## Anti-Patterns

Designing for the Poor Web Experience

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## background



JavaScript for Rich Internet

Home

WWIIIGATION

Demos Documentation Downloads

An open-source JavaScript library for creating applications. Rico provides full Ajax support, management and a cinematic effects library.

#### BACKGROUND

Rico is a Spanish word meaning rich. The goal of Rico is to provide a rich experience for web sites using Ajax technology.

Rico is just one small part of a larger effort at Sabre Airline Solutions to create a suite of rich internet components. behaviors and effects for the web application space.

The library is a fully object-oriented JavaScript library. Recently we refactored the library to extend the excellent prototype. is effort from the Ruby on Rails folks.

#### **OPEN SOURCE**

Rico is provide free and open-source (Apache 2.0 License) for either your personal or commercial use. Sabre Airline Solutions retains the copyright on the Rico code produced at Sabre.

#### **BROWSER SUPPORT**

Rico has been tested on IE 5.5, IE 6, Firefox 1.0x/Win, Camino/Mac, Firefox 1.0x/Mac. Currently there is no Safari or Mac IE 5.2 support. Support will be provided in a near future release for

#### AJAX SUPPORT

Ajax is the term that describes a set of techniques for creating interactive wel the key ingredients is the JavaScript ob Rico provides a very simple interface for request handlers as well as HTML elem objects as Ajax response objects. Multi objects may be updated as the result o Want to get started learning? Check o then read our two Ajax tutorials on the

#### DRAG AND DROP

Desktop applications have long used dra interfaces to simplify user interaction. the simplest interfaces for enabling you support drag and drop. Just register an JavaScript object as a draggable and ar handles the rest.

#### CINEMATIC EFFECTS

When actions are no longer occurring j required to clue the user on what has to transitions can communicate change in Rico provides several cinematic effects

#### **BEHAVIORS**

Take some raw HTML and sprinkle in so Rico you can get an Accordion compon-Laszlo. Just nest some DIVs and with or an accordion. And the latest behavior connect an Html table up to a stream of

automatically called during table scrolling. The result is now Html tables can hold an unlimited amount of data scrolled into view on the fly as needed! More behaviors are planned!

YAHOO! DEVELOPER NETWORK

Developer Network Home Help

**▼ NAVIGATE** 

Tabs

Breadcrumbs

Fly-out Menus

Horizontal Bar Hub and Spoke Left Navigation

▶ Faceted Navigation

Module Tabs

Auto Complete

Calendar Picker

Item Pagination

Search Pagination

Architecture Review

Rating an Object

Writing a Review

Pagination

▶ ORGANIZE DATA

**▼ GIVE FEEDBACK** 

▶ PERFORM ACTION

Drag and Drop

Modules

In Page Editing

Sliders

▶ CALL ATTENTION

IMPROVE READABILITY

GROUP RELATED ITEMS

▶ ORGANIZE SCREEN/PAGE

Review Architecture

- Ratings & Reviews

Drag and Drop

Drag and Drop Objects

CUSTOMIZE

Ratings & Reviews

Navigation Tabs EXPLORE DATA

Design Pattern Library Yahoo! Developer Network > Design Pattern Library

A pattern describes an optimal solution to a common problem within a specific contex

Welcome to the Yahoo! Design Pattern Library. We are very happy to be sharing our

library with the design and development community. This is our first drop of what we

hope to be a monthly release cycle for the publication of patterns. In many cases we have bundled the patterns with pointers to related code from the Yahoo! User Interface

Code Library. We hope this is a useful resource and look forward to your feedback.

What's a Pattern?

Welcome



#### Auto-Complete

The user needs to enter an item into a text box which could ambiguous or hard to remember and therefore has the potential to be mis-typed.

### Reuters | AFP | USATOD Cargo Ship Blocks Sue

 International Observers - Pall Chaus Divida Am

#### Module Tabs

The user needs to navigate through one or more stacked panes of content without refreshing the page.

#### Results Page: 1 2 3 4 Next

#### Search Pagination

The user needs to view a set of search results ranked by relevance that is too large to easily display within a single

#### lew York City > Things to do Drag and Drop Modules Breadcrumbs User needs to navigate The user needs needs re-arrange the layout of

Travel > Guides > North Amer

rica > United States > New Yorl

potentially large quantities of information efficiently, without becoming lost.

### lews Home U.S. Business Photos Opinion Local News Odd

#### Navigation Tabs

The user needs to navigate through a site to locate content and features and have clear indication of their current location in the site.

#### \*\*\* Average Rating (24) Read 20 reviews Good

### Rating an Object

A user wants to quickly leave their opinion on an object, with minimal interruption to any other task flow they are involved in.

### 

modules on a web page

directly with the mouse

1 - 5 of 32 First I < Prev

2 First | < Prev | Next > |

Object Pagination

a single page.

Great

The user needs to view

items from a potentially

set of sorted data that v

not be easy to display v

Review Title - e.g. V

\*Write vour review

User wants to share her

oninion with others about

object (place, person, t

in greater detail than a

Writing a Review

simple rating.

Search

Site Search



Add Website to Scratchpad

VAHOO! GOBBLER"

#### Projects(3)

Scratchpad

National Mapping -Fab Facts, Landforms http://www.ga.gov.au/education/fa

Geography: Landfor...

### 🦥 Add Website to Project

The cell is engaged in metabolic activity and performing its prepare for ...

Civil War Battles

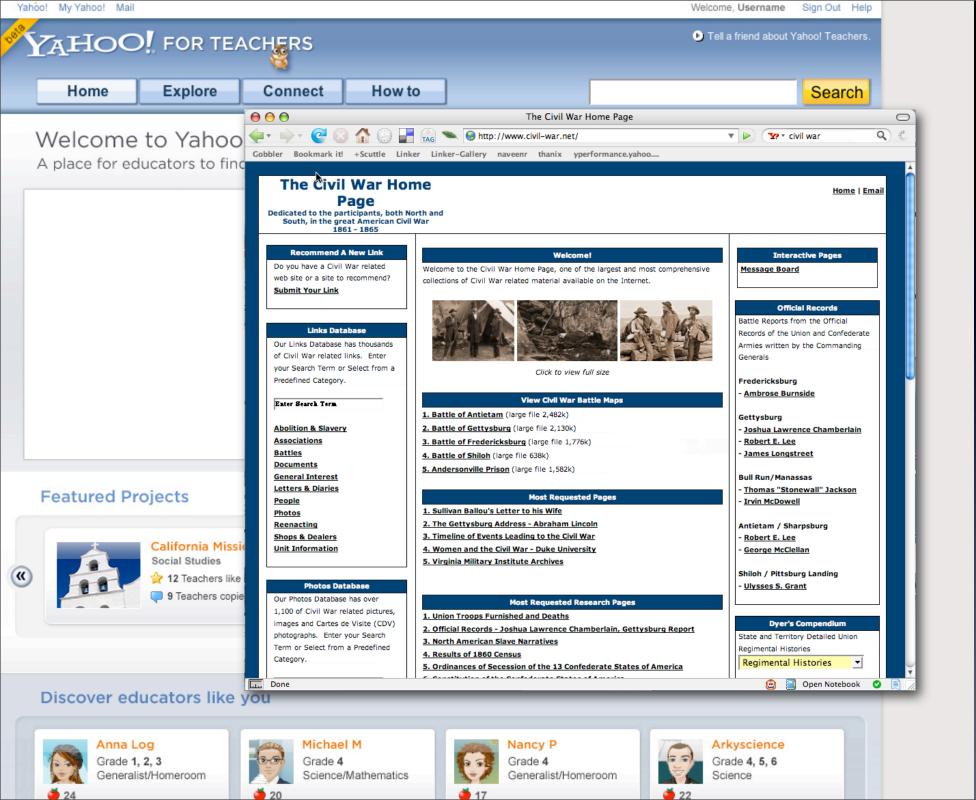
Add Website to Project



掛 Create a new Project



See Rico in Action!



## anti-patterns

### what are anti-patterns?

"Anti-patterns, also called pitfalls, are classes of commonly-reinvented bad solutions to problems. They are studied as a category so they can be avoided in the future, and so instances of them may be recognized when investigating non-working systems. The term originates in computer science, apparently inspired by the Gang of Four's book Design Patterns, which displayed examples of high-quality programming methods." - Wikipedia, Anti-Pattern.

