Anti-Patterns
Designing for the Poor Web Experience

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**Rico**

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.js` effort from the Ruby on Rails folk.

**OPEN SOURCE**

Rico is free and open-source (MIT License). For either personal or commercial use, Sabre Airline Solutions reserves the copyright on the Rico code produced at Sabre.

**BROWSER SUPPORT**

Rico has been tested on IE 5.5, IE 6, Firefox 1.0/Mac, Camino/Mac, Firefox 1.0.2 on Windows. Currently there is no Safari or Mac OS 5.2 support. Support will be provided in a near future release for Safari.

**AJAX SUPPORT**

Ajax is the term that describes a set of techniques for creating interactive web sites. The key ingredients of the Ajaxic site are: 

* Request handling: ajax objects in Rico manage requests to XML/HTML objects. Objects may be updated as the result of a request.
* Ajax objects: the Rico API for Ajax objects is very simple. Use it to create request handlers as well as HTML objects.
* Drag and drop: drag and drop functionality is provided in the library.

**DRAG AND DROP**

Desktop applications have long used drag and drop interfaces to simplify user interaction. Rico provides such support and drag and drop functionality.

**APPLICATION NEEDS TO**

* CALL ATTENTION
* IMPROVE READABILITY
* GROUP RELATED ITEMS

**EFFECTS**

Cinemetic effects when used properly can enhance the user experience. Rico provides a range of effects.

**BEHAVIORS**

Take some raw HTML and sprinkle in Rico. You can get an accessible, dynamic, and beautiful site. And the latest behaviors can be connected with CSS files or automatically called during load screening. The resulting effect is that tables can hold an unlimited amount of data sorted into view on the fly as needed! More behaviors are planned!
Welcome to the Civil War Home Page, dedicated to the participants, both North and South, in the great American Civil War (1861 - 1865).

Welcome!

Welcome to the Civil War Home Page, one of the largest and most comprehensive collections of Civil War related material available on the Internet.

Links Database

Our Links Database has thousands of Civil War related links. Enter your Search Term or Select from a Predefined Category.

Enter Search Term:

Abolition & Slavery
Documents
Arms
Letters & Diaries
People
Photos
Reenactors
Shirts & Dealers
Unit Information

Photos Database

Our Photos Database has over 1,100 of Civil War related pictures, images and Cartes de Visite (CDV) photographs. Enter your Search Term or Select from a Predefined Category.

Photos:

Recommended Links

Do you have a Civil War related web site or a site to recommend?
Submit Your Link

View Civil War Battle Maps

1. Battle of Antietam (large file 2.492K)
2. Battle of Gettysburg (large file 2.123K)
3. Battle of Fredericksburg (large file 1.776K)
4. Battle of Shiloh (large file 633K)
5. Andersonville Prison (large file 1.582K)

Most Requested Pages

1. Sullivan Ballou's Letter to His Wife
2. The Gettysburg Address - Abraham Lincoln
3. Timeline of Events Leading to the Civil War
4. Women and the Civil War - Duke University
5. Virginia Military Institute Archives

Most Requested Research Pages

1. Union Troops Furnished and Deaths
2. Official Records - Joshua Lawrence Chamberlain, Gettysburg Report
3. North American Slave Narratives
4. Results of 1860 Census
5. Ordinances of Secession of the 13 Confederate States of America

The Civil War Home Page

Welcome! Welcome to the Civil War Home Page, one of the largest and most comprehensive collections of Civil War related material available on the Internet.

Interactive Pages

Message Board

Official Records

Battle Reports from the Official Records of the Union and Confederate Armies written by the Commanding Generals

Fredericksburg
- Ambrose Burnside

Gettysburg
- Joshua Lawrence Chamberlain
- Robert E. Lee
- James Longstreet

Bull Run/Manassas
- Thomas "Stonewall" Jackson
- Irwin McDowell

Antietam/Sharpsburg
- Robert E. Lee
- George McClellan

Shiloh/Pittsburg Landing
- Ulysses S. Grant

Dyer's Compendium

State and Territory Detailed Union Regimental Histories

Regimental Histories...
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.
anti-pattern. **borg idiom**

**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 phenomenon of an idiom (once adopted) assimilating the rest of the interface. Sometimes the assimilation is just the fact that one idiom dominates due to the way the interface clues the user to their presence.
anti-pattern. **borg idiom**

