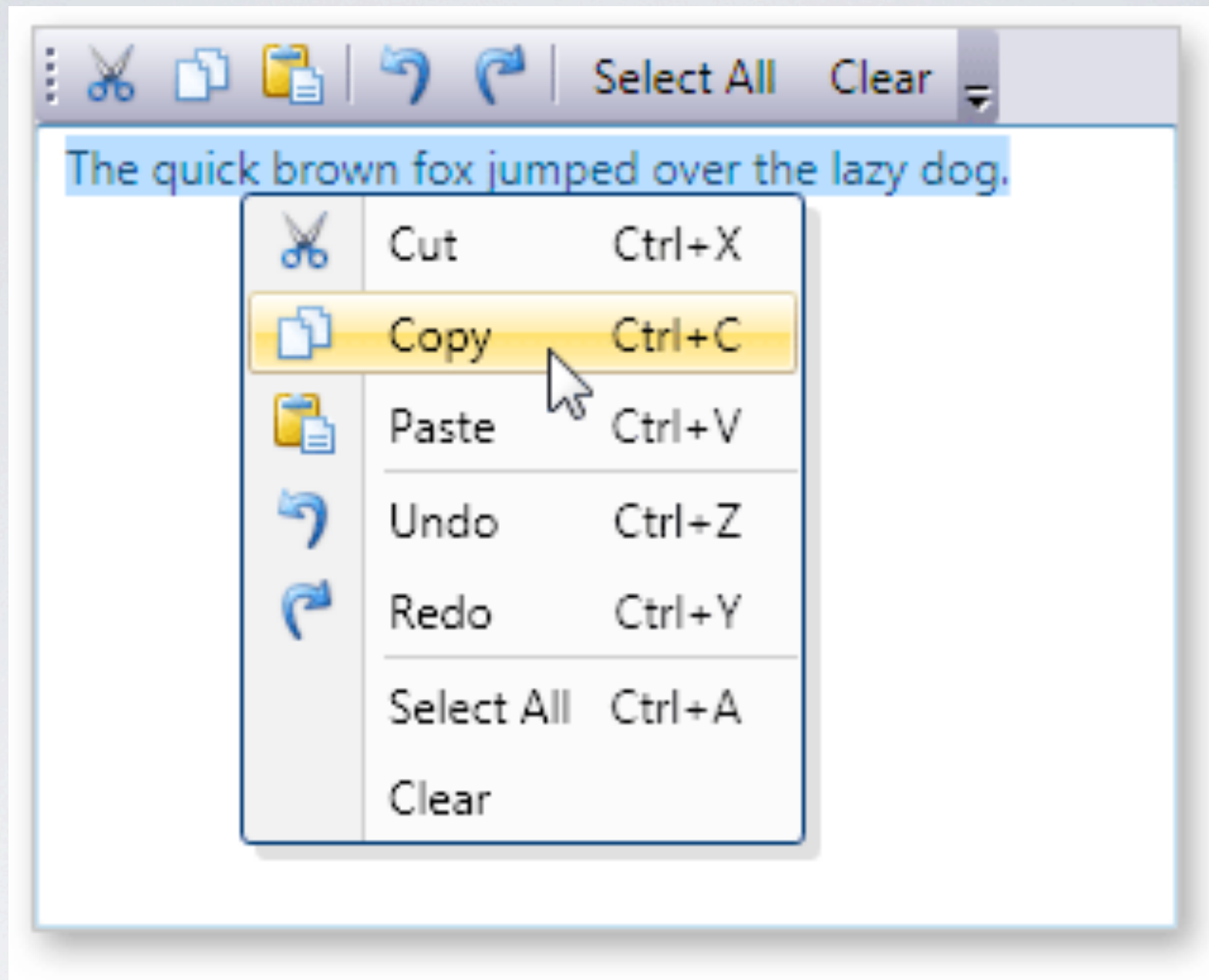




# SUBMENU

child menu of a menu item

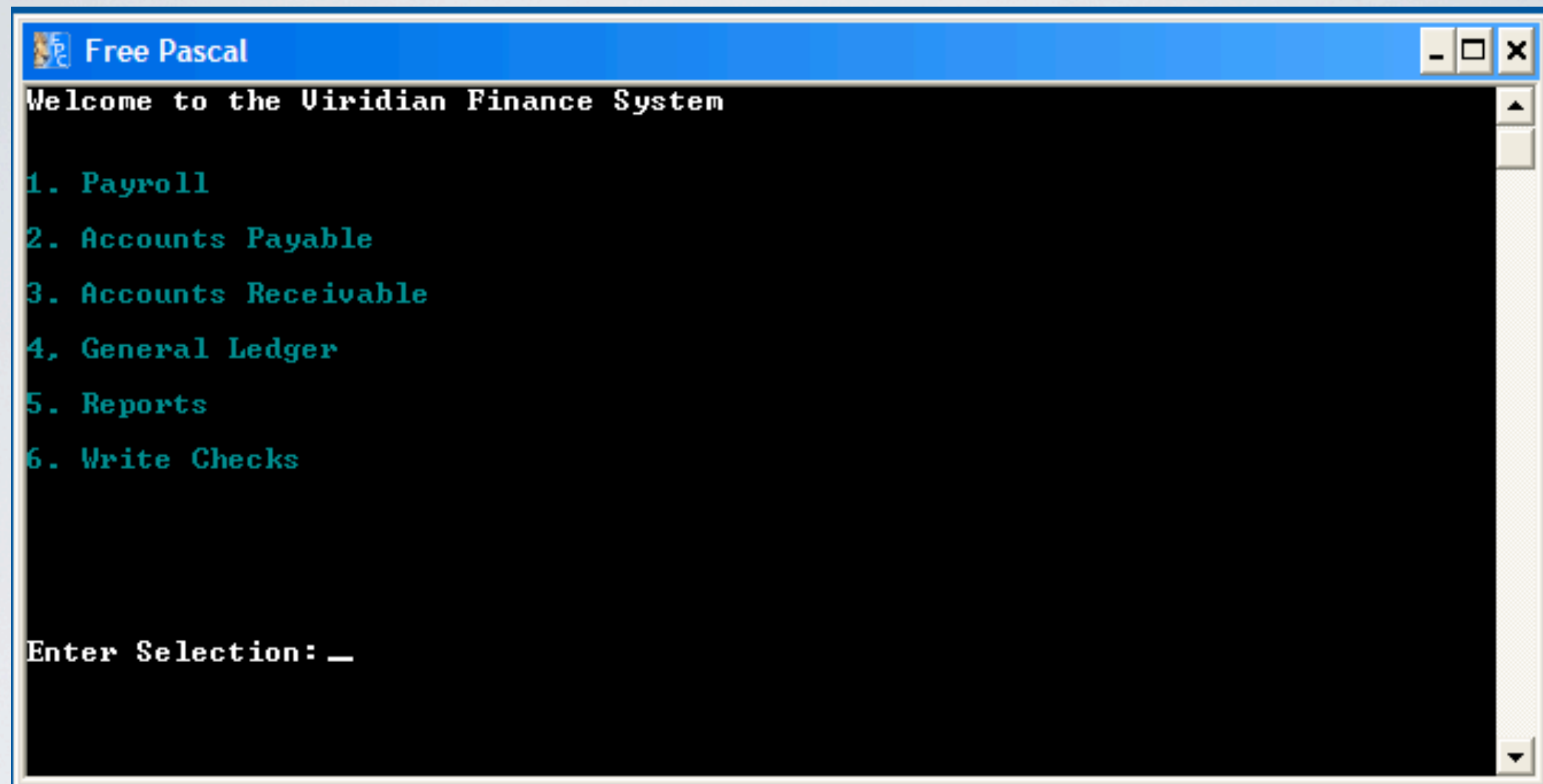




# POPUP MENU

menu which prompts choice by appearing when some control item is selected or invoked