### interaction design anti-patterns

Like the software anti-pattern counterparts, the following anti-patterns are common pitfalls to avoid.

## anti-patterns

big ball of mud. meandering way. borg idiom. tiny targets. mystery meat. buried treasure. hover and cover. pogo stick navigation. novel notions. against the flow. metaphor mismatch. double duty. linkitus. blind type. windows aplenty. animation gone wild. misguided misdirections. unmarked hazards. missed moments. missing scene. one at a time. non-symmetrical actions.

Note: anti-patterns denoted in **bold** are discussed in this talk.

### summary

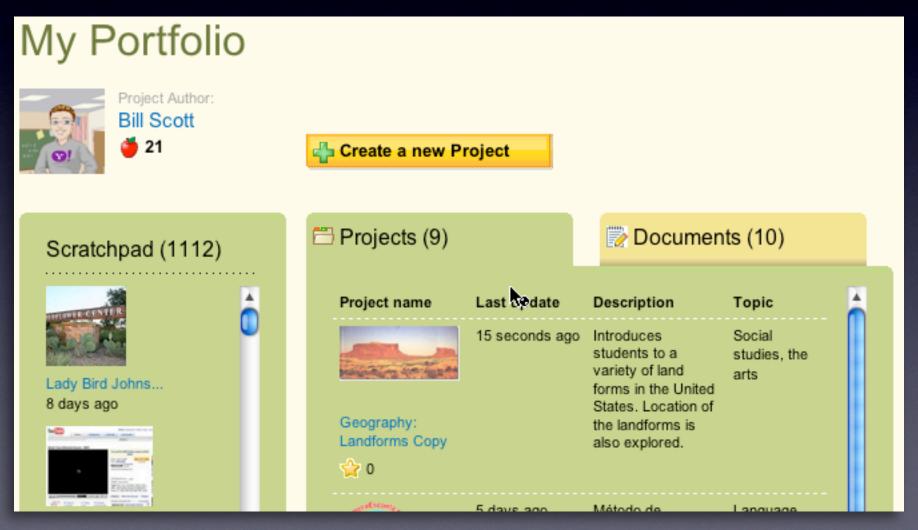
Not all idioms play well together. Some idioms are more powerful than others. For example, tree controls, drag and drop, selection mechanisms all set up an "interaction theme".

Just like visual styles need to be consistent, interaction styles also need to be consistent throughout the entirety of the interface

**Borg Idiom** is the phenomonon of an idiom (once adopted) assimulating the rest of the interface. Sometimes the assimulation is just the fact that one idiom dominates due to the way the interface clues the user to their presence.

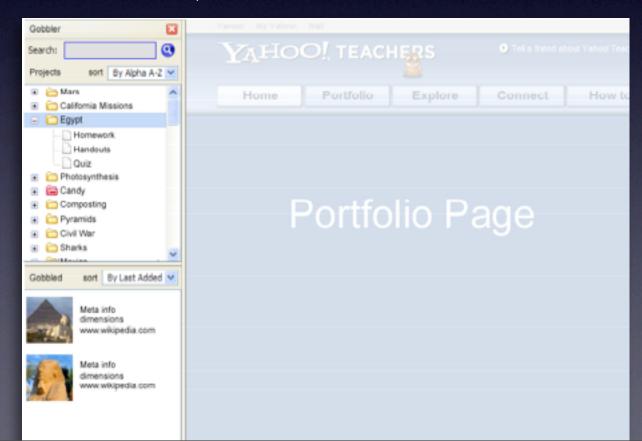
Original design did not accurately reflect the hierarchical nature of projects containing documents.

The tab idiom incorrectly communicated that these objects were in parallel.



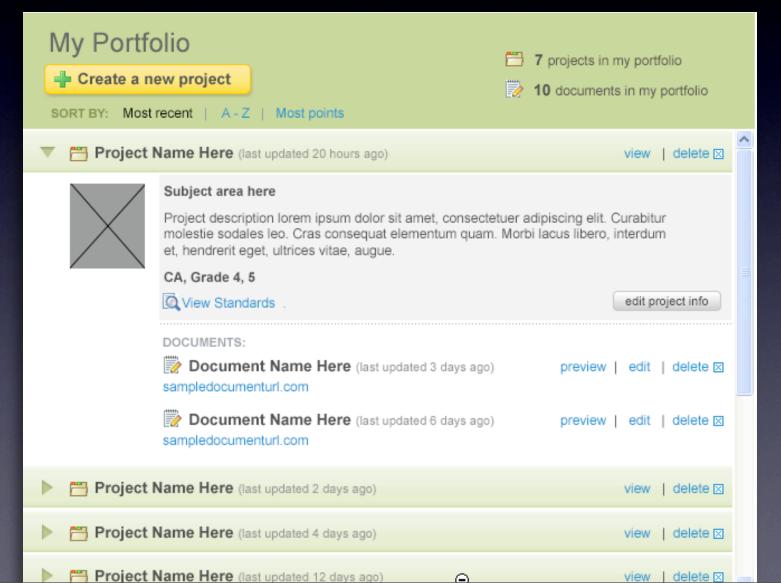
An initial redesign proposed using a tree control. It would communicate projects contain documents. It would also become a navigation that would naturally repeat itself to the "gobbler" as well

Tree controls are a "strong" idiom. They are not very friendly on the web. They require some dexterity to navigate. They play better on a desktop where "controls" are favored over "active content".





The final approach was to take a more content-driven approach rather than a "control-oriented" approach. This fit nicely with the rest of the interface, leaving all of the site to look like normal web pages.



Three idioms living in parallel with each other. The old style overwhelms the other two.

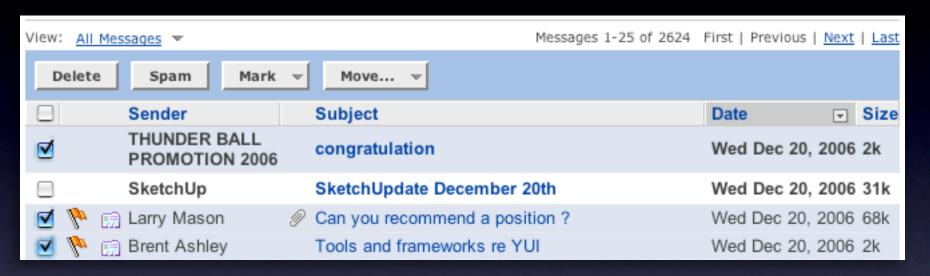
Netflix recently added drag/drop to their movie queue.

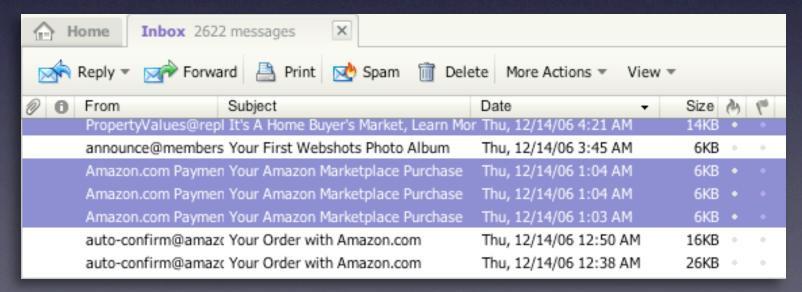
Notice they were able to mix two idioms without one taking over from the other.

Next step? drag drop delete?

DVDs in Your Queue						Update Your Queue		
Priority	Movie Title		Star Rating	MPAA	Genre	Availability	Remove	Move to Top
1	SCTV Network 90: Vol. 2: Disc 1		****	NR.	Television	Now		<b>X</b>
2	SCTV Network 90: Vol. 2: Disc 3		Series Disc	NR	Television	Now		<b>X</b>
3	SCTV Network 90: Vol. 2: Disc 4	<del>የ</del> ግን	Series Disc	NR	Television	Now	П	<b>X</b>
4	The Truman Show		<b>^+</b>	PG	Comedy	Now		<b>X</b>
5	SCTV Network 90: Vol. 2: Disc 5		Series Disc	NR	Television	Now		<b>X</b>
6	Take the Money and Run		<b>☆☆☆☆</b> ☆	R.	Comedy	Now		<b>X</b>
7	The Gathering Storm		****	NR.	Drama	Now		<b>T</b>

Two approaches. Object selection (highlight idiom). Item selection (checkbox idiom). Is it possible to marry the two?





