



Designing for Mice & Men

Bill Scott, Netflix

















#### Why?

Server-driven dynamic UI

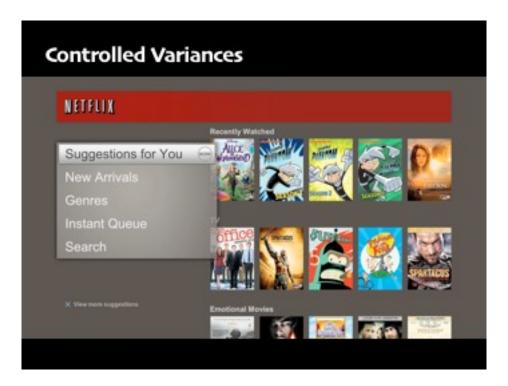
Web-style release vs CE firmware updates

Support A/B Testing

Learn Fast/Fail Quickly

**Chaos Otherwise** 







#### **Managing Across Platforms**

We chose a portability layer (html5)

However, we vary the user experience across platforms (web, tv, mobile, tablet)

We design for user posture, input capabilities, navigation styles and display capabilities

Try to embrace the constraints (design for mobile first!)



#### Designing for Mice & Men



We

Input Indirect. Pointer/keyboard

Navigation Controls & windows

Posture Stationary

Display Hi-Rez, large, near TV

Input Indirect LRUD/OSK Navigation

Panes Posture

Lean Back Display Hi-Rez, far-away



Mobile

Input Direct. Gesture/DSK Navigation

Panes Posture

On-the-go Display

Hi-Rez, small, near



Tablet

Input

Direct Gesture/OSK Navigation

Panes

Posture

On-the-go, lean back shared

Display

HI-Rez, medium, near



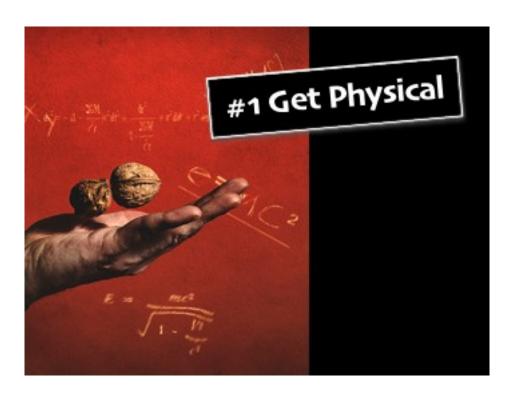
#### So what's common?

#### design principles

fundamental, universal ideas that underpin good design across different input methods, display capabilities and user posture

but the application of principles varies across input, posture, navigation & display







#### **Design for Physicality**

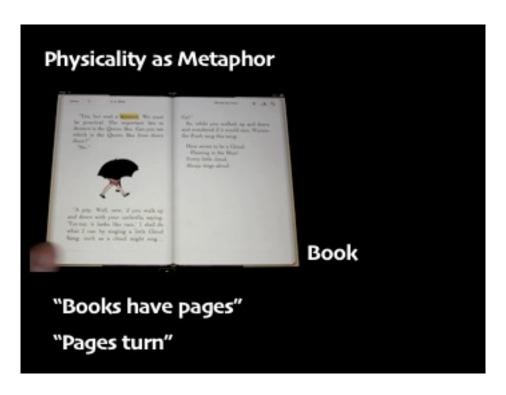
Whenever possible, add a realistic, physical dimension to your application.

The more true to life your application looks and behaves, the easier it is for people to understand how it works and the more they enjoy using it.