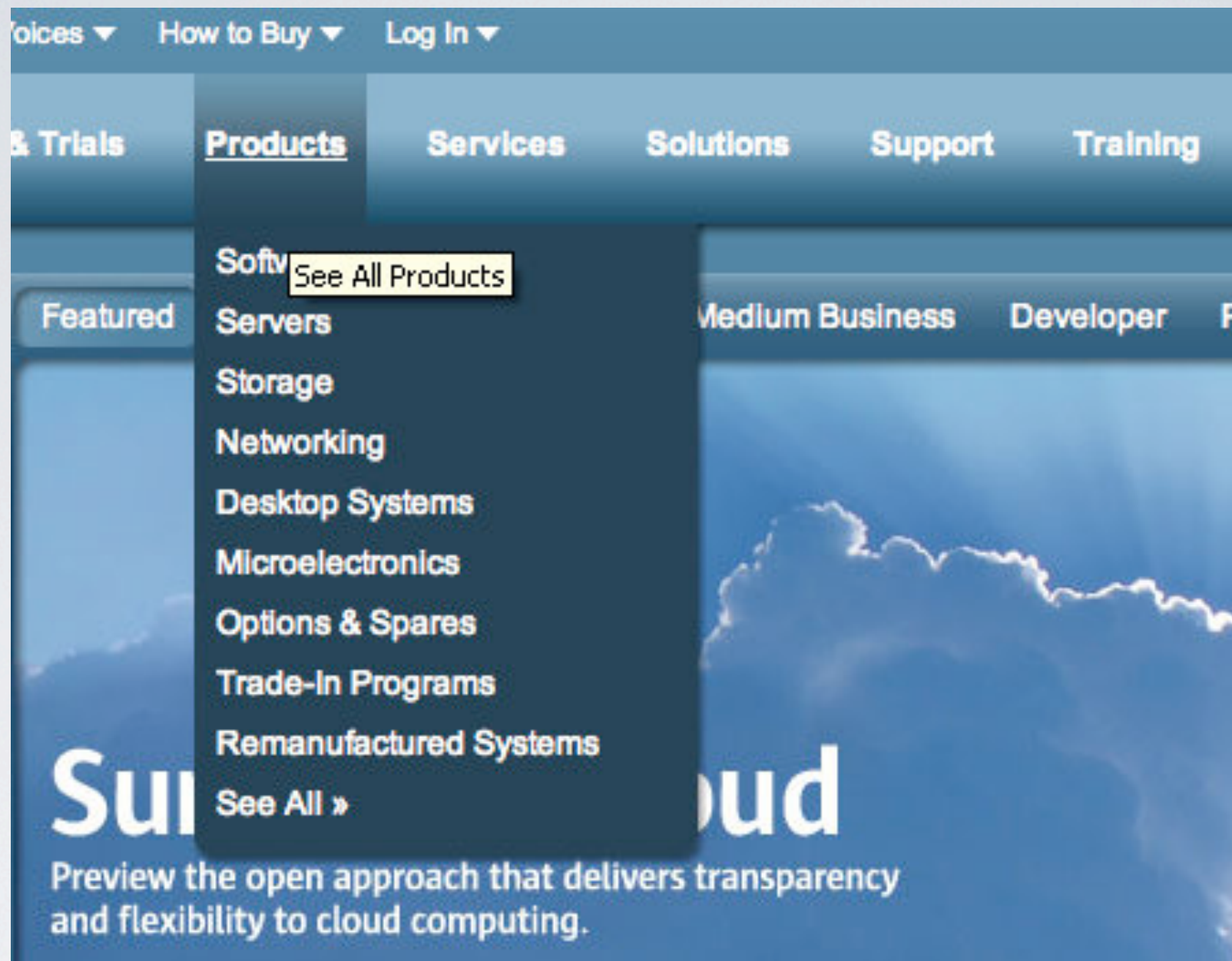




# TEXT BASED

Menu in command line or terminal based system

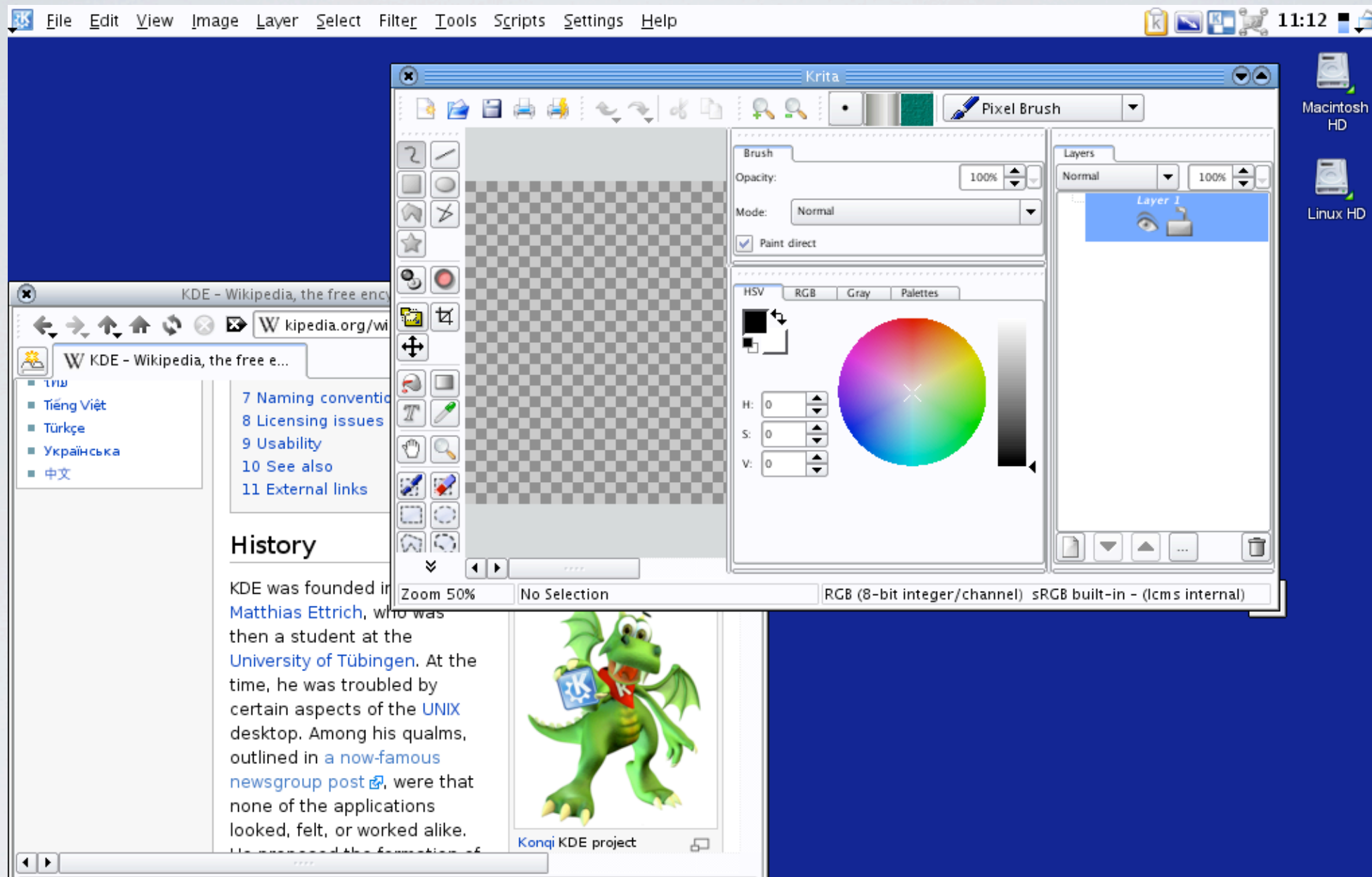




# DROP DOWN

menu selected from menu bar which drops to show submenu