Current Yahoo! Mail successfully married the two interaction idioms. It did it in a way that you can use either idiom as both have their advantages.

Here was an early attempt on Yahoo! Bookmarks to blend drag and drop with item selection (checkbox idiom). It has odd side effects during the interaction.

In Yahoo! Photos (soon to close it's doors) drag selection was implemented well. One issue was the page metaphor + drag selection + a tray idiom.

## strategies. borg idiom

For content-oriented rich sites, avoid becoming control-heavy. Stay away from the tree control and other strong desktop style controls. Make your content interactive, thus making the content the control.

Before adding any interaction style, make sure it will scale across all know parts of your interface.

Either allow yourself to be assimilated (be consistently borg :-) or eliminate the Borg from your site.

Watch out when mixing drag and drop with checkbox style selection.

Avoid mixing selection styles.

### summary

Normal flow through the page takes the user on a meandering journey with the mouse.

### alternate names

zig-zag interaction, scenic route

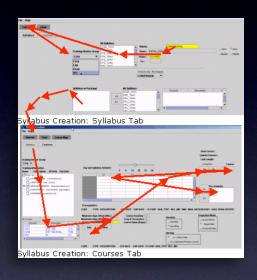
### example

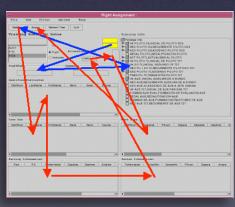
Actions hidden under hover (in context tools) that require the user to hover an area, then move the mouse to an area that would normally be outside the object's space (back and forth operation)

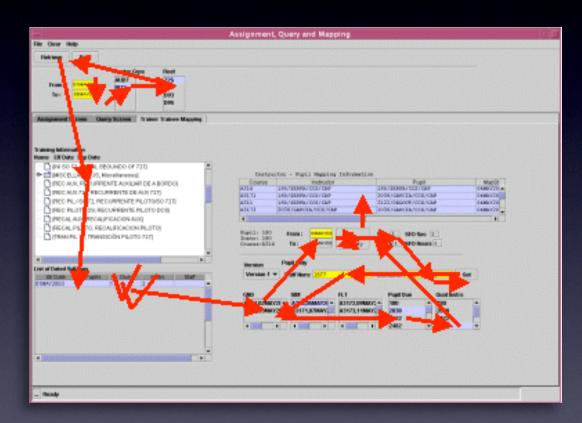
In our Y!Teachers product the first version of the hover caused a lot of mouse zig-zagging to do common operations.

In the redesign, we avoid any popup, any page jitter and make it possible to just move the mouse to a predictable spot to do multiple operations.

In previous company, I found this was a common occurrence in their suite of software application. By drawing red arrows indicating the user flow, it made the problem obvious and helped to refactor to a correct solution..







## strategies. meandering way

Take a snapshot. Draw red arrows through the interface for each user scenarios. Use this information to simplify flows and eliminate zig-zag interaction.

During design refactoring, only display the elements needed for each interaction. This will allow you to focus on what is important for the interaction— and what is actually the supporting information.

Find the flow and layout consistent with that.

Watch out for hovers. Make sure that all in-context tools that get revealed require no extra mouse move and are completely predicatable -- allowing the user to gain speed in using the interface.

### summary

Making key interaction points too small increases the likelihood that users will be frustrated with the interface.

### fitts law

The time to acquire a target is a function of the distance to and size of the target.

### examples

divots for expand/collapse

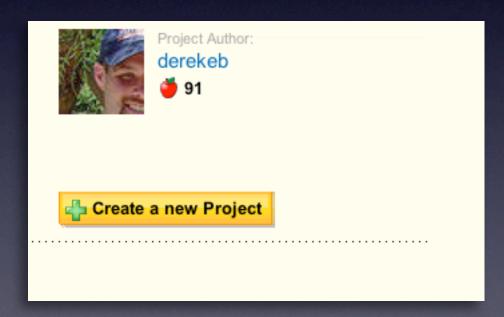
The identity card area has a summary view and an expanded view. The targeting is really small and caused lots of usability issues.

### Several problems exist:

The target for expand/collapse is hidden

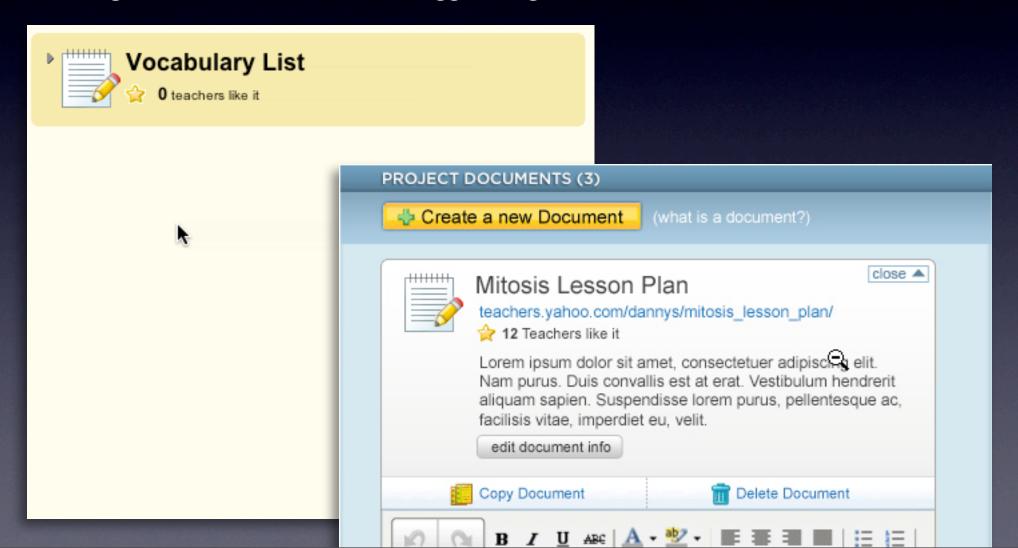
The area that reveals the target area for our identity card is only the photo and not the complete summary view

The target is a very small divot that is hard to hit.



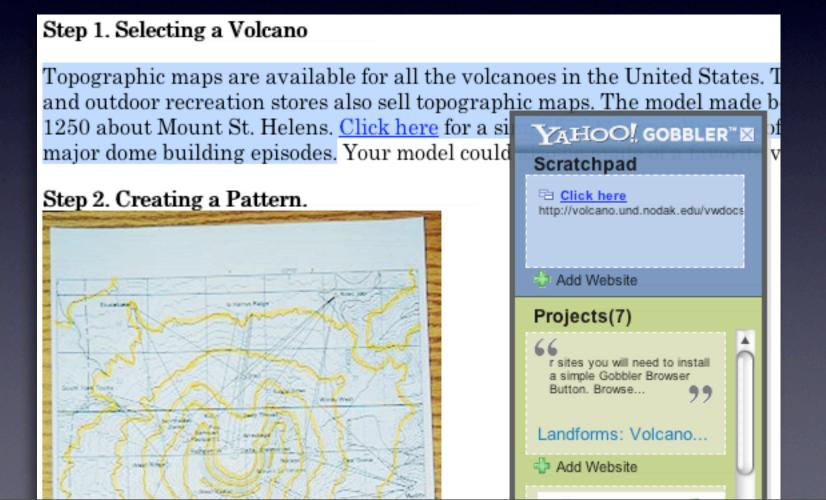
The target for opening the vocabulary list is actually anywhere in the complete title. However, it looks like you can only click the little tiny divot (8x8 pixels)

Redesign will call out "Close" as bigger target, but also cause title to have link.



The Yahoo! Gobbler has done well in tests due to the larger nature of the project drop targets.

One issue that still needs to be addressed is the smaller target of the Text Drag button. Consistently causes problems— too small.





## strategies. tiny targets

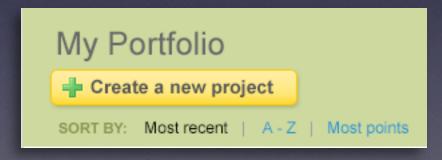
Activation targets and important commands need to be large enough, clearly visually distinct and in proximity to operation.

Use in-context tools to support proximity.

Use "Call to Action" style buttons for most important operations.

If titles will expand/collapse, at least use hyperlink underline when hover happens to provide a bigger target.