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

The *tab idiom* incorrectly communicated that these objects were *in parallel*.
anti-pattern. **borg idiom**

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.
anti-pattern. **borg idiom**

Three idioms living in parallel with each other. The old style overwhelms the other two.
anti-pattern. **borg idiom**

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?*
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.
anti-pattern. borg idiom

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 known 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.
anti-pattern. meandering way

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

alternate names
zig-zag interaction, scenic route

duplicate sample
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.
anti-pattern. **meandering way**

*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.*
anti-pattern: meandering way

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 predictable -- allowing the user to gain speed in using the interface.
anti-pattern. tiny targets

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
anti-pattern. tiny targets

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.
anti-pattern. tiny targets

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.
anti-pattern. tiny targets

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.
anti-pattern. tiny targets

Apple iPhone keyboard

iPhone has revolutionary dynamic target sizing

apple web site has the play controls as an 8 x 8 pixel target!
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 :-)

My Portfolio

Create a new project

SORT BY:  Most recent  |  A - Z  |  Most points
anti-pattern. **hover & cover**

**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.
anti-pattern. **hover & cover**

*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)
anti-pattern. **hover & cover**

*Example from plum.com*

Drop down menu shows on hover and gets in the way. Too easy to accidentally turn it on.
anti-pattern. **hover & cover**

Yahoo! Local orginally had this hover beast.

Thankfully it no longer functions this way :-)
anti-pattern. hover & cover

This one almost 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 accidentally popup & down and is easy to deactivate.

For hover details, allow a 1/4 second delay before 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'.

Already solved.

And this is yet another novel approach to favorites
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
anti-pattern. **metaphor mismatch**

**summary**

*When an idiom is employed that creates the wrong mental model for the user.*
anti-pattern. metaphor mismatch

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
anti-pattern. metaphor mismatch

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?
anti-pattern. metaphor mismatch

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 a 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.
anti-pattern: windows aplenty

summary
The practice of throwing up unnecessary idiot boxes.
So many reasons this is just wrong...
anti-pattern. animation gone wild

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)
anti-pattern. **animation gone wild**

*Why the extra little slide in?*

---

**11 Step Eleven**
Water thoroughly so the soil is moist to a depth of 6 to 8 inches.

**12 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 **pets** 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.
anti-pattern. animation gone wild

Wow! What more can I say?

Seems to be either a pixel at a time or going so fast you can’t use it
anti-pattern. animation gone wild

More from the gratuitous animation department...
anti-pattern. animation gone wild

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

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**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 'bells|whistle' /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.
anti-pattern. animation gone wild
<table>
<thead>
<tr>
<th>Time</th>
<th>Channel</th>
<th>Show</th>
<th>Rating</th>
<th>Closed Caption</th>
</tr>
</thead>
<tbody>
<tr>
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<td>ABC</td>
<td>The View</td>
<td>TV14</td>
<td>(CC)</td>
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<td></td>
<td></td>
<td></td>
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</tr>
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<td>TVG</td>
<td>(CC)</td>
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<td>CBS</td>
<td>Local Programming</td>
<td></td>
<td>(CC)</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>NBC</td>
<td>Local Programming</td>
<td></td>
<td>(CC)</td>
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<tr>
<td></td>
<td>PBS</td>
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<td>(CC)</td>
</tr>
<tr>
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<td></td>
<td>Between the Lions</td>
<td>TVY</td>
<td>(CC)</td>
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<td>TVY</td>
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<td>Without a Trace</td>
<td>Without a Trace</td>
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<td>TV14 (CC) HDTV</td>
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<td>MLB Baseball</td>
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<td>(CC)</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>248 FX</td>
<td>Damages</td>
<td>Damages</td>
<td>That '70s Show</td>
<td></td>
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<td>TV14 (CC)</td>
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<tr>
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<td>Mind of Mencia</td>
<td>American Body Shop</td>
<td>That '70s Show</td>
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<td>TV14 (CC)</td>
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<td>Daily Show With Jon Stewart</td>
<td>Colbert Report</td>
<td></td>
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<tr>
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<td>TV14 (CC)</td>
<td>TV14 (CC)</td>
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<td></td>
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<td>Rodney Carrington Live at the Majestic</td>
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<td></td>
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<td>TV14 (CC)</td>
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<td>Air Force</td>
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<td>(CC)</td>
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<td>Dog the Bounty Hunter</td>
<td></td>
</tr>
<tr>
<td></td>
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<td>TVPG (CC)</td>
<td>TVPG (CC)</td>
<td></td>
</tr>
<tr>
<td>266 BIO</td>
<td>Breaking Vegas</td>
<td>Mobsters</td>
<td>Dog the Bounty Hunter</td>
<td></td>
</tr>
<tr>
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<td>TVPG (CC)</td>
<td>TVPG (CC)</td>
<td></td>
</tr>
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<td>269 HIST</td>
<td>Ice Road Truckers</td>
<td>Modern Marvels</td>
<td>Mega Disasters</td>
<td></td>
</tr>
<tr>
<td></td>
<td>TVPG (CC)</td>
<td>TVPG (CC)</td>
<td>TVPG (CC)</td>
<td></td>
</tr>
<tr>
<td></td>
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<td></td>
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<td></td>
</tr>
</tbody>
</table>
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.
anti-pattern: misguided misdirection