# CONTEXTUAL MENU

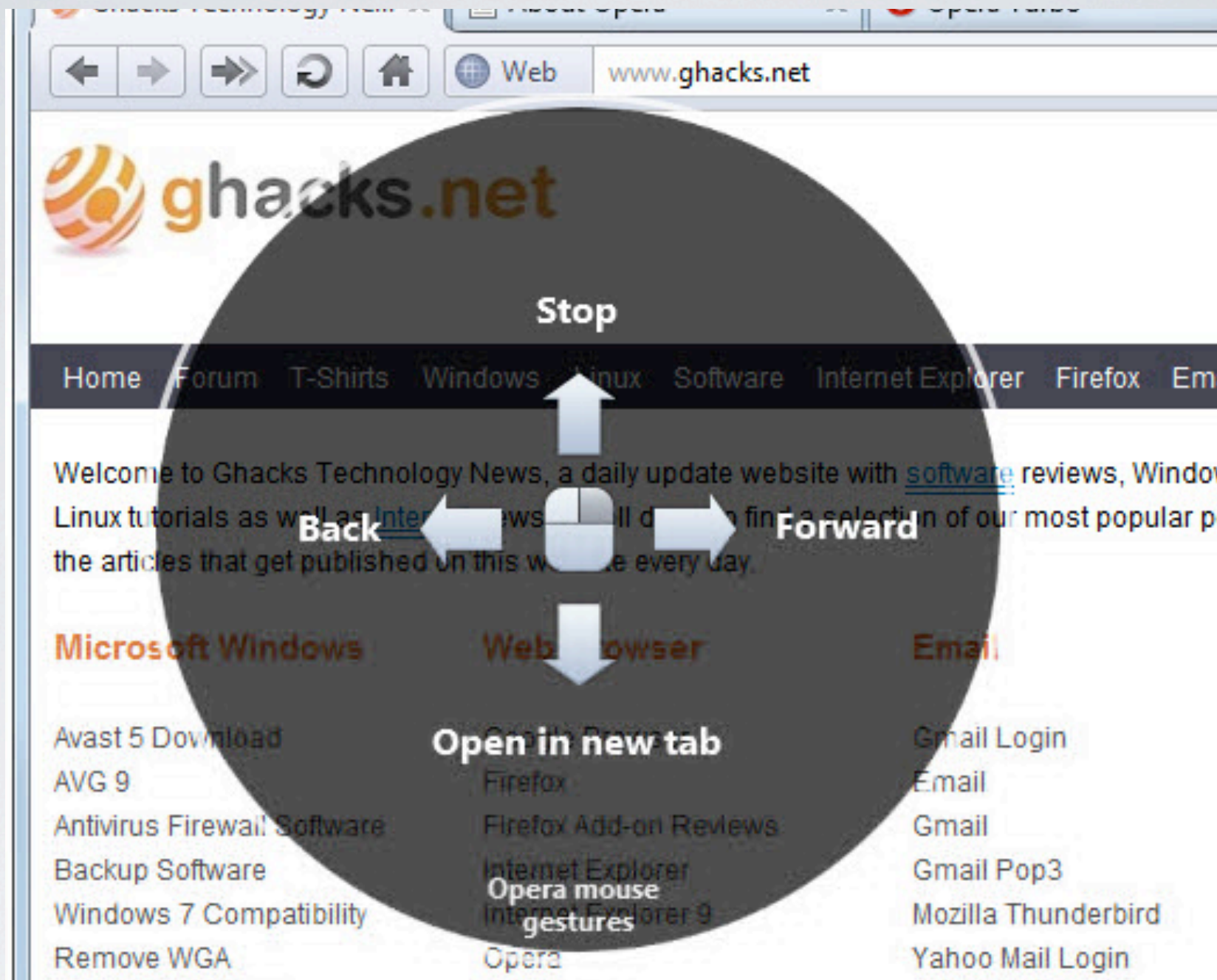
menu which changes according to user actions or program being used



# PIE MENU

displaying of menu as circular pie slices instead of horizontal or vertical elements