Never use 8x8 for targeting :-)



### summary

Hover reveal of information and actions has become more and more popular. Hover & Cover is when the hover actually hides important contextual information around the object or gets in the way of other actions.

Original hover was extremely annoying as it Covered the item to the right (natural flow is move to right) Occluded text edit area (hung open)



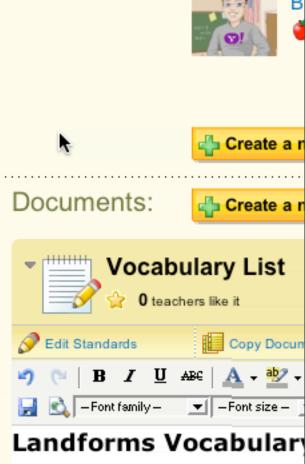
# Geography: Landforms Copy





Land Forms - Contine... http://www.mcwdn.org...





Volcano

Example from plum.com

Drop down menu shows on hover and gets in the way. Too easy to accidentally turn it on.

▼ Click to filter by: alternative, alternative & punk, art, da vinci code, example, flowers, flowers%2c%20plum%2c%20crocus, introduction, music, norway, plum, restaurant, rock, san francisco, summer, sunset, travel, vacation, video stamp, youtube

more...

1 through 20 of 33,883 results 

football

mm

CoolBlueClouds

i aint bovved

Yahoo! Local orginally had this hover beast.

Thankfully it no longer functions this way :-)

This one almosts leads to a new anti-pattern-- hover madness

Seriously what were they thinking?



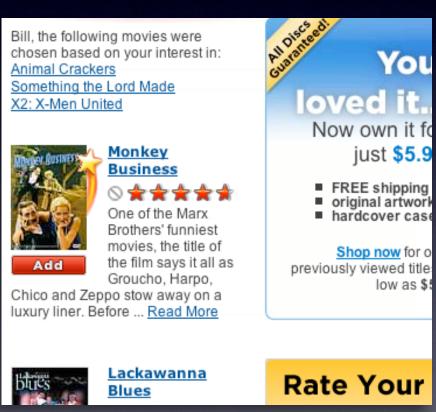
## strategies. hover & cover

For in-context tools, attempt to reserve same space for both hovered and non-hovered state

For hover details (information) place the hover in a manner that does not cover up important controls, will not cause accidentaly popup & down and is easy to deactivate.

For hover details, allow a 1/4 second delay befor activating.

For in-context tools, show hover state immediately and provide consistent targeting for operations from object to object (allow user to get action item just in time)



## anti-pattern. pogo stick navigation

### summary

Requiring the user to go down a level or two, perform an operation, come back to the top and then have to go back down again. Name comes from hopping up and down through the site.

### credit

Jared Spool

## anti-pattern. pogo stick navigation

Netflix faced the problem of users needing more information on a movie. They would go down to the details of the movie, possibly adding to the queue.

Then they would go back to where they come from and repeat this

Their solution involved an overlay that can support an alternate navigation stream. Then the user can come back to the main flow anytime they desire.



## strategies. pogo stick

Draw flow arrows between pages to catch the zig-zag bouncing from page to page (see Meandering Way anti-pattern).

### To avoid pogo effect:

- Use incontext tools to bring actions into the current page
- Use hover details to reveal information in context
- Use overlays for encapsulating an alternate navigation path to allow temporary exploration without losing the original context of navigation
- All in page actions like inline editing, etc. to provide functionality inline.
- Use incontext expands to reveal information on the page

## anti-pattern. novel notion

### summary

Creating a new interface for a common idiom that is more confusing than the original. Sometimes it is just mis-using a component for a new purpose.

### examples

Using drag and drop for simple attribute setting; using odd navigation schemes for some supposed effect

# anti-pattern. novel notion

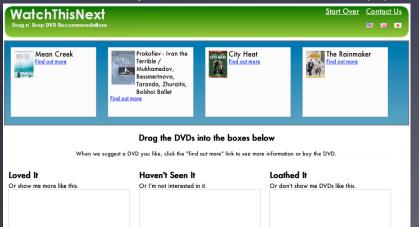
This is just bizarre. Especially the "Search Jobs" link. And it plays music ;-)



# anti-pattern. novel notion

This guy won an award! Look it's just marking stuff as 'favorite'.

And this is yet another novel approach to favorites



### Already solved.

#### **Classics**





A of of

The Great Escape

Not Interested

Director John Sturges's Oscar-nominated adventure classic follows the true tale of a group-escape attempt from one of Germany's toughest prisoner-of-war camps. Hundreds of Allied POWs join Roger "Big X" Bartlett (Richard Attenborough), Danny "The ... Read More

More Recommendations >

Featured Subg



Add

Jane, two up-ai yuppies who ex lifestyle before name for it. But his lucrative job Read More



Add

again -- this tim the life and time Perhaps the mo

### anti-pattern. novel notion

Yahoo! Photos (going away) tried a novel approach to selection. It involved the new concept of a "tray" for holding temporarily selected items.

Technically perfect. But design-wise misguided. Created two targets for commands: selected items and items in the tray.

As a result the menu commands were duplicated for the tray and for the current selection. Confusing.

## strategies. novel notion

Understand the purpose of each type of component

- Carousels do not replace scrolled lists
- Drag and drop is not for single attribute setting

Don't construct an artificial interface to support an idiom (don't create the house for the nail)

If you think you need something never created before, think twice about it

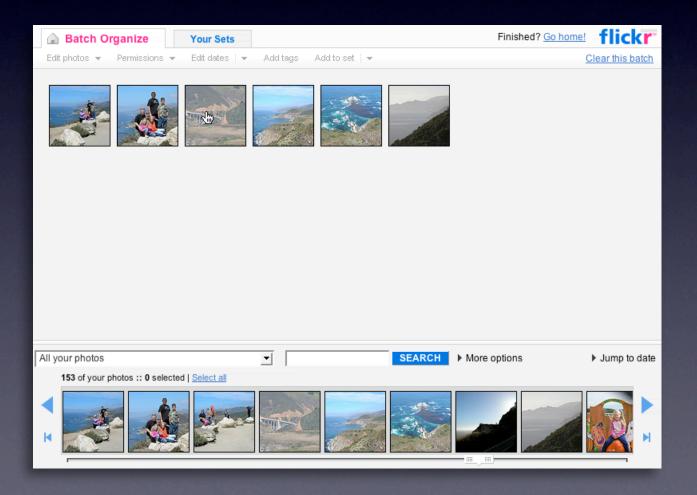
### summary

When an idiom is employed that creates the wrong mental model for the user.

Flickr allows you to have a temporary work area when organizing your photos.

When removing items from this work area, you

- drag and drop an item from work area back into your photo set
- it shows a nuclear explosion when the item is put back into the set



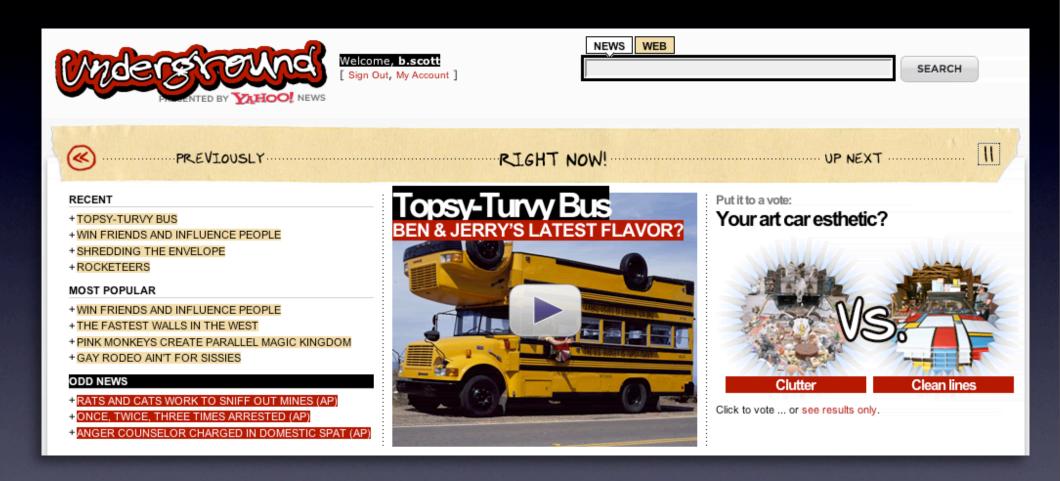
Yahoo! TV. Redesigned the home page. What was the typical user's mental model for Y!TV? TV Listings.