summary
When you avert the user’s attention to the wrong thing due to some effect that was unintended (like page jitter; animation gone wild)
anti-pattern. misguided misdirection
anti-pattern. **misguided misdirection**

Two versions of interactive Google. Second one does less mis-direction.
anti-pattern. **misguided misdirection**

One hits you over the head; the other is nuanced.
anti-pattern. misguided misdirection

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
anti-pattern. **missed moments**

**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
anti-pattern. **missed moments**

<table>
<thead>
<tr>
<th>Page Content</th>
<th>Page Generation</th>
<th>Mouse Hover</th>
<th>Drag Initiated</th>
<th>Drag over Valid</th>
<th>Drag over Invalid</th>
<th>Drag over Original</th>
<th>Drop Accepted</th>
<th>Drop Rejected</th>
<th>Drop on Original</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cursor</td>
<td>Normal</td>
<td>Move Cursor</td>
<td>Move Cursor</td>
<td>Move Cursor</td>
<td>Move Cursor</td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>Drag Object</td>
<td>Normal</td>
<td>Normal</td>
<td>Reduced Opacity &amp; Tracking</td>
<td>Reduced Opacity &amp; Tracking</td>
<td>Reduced Opacity &amp; Tracking + Invalid Badge</td>
<td>Normal</td>
<td>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</td>
<td>Normal</td>
<td>Normal</td>
</tr>
<tr>
<td>Orig Location</td>
<td>Normal</td>
<td>Normal</td>
<td>Hole Opens</td>
<td>Hole Remains</td>
<td>Hole Remains</td>
<td>Hole Remains</td>
<td>Hole Remains</td>
<td>Hole refilled with drag object</td>
<td>Hole refilled with drag object</td>
</tr>
<tr>
<td>Drop Target</td>
<td>Normal</td>
<td>Normal</td>
<td>Normal</td>
<td>Insertion Bar</td>
<td>N/A</td>
<td>N/A</td>
<td>1. Insertion Bar Removed</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
anti-pattern. **missed moments**

This does not work because a number of interaction points miss providing clues during the adding stock symbols.
anti-pattern. **missed moments**

Using Y! Photos as example again. Notice missing feedback at key points piles on the problems.
anti-pattern. **missed moments**

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

Lots of opportunities exist if you are careful to catch them.
anti-pattern. **missed moments**

*Turns out that a number of events exist during drag and drop that we can use to our advantage.*
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 multiple 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*
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.
I'm excited to announce that today we are releasing the Yahoo! Design Pattern Library to the public under a friendly Creative Commons License. The goal in releasing this library is for us to share the common patterns that we see emerging at Yahoo! It is hoped that by opening up our design patterns we can share our current thinking as well as solicit your valuable feedback.

We believe design patterns are powerful. First, they offer a solution in context of a problem. Second, they provide a name for the solution. Taken together as a set, pattern libraries form a solution language that can enhance our ability to communicate design ideas. Lastly, they provide us a context in which to discuss a number of associated issues: the thinking behind a solution; issues around accessibility, and de-gradability; other related patterns; examples of usage; and code samples to name a few.

In cases patterns are a new concept to you, here's a little history to get you up to speed.

Background on Patterns

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

What's a Pattern?
A pattern describes an optimal solution to a common problem within a specific context.

Recent Patterns

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 miss-typed.

Broadcast
The user needs to navigate potentially large quantities of information efficiently, without becoming lost.

Drags and Drops
The user needs to re-arrange the layout of modules on a web page directly with the mouse.