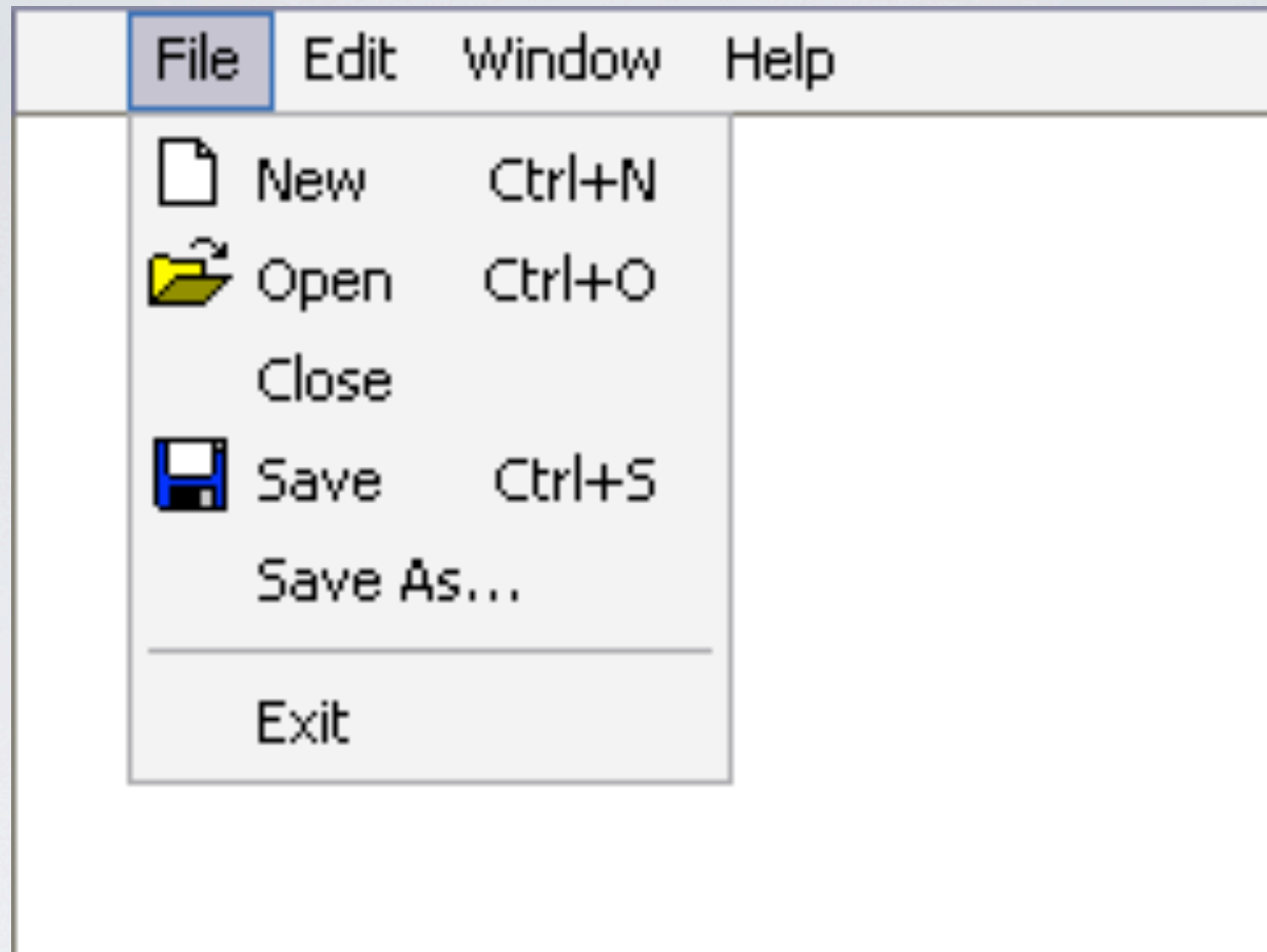
# GESTURE MENU

Visible or invisible menu invoked using gesture



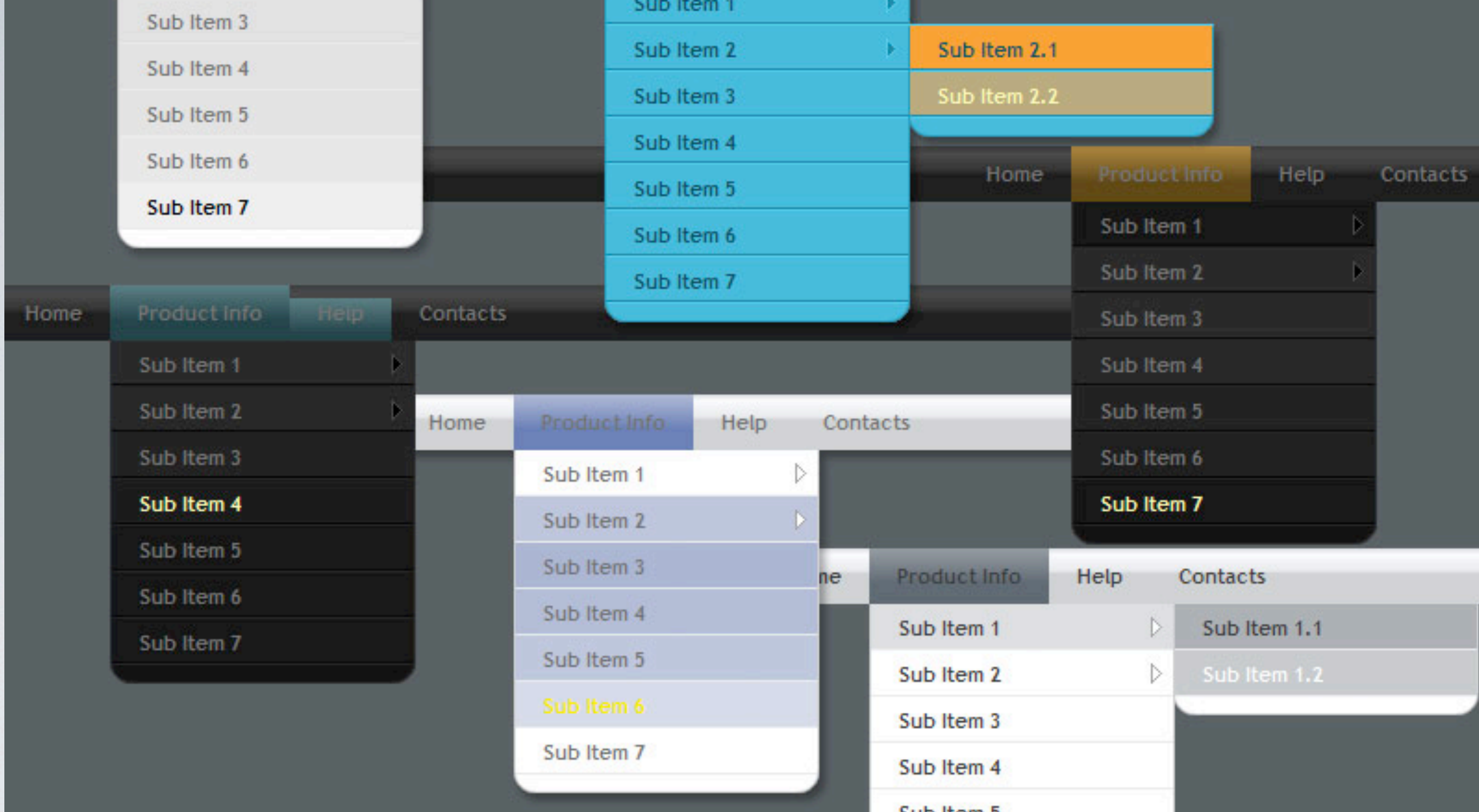