Where did my mental model go?





yahoo underground gets it right with the carousel... timeline... starts at end



## strategies. metaphor mismatch

Realize that something as subtle as a title to an area, an icon (even used transiently) can mislead the user into thinking something else is happening

Understand the mental model you are constructing with each page. Ask yourself about how consistently you re-enforce that model by your interactions.

## anti-pattern. double duty

### summary

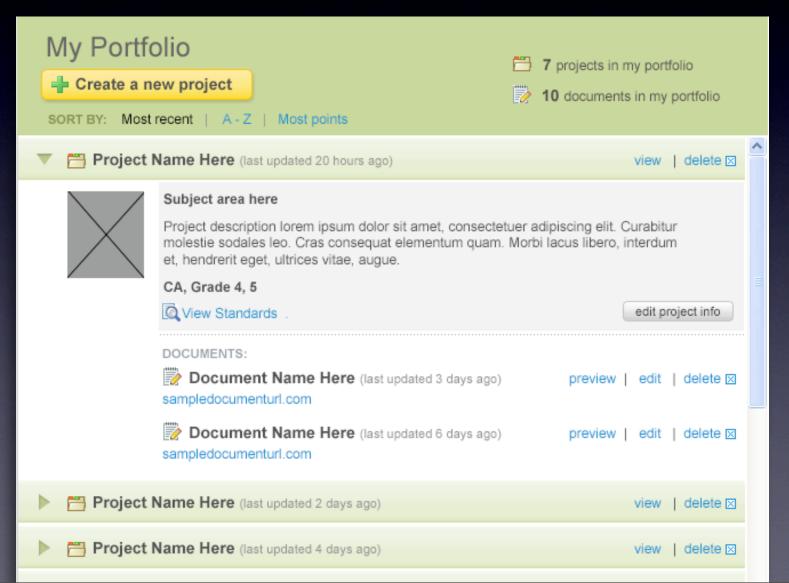
When a single interface element is called upon to perform multiple functions

### examples

Expand collapse header that also leads to details

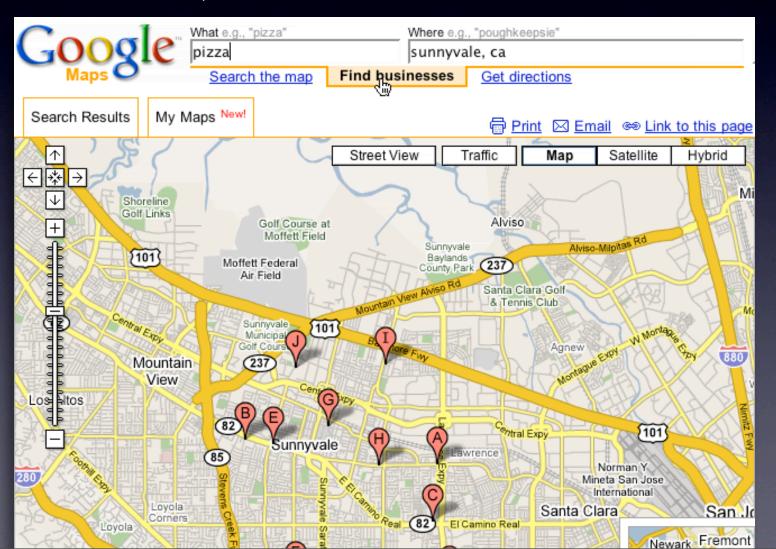
## anti-pattern. double duty

Most common example is when a header performs expand/collapse, but also is a link that leads to the item's detail. Will clicking the project name take you to the project page or expand/collapse the project area?



## anti-pattern. double duty

Here in Google Maps, the search can take us to a location and bring in pizza locations on the map. Dragging the map can take us to a location also. What happens when I drag? Will pizza locations update? The answer is no... but this does cause confusion.



## anti-pattern. linkitus

### summary

The syndrome of having no idea where a link will lead you. could be an in page action, could reveal information, could take you to new page, could popup something, could engage on hover. Can also be aggravated by inconsistent use of links on the same page.

### examples

yahoo.com inconsistent use of links on main page, teachers.yahoo.com around id card

### anti-pattern. linkitus

On the home page, there are three kinds of links:

- Reveal other content in context
- Take you to the article
- Expose area (hover to reveal, click to go to tool)



### anti-pattern. linkitus

Bizarre use of links. Hover reveals information. Click does nothing.

Very close to being a candidate for Novel Notions.

JULY

KFOX Kihncert On The Green July 1, 2007

Rest, Relax, & Get Ready For Fireworks! July 2, 2007

NBC11 Festival For Independence July 4, 2007



ON STAGE . DIRECTIONS . EHC LIFEBUILDERS . SPONSORS . VOLUNTEER . EVENT MAP FAQ



The Bay Area's

#### GENERAL INFORMATION

About The Event Beneficiary Hours Tickets



Directions Public Transportation Parking

#### AT THE FESTIVAL

ATM Locations Audio/Video Bathrooms Beverages/Food Children At The Festival Fireworks First Aid Information Lost & Found Merchandise On Stage Performing or Selling



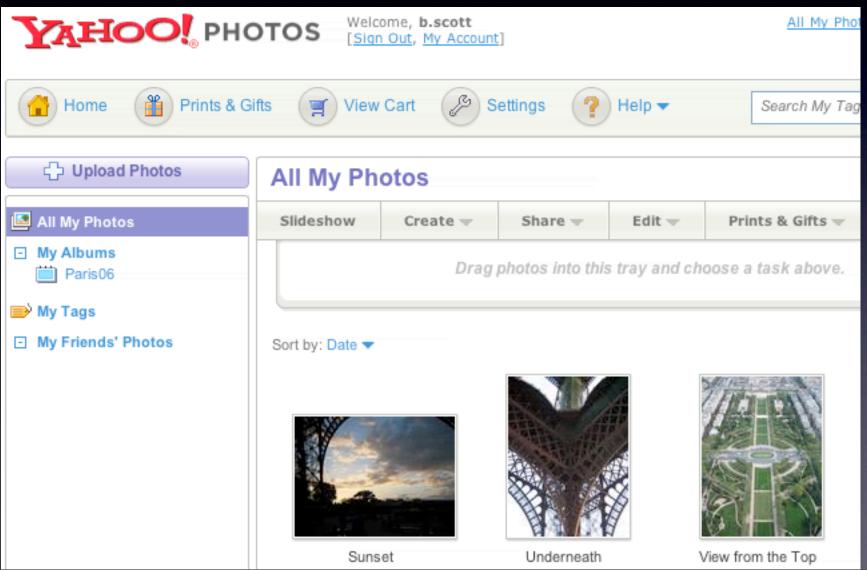
#### WELCOME TO THE FREQUENTLY ASKED QUESTIONS (FAQ) PAGE

To begin using the FAQ page, simply move your mouse over the blue title of any topic to the left for additional information. If you still have questions that we haven't answered here, just give us a call at the event hotline 408.294.2100 x444 or Email Us!

## anti-pattern. windows aplenty

### summary

The practice of throwing up unnecessary idiot boxes. So many reasons this is just wrong...



### summary

Animation effects that become the central focus instead of being part of reinforcing a message.

### examples

amazon carousel, tab animation, (stuff from transition talk)

Why the extra little slide in?



#### Step Eleven

Water thoroughly so the soil is moist to a depth of 6 to 8 inches.



#### Step Twelve

Keep the seed bed moist (but not soggy) until sod roots knit with soil below. In hot weather, you may have to water more than once a day.

#### Tips & Warnings





Lay the sod on dry soil to avoid a muddy mess.



When laying sod, kneel on a piece of plywood so you don't disturb soil or damage sod, and use kneepads to keep your knees from getting sore.



Laying sod is hard work. Enlist the help of friends, and use a wheelbarrow to cart pieces around.



Keep <u>pets</u> and kids off your new lawn by enclosing it with stakes and string.



Avoid letting sod dry out, whether it's stacked in a pile or already laid. Occasionally sprinkle with water from a handheld hose to keep it moist,

Wow! What more can I say?