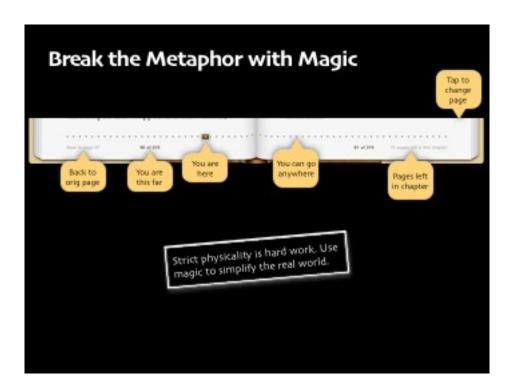
- Apple HIG

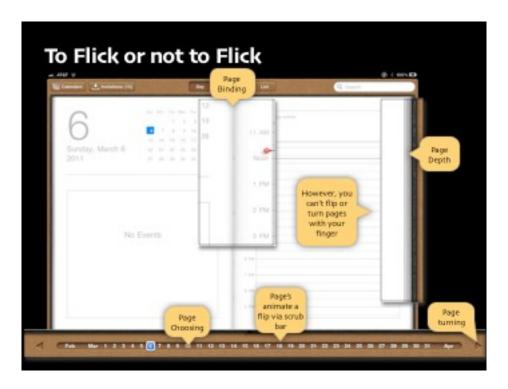
## Use Metaphors to Embody Physicality



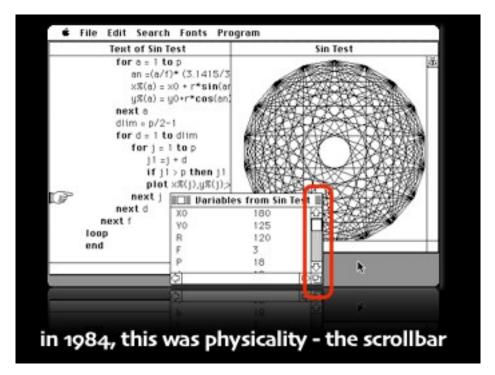


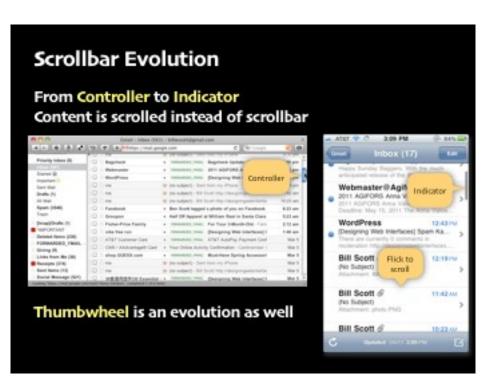






## Use Directness to Simulate Physicality









#### How Fat is Your Input?

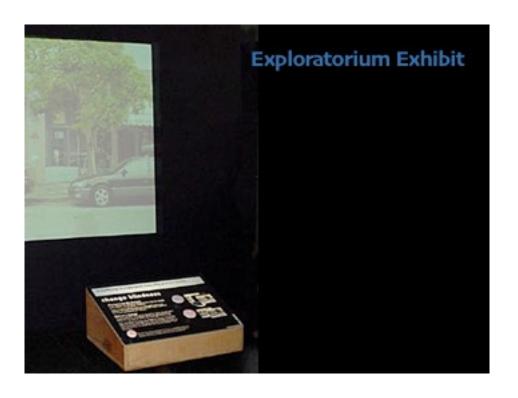
	Targeting Size		
Web (Pointer)	16 pixels (but accurate as 1 pixel)		
Mobile/Tablet (Finger)	44 pixels*		
Remote (LRUD)	44 pixels		
Remote (Pointer)	44 pixels		

<sup>\*</sup> Joe Clark's recommendation - Tapworthy

## Physicality Across Platforms Input Posture N

	Input	Posture	Navigation	Display
Web	Pointer Indirect	Stationary (can support	Windows Menus, Taba & Linka	Large size High resolution Near
	Fine-grained (pixel)	sovereign apps)		
	Finger Direct	On-the-go	Panea Buttons & Gestures	Medium size High resolution Near
Tablet	Course-grained (finger)	(Single Purpase Apps)		
Mobile	Finger Direct	On-the-go	Panes & Buttons	Small size High resolution Near
	Course-grained (finger)	(Single Purpose Apps)	Parks & Dates S	
TV	Remote Control Indirect Course-grained (+ object at a time)	Leisure (supports consumption, media apps)	Panes & Content	Large size High resolution Far away