# HOW TO DESIGN MENU





# NAMING

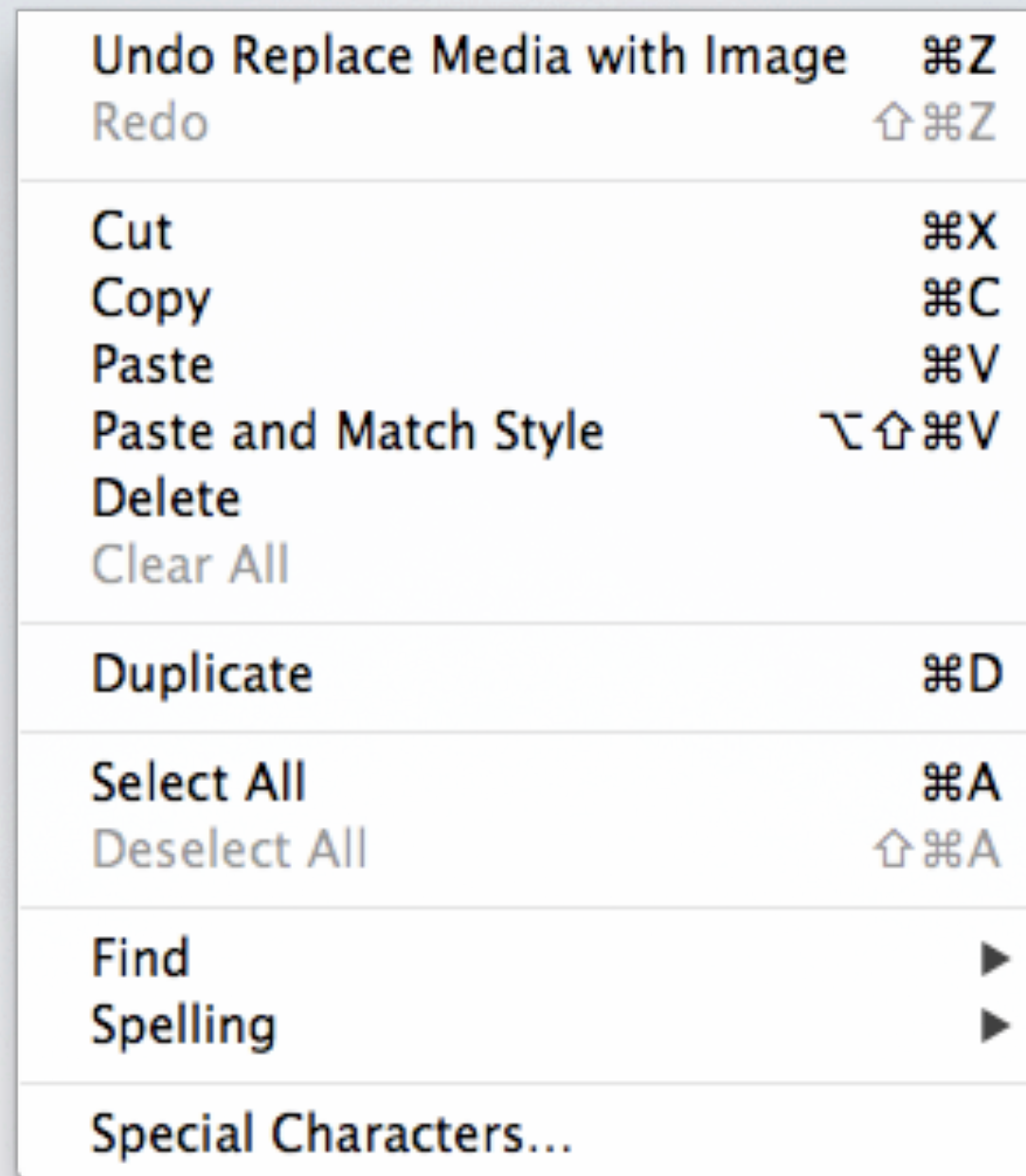
Make it simple and contextual, use easy words, follow consistency and conventions