Seems to be either a pixel at a time or going so fast you can't use it



More from the gratuitous animation department...



AFI's 100 Years...100 Movies — 10th Anniversary Edition

A new decade, a new countdown.

AFI reveals the 100 greatest movies of all time

AFI Home

About AFI

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Not sure how much animation does for a tab control? Candidate for Novel Notions



### Terminal: built right in.

OK, it's not very sexy. In fact, it's quite the opposite. But Coda is all about the little things that make your web development a squidgeon easier. If you need to SSH into a server and run some MySQL queries, or restart Apache, or debug some PHP in real time, there's only one way you're gonna do it: terminal. Coda's got a terminal one mouse click away.



### egrep 'bellslwhistle' /usr/share/dict/web2

Features? Our terminal has 'em. Connect to a local shell or connect via SSH to a remote server. Put a Terminal in a split, or put a Terminal in its own tab. Copy and paste from the output, or scroll back into the buffer. It's a terminal! And it's convenient!

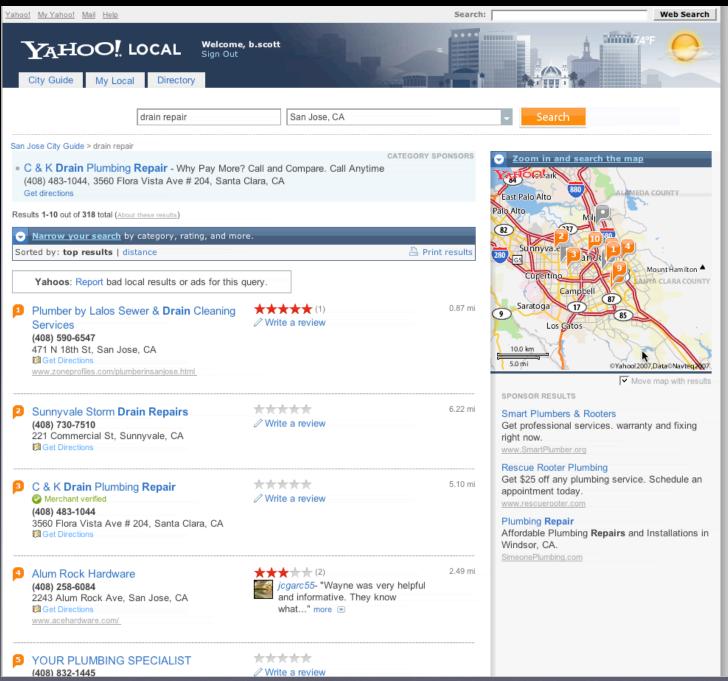
### export CLICOLOR=1

Wait! There's kind of more! ANSI colors also work! You can also, via the preferences, change the font and background colors, or the terminal font itself. Unfortunately, you can't yet set the background to a picture of Arwyn. But e-mail us, we'll always consider it.

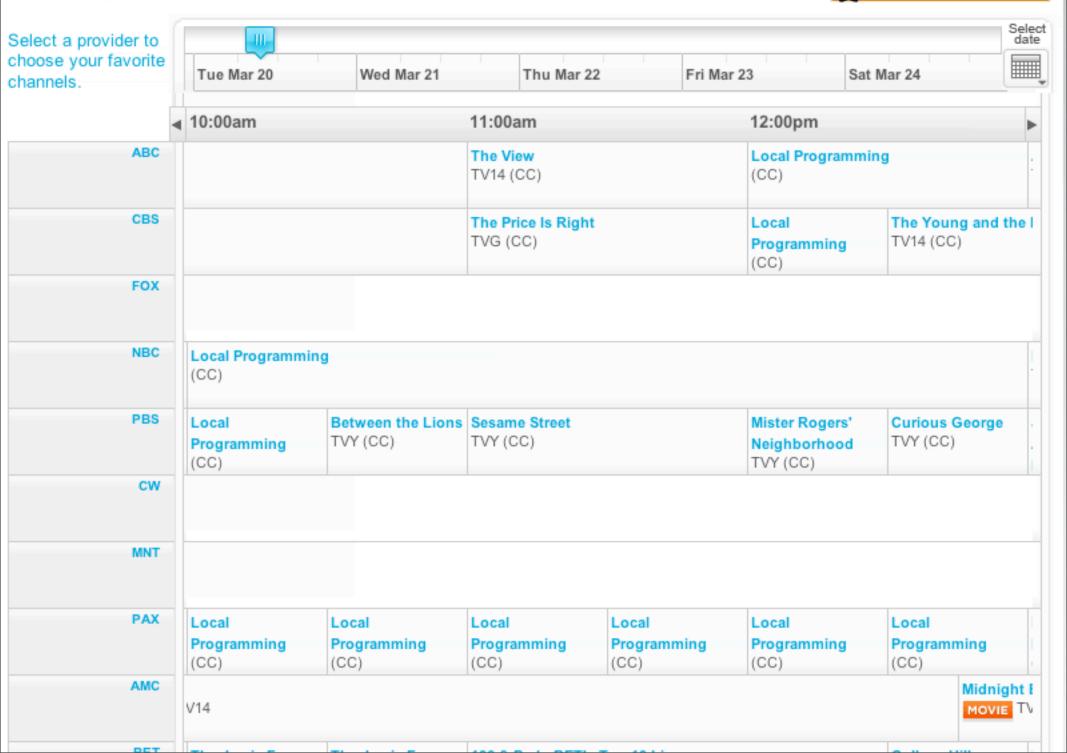








### TV Listings



### TV Listings



Display My Favorite Channels Only Select Favorites	Tuesday, July 24	▼ 7 pm ▼ G	eo l		J	ump to: N	low   Prime	etime To	onight
	∢ 7:00pm		8:00pm			9:00pm			<b>&gt;</b>
245 TNT	The Closer TV14 (CC) HDTV		Without a Trace TV14 (CC) HDTV			Without a Trace TV14 (CC) HDTV			
247 TBS	MLB Baseball (CC)								
248 FX	Damages TVMA (CC)			ages A (CC)	4	That '70s TV14 (CC			
249 COMEDY	Mind of Mencia TV14 (CC)	American Body Shop TV14 (CC)	Daily Sho Jon Stev TV14 (CC	vart	Colbert Report TV14 (CC)	Majest	Rodney Carrington Live at the Majestic TV14 (CC)  Buffalo Soldiers TV14 (CC)		
254 AMC	Patriot Games TV14 (CC)								
256 TCM	Flying Tigers (CC)  Air Force (CC)				rce	>			
265 A&E	Criss Angel: Mindfreak TVPG (CC)	Criss Angel: Mindfreak TVPG (CC)	Criss An Mindfrea TVPG (C	ık	Criss Angel: Mindfreak TVPG (CC)	Dog th Hunter TVPG		Dog t Hunte TVPG	
266 BIO	Breaking Vegas TVPG (CC)		Mobster TVPG (C				Notorious TVPG (CC)		
<b>269</b> ніsт	Ice Road Truckers TVPG (CC)			Modern Marvels TVPG (CC)		Mega Disasters TVPG (CC)			
273	Kathy Griffin: My	Life on the D-List	Flipping	g Out	Kathy Griffin: N	My Life on	the D-List	Kath	y Griffin: >

### strategy. animation gone wild

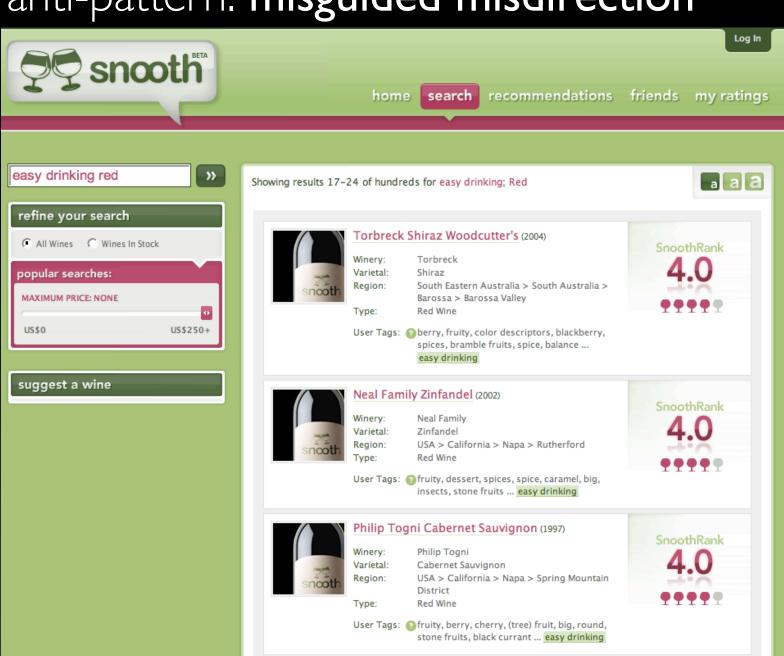
Transitions mean something. They communicate.