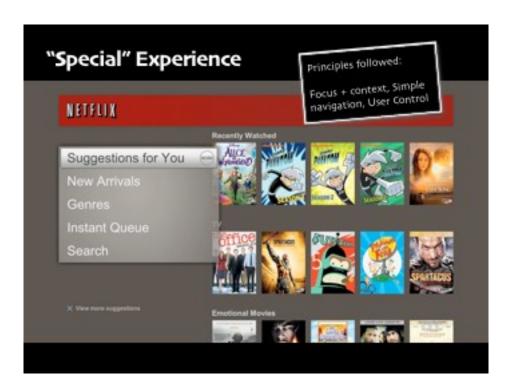








Reduce Page
Switching
to Maintain Flow















## Keep Navigation Simple to Maintain Flow





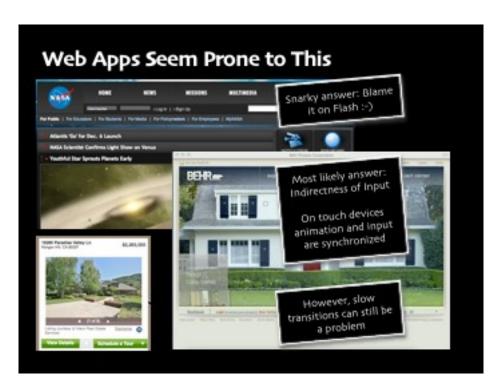
#### **Maintaining Flow Across Platforms**

	Navigation	Paging	Scrolling	Content Slide	Panel Slide
Web Page, Tab, Back Button	When page content changes or step by atop flow	Better than paging (easier on web than	Carousels for media or short relevancy	Nice way to extend	
	Avoid too many page changes	on touch)	lists	real estate	
Mobile	Flat, Tab & Tree. n level back.	For content, steps in flow	Cuestion scrolling, prefer Flat	Limit use of in-page sliding content	Avoid (except as transition to replace page)
Tablet Flat, Tab, Master/Detail, 1 level-back	Swiping through pages	Short scrolling or	Nice way to bring in	Nice way to extend	
	Avoid too many page changes	for Sliding content	more in-page content	real estate	
τv	Flat, Tab, Tree, Master/Detail	When page content changes or step by step flow	Avoid	Avoid	Nice way to extend real estate



# Use Transitions/ Animations to Create Responsiveness



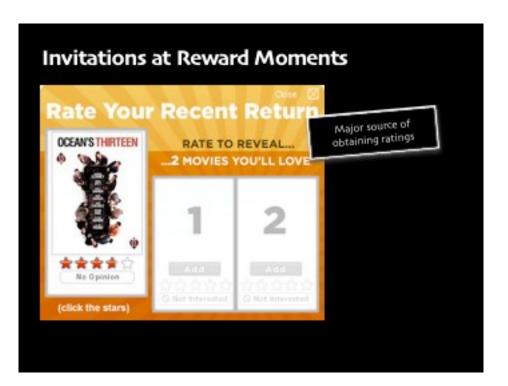




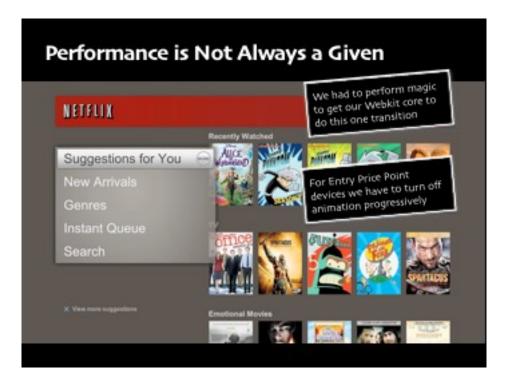
### Use Invitations to Create Responsiveness







## Be Snappy to Be Responsive



#### Responsiveness Across platforms

	Input	Animation	Invitations	Performance
Web	Pointer Indirect	Make Indirect Input Feel More Direct	On hover	Less of a consideration
Tablet/ Mobile	Fingers Direct	Make Direct Input Feel Real	At touch/hold endpoints	Can be a consideration
τν	Remote Indirect	Make Indirect Input Feel More Direct Reinforce the Cinematic	Static hints (usually once an item is selected)	Definitely an issue on some low-end devices