# DESIGN

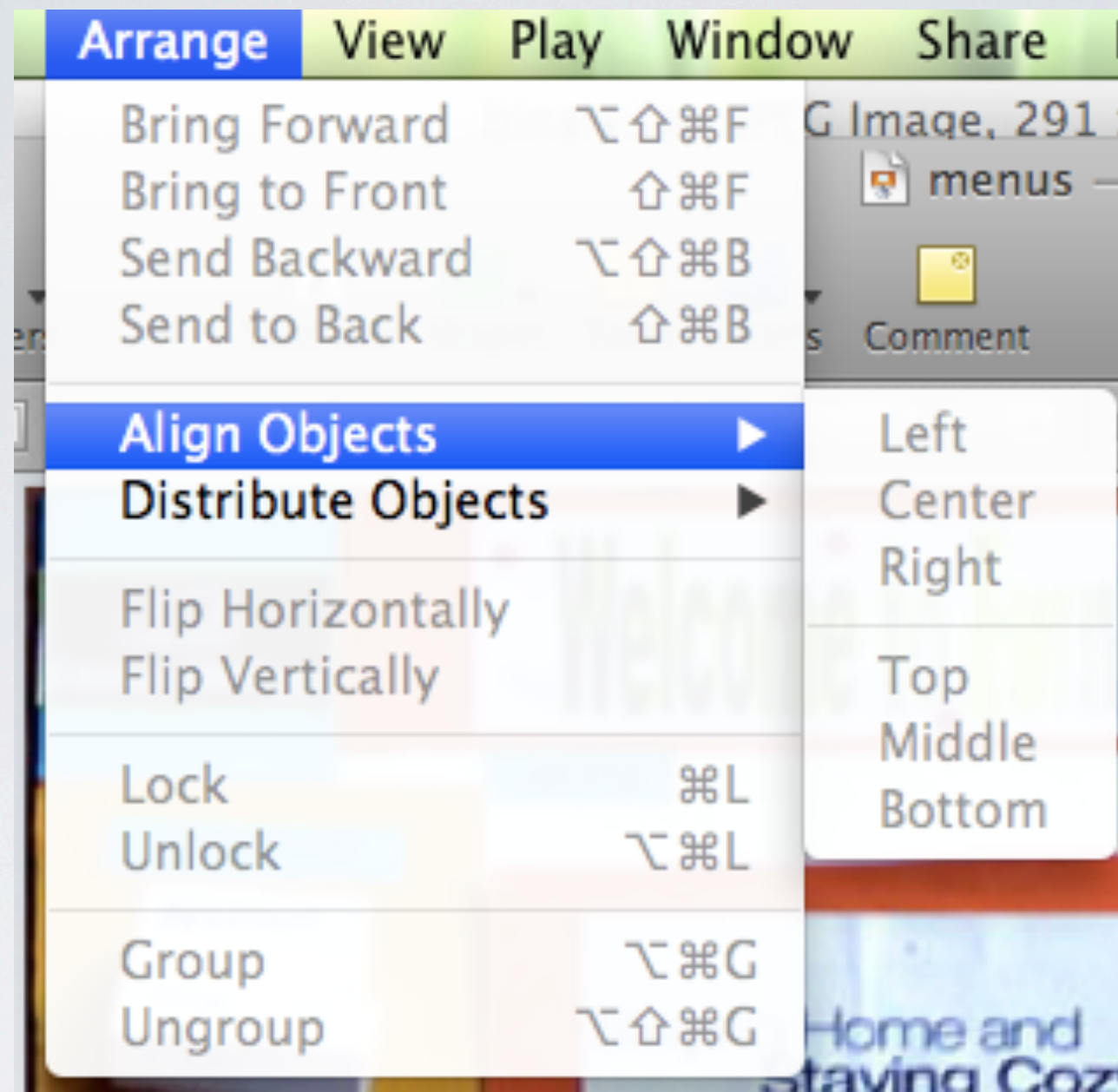
Use similar background and give feedback through effect





# FUNCTIONS

give accessibility options, shortcut keys and visual guides and tooltips



# ERROR

use deactivation feature for not in use menu items, and prompt when wrong choices are made.