Understand the hierarchy of transition communication
Rapid movement
Rapid color change
Slow movement
Slow color change

If you are refactoring a wild interface, simply turn off all animations and start by communicating fully without it, then add it back in.

### summary

When you avert the user's attention to the wrong thing due to some effect that was unitended (like page jitter; animation gone wild)



Les Cailloux André Brunel

Châteauneuf-du-Pape (2003)

Domaine André Brunel

SnoothRank

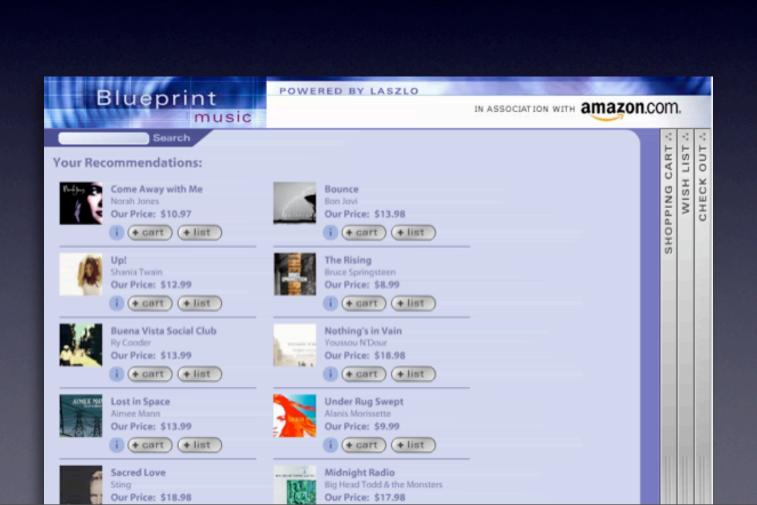
Chateauurufe. Dape

Tes Cuilloux

Winery:

Two versions of interactive Google. Second one does less mis-direction.

One hits you over the head; the other is nuanced.



In Y! Local, there is a two-step operation to open up information on the map.

Hover activates the balloon.

Click to get the details

However, the hover brings up a popup which you expect to contain information. However, it

contains the message "Click icon for more info".

### Here is what happens

The popup mis-directs you to what you think is information.

You start to move the mouse to where it says "Click..."

You realize that you have to find the icon

Then you re-target the icon you were just hovering over

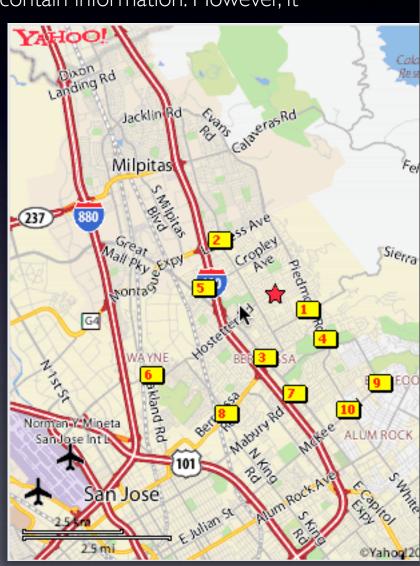
And click to get the information.

### Compare this to Google Maps

I just click.

No hover to distract.

You can actually do the same on both



### summary

Not providing feedback throughout an interaction. These missed moments can confuse the user about what to do.

### examples

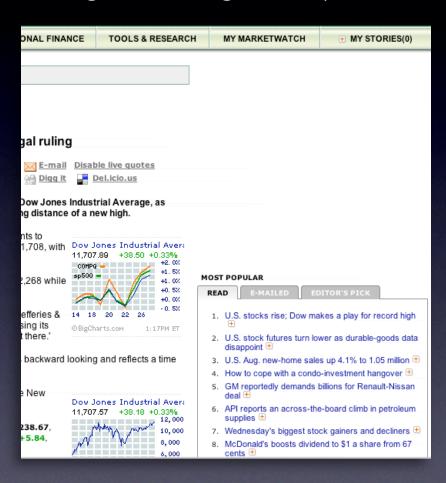
Drag and drop is classic example.

### solutions

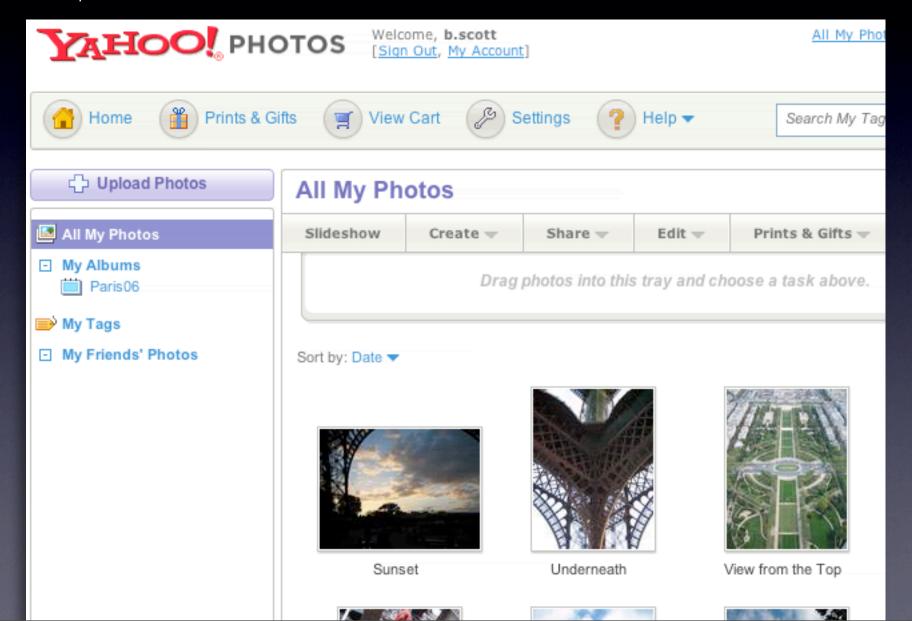
Use interesting moments grid to think through each moment

	Page Generation	Mouse Hover	Drag Initiated	Drag over Valid	Drag over Invalid	Drag over Original	Drop Accepted	Drop Rejected	Drop on Original
Page Content	Hint	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Cursor	Normal	Move Cursor	Move Cursor	Move Cursor	Move Cursor	Move Cursor	Normal	Normal	Normal
Drag Object	Normal	Normal	Reduced Opacity & Tracking	Reduced Opacity & Tracking	Reduced Opacity & Tracking + Invalid Badge	Reduced Opacity & Tracking	2. Modules animates into the area just below insertion bar 3. Module comes to rest in new area 4. Modules slide up in a self-healing transition to close hole	Normal Opacity + Zoom Back to Original	Normal Opacity + Zoom Back to Original
Orig Location	Normal	Normal	Hole Opens	Hole Remains	Hole Remains	Hole Remains	Hole Remains	Hole refilled with drag object	Hole refilled with drag object
Drop Target	Normal	Normal	Normal	Insertion Bar	N/A	N/A	1. Insertion Bar Removed	N/A	N/A
Drop Target	Normal	Normal	Normal	Insertion Bar	N/A	N/A	1. Insertion Bar Removed	with drag object N/A	with drag object N/A