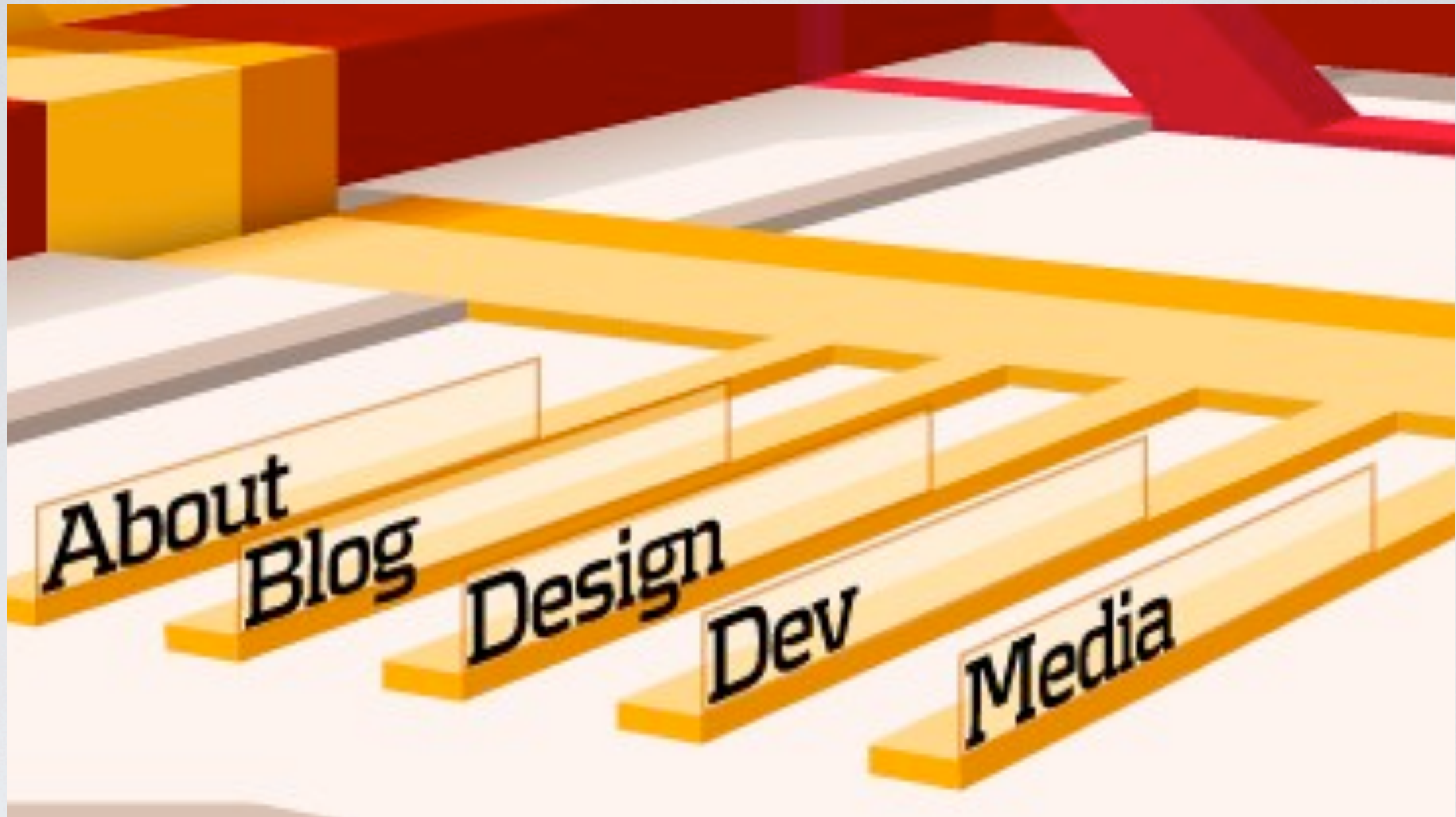


# NUMBER OF ITEMS

remember the  $5 \pm 2$  rule

# MENU SHOWCASE





# ACKO.NET

3d perspective menu



**Home**

[Reviews](#)

[Blog](#)

[Resources](#)

[About](#)

[Site Submissions](#)

The UX Booth is a group that writes about User Experience and offers free Website Usability Reviews that all designers and developers can benefit from.



[Subscribe](#) to updates from this site via [Email](#) or [RSS](#)

# UX BOOTH

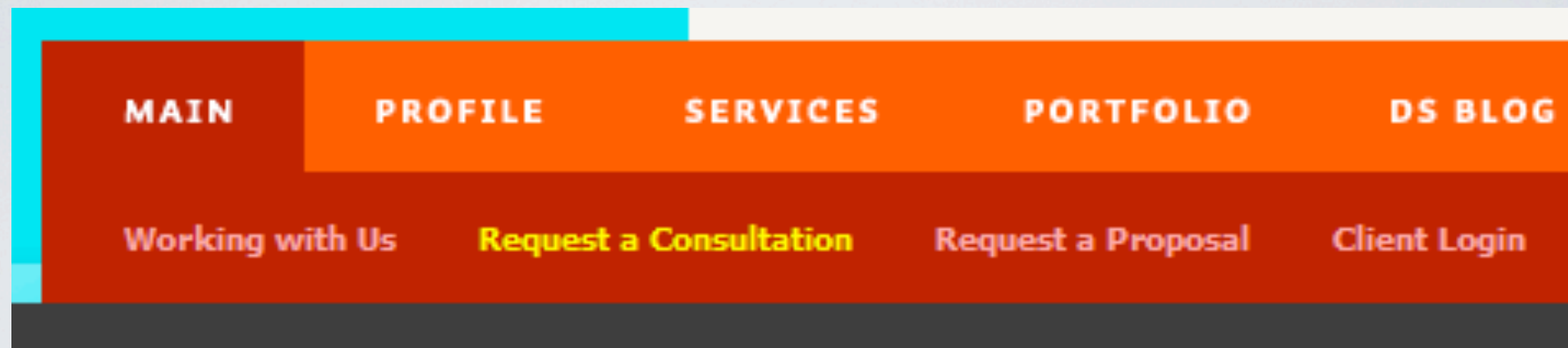
subtext for description





# NOPKOGRAPHIC

clean vertical menu with alternating pattern for affordance



# DESIGNSENSORY

submenu in next line





# SMALL STONE

realistic objects in menu





WATER EDGE / RONNYPRISE



# RESPONSIVE DESIGN

**Autodesk**  
SketchBook Pro 2.0  
for iPad



# AUTODESK SKETCHBOOK

example of menu in touchscreen device



MANY THANKS