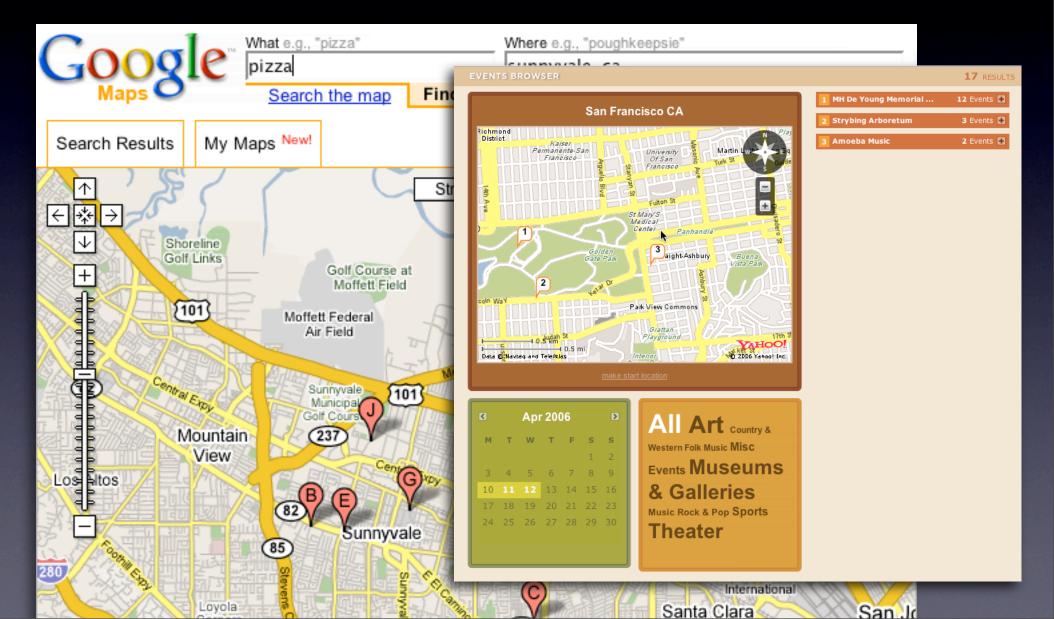
This does not work because a number of interaction points miss providing clues during the adding stock symbols



Using Y! Photos as example again. Notice missing feedback at key point piles on the problems.



You can also miss moments of creating interactive relationships of data. The event browser ties interactivity with information. Google maps search loses that.



Lots of opportunities exist if you are careful to catch them



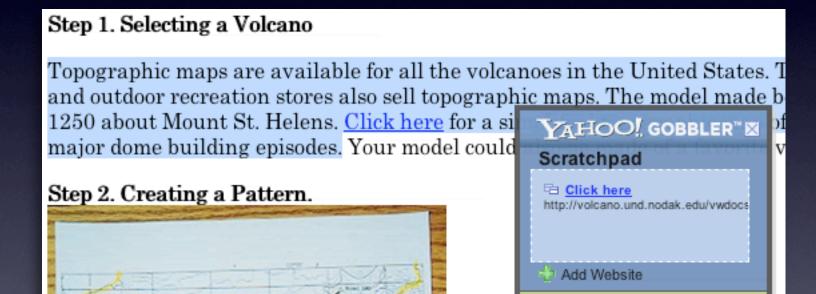
Turns out that a number of events exist during drag and drop that we can use to our advantage.

Projects(7)

Add Website

r sites you will need to install a simple Gobbler Browser

Landforms: Volcano...



## anti-pattern. one at a time

### summary

When you can only update small pieces of the interface instead of doing things in a group.

## examples

backpackit

### anti-pattern. one at a time

Key is what is the workflow? One at a time or mutiple operations allowed.

These kind of interfaces (in context tools) always present a problem for doing operations on multiple items.

### anti-pattern. one at a time

Takes one at a time check box to the extreme



SHOWATCH					
series	alert me?	date start/end	network	time slot	status
AMAZING RACE, THE	Г	9/5/01 - ???	CBS	completed airing its current season	returning next seaso (2007-2008 season)
AMERICAN INVENTOR		3/16/06 - ???	ABC	wednesdays (9:00 PM-10:00 PM EST)	returning this summ (yet to premiere)
AMERICA'S FUNNIEST HOME VIDEOS	~	1/14/90 - ???	ABC	completed airing its current season	returning next seaso (2007-2008 season)
AMERICA'S GOT TALENT	~	6/21/06 - ???	NBC	tuesdays (8:00 PM-9:00 PM EST)	returning this summ (yet to premiere)
AMERICA'S MOST WANTED: AMERICA STRIKES BACK	<u>v</u>	2/7/88 - ???	FOX	saturdays (9:00 PM-10:00 PM EST)	currently airing (2006-2007 season)

# anti-pattern. non-symmetrical actions

### summary

when what it takes to activate a window or function is really different that what it takes to deactivate the window or undo the function.

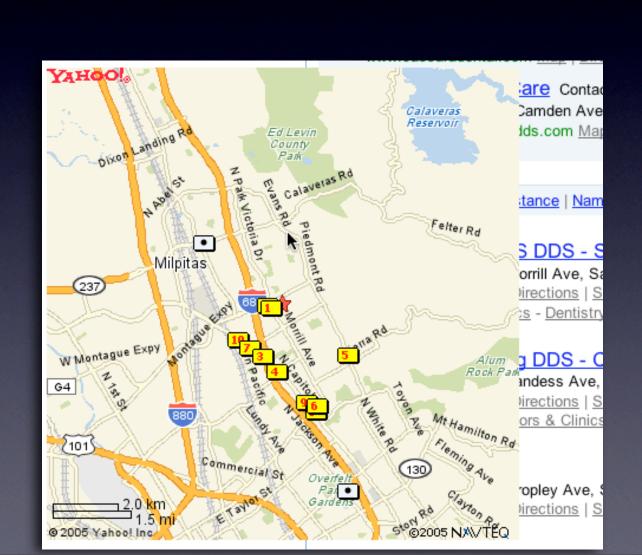
### examples

amazon hover popup

### solutions

## anti-pattern. non-symmetrical actions

Too easy to popup... Too hard to get rid of.

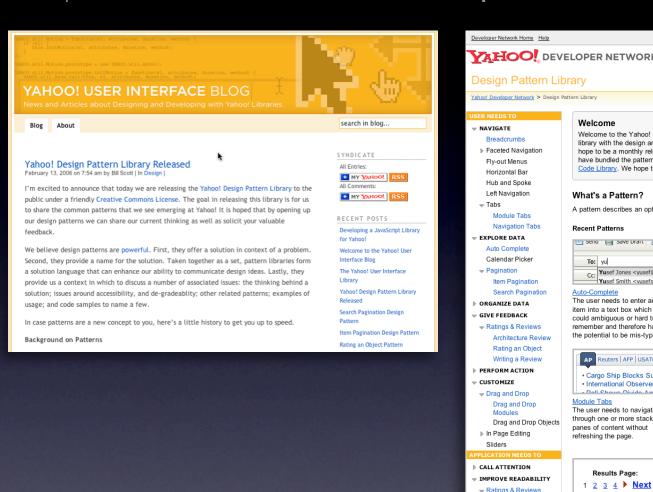


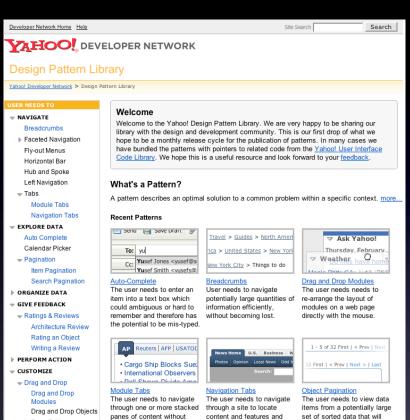
### anti-patterns

big ball of mud. meandering way. borg idiom. tiny targets. mystery meat. buried treasure. hover and cover. pogo stick navigation. novel notions. against the flow. metaphor mismatch. double duty. linkitus. blind type. windows aplenty. animation gone wild. misguided misdirections. unmarked hazards. missed moments. missing scene. one at a time. non-symmetrical actions.

### my blog. this prez.

### looksgoodworkswell.com billwscott.com/share/presentations/2007/aesf/





content and features and have clear indication of their current location in the site.

> \*\*\* Read 20 reviews

Rating an Object

Results Page:

relevance that is too large to

Search Pagination

Review Architecture

▶ GROUP RELATED ITEMS

▶ ORGANIZE SCREEN/PAGE

The user needs to view a set A user wants to guickly of search results ranked by leave their opinion on an object, with minimal easily display within a single interruption to any other task flow they are involved in.

\*Review Title - e.g. We can Great \*Write your review - Your

not be easy to display within

Writing a Review

a single page.

User wants to share her opinion with others about an object (place, person, thing) in greater detail than a simple rating