# designing for ajax principles and patterns for rich interaction

Bill Scott Yahoo! Ajax Evangelist b.scott@yahoo.com

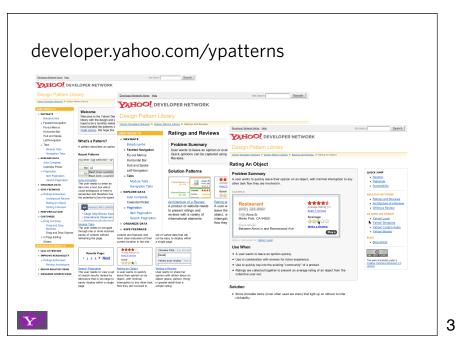
Y

background.











#### current patterns.

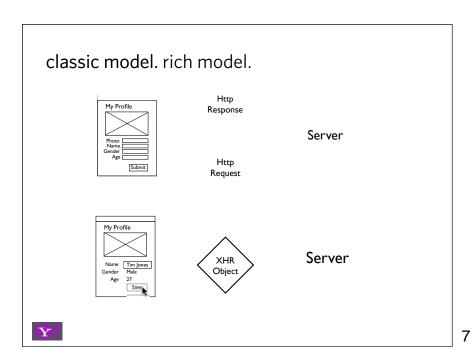
Breadcrumbs. Module Tabs. Navigation Tabs. Auto Complete. Pagination. Item Pagination. Search Pagination. Ratings and Reviews. Architecture of a Review. Rating an Object. Writing a Review. Drag and Drop. Drag and Drop Modules. Transition. Dim. Brighten. Cross Fade. Contract. Expand. Fade In. Fade Out. Move. Self-Healing. Slide. Highlight. Invitation. Cursor Invitation. Drop Invitation. Tool Tip Invitation. Hover Invitation.

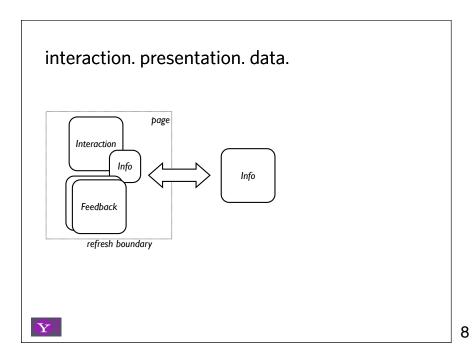


### rich patterns.

Drag and Drop. Drag and Drop Modules. In Page Editing. In Page Custom Editing. Direct State Editing. Grid Cell Editing. Inline Custom Editing. Inline Tag Editing. Popup Custom Editing. Slide-out Custom Editing. Inline Text Editing. Persistent Portals. Inline Reordering. Indication. Busy Indication. Cursor Busy. In Context Busy. In Context Progress. Inline Status. Auto Complete. Balloon Error Tip. Deferred Content Loading. Dynamic Goal. Narrowing Choices. Refining Search. Live Search. Dynamic Filter. Invitation. Cursor Invitation. Drop Invitation. Tool Tip Invitation. Hover Invitation. Detail Zoom. Opacity Focus. Configurable Module - Faceplate. Configurable Module - Flip It. Configurable Module - Inline Configure. Configurable Module - Slide Out Drawer. Slide Out. Flip. Opacity Fade. Endless Scrolling. Expandable Paging Boundary. Fresh Content. Hover Detail. In Place Drill Down. Inline Assistant. Inline Validation. Validate Then Suggest. On Demand Refresh. Periodic Refresh. Resizable Modules. Scrolling Modules. Auto Save. In Context Tools. Remembered Collection. Remembered Preferences. Auto Form Fill. Rating an Object. Transition. Brighten Transition. Cross Fade Transition. Dim Transition. Expand Transition. Fade In Transition. Fade Out Transition. Flip Transition. Move Transition. Self-Healing Transition. Collapse Transition. Slide Transition. Rich Internet Object. Available. Selected. Identifiable Object.



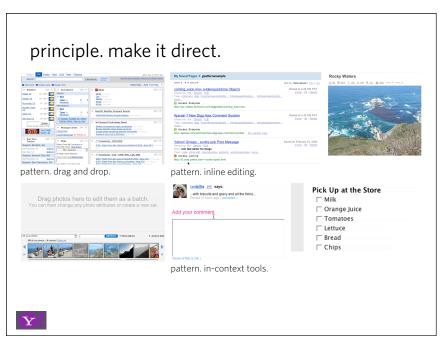




data near. interaction rich.

design principles for richness

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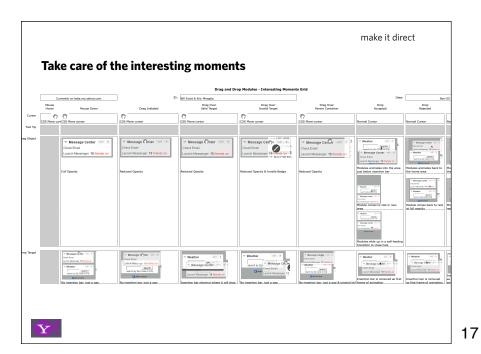
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make it direct **Prefer interaction within the page** What about discoverability? Use direct editing on page content Pick Up at the Store What about save/cancel? Avoid page jitter ☐ Orange Juice Reduce the feeling of modes ☐ Tomatoes ☐ Lettuce /Photos/Tags/ san franc ☐ Bread ☐ Chips Add item Make a new list Reorder lists Remove from sidebar, Delete this page, Email me this page

Send email to this page: miles12betty@billwscott.backpackit.co Changes | Help | Text Formatting | Weblog | Forum | Privacy /Photos Create a home page for the VisDe to make findability easier Edit Account for experimental patterns as well as established patterns **Provide in-context tools** Only good for single operations Can actually slow you down



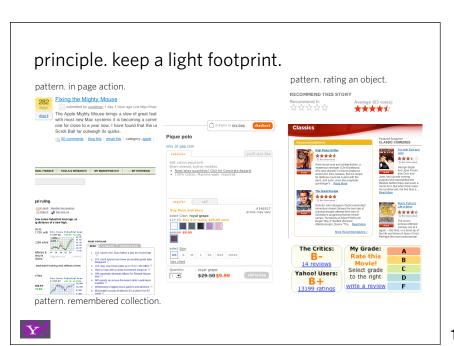
Check E Paris, France - all \$193.00 Launch Paris, France - all Depart: Seattle/Tacoma, 1 Depart: Seattle/Tacoma, WA Depart: New York, NY - all Honolulu, HI \$529.60 Sc Paris, France - all Depart: San Francisco, C TODAY Depart: Seattle/Tacoma, WA Depart: San Francisco, CA London, United Kingdom -London, United Kingdom - \$252.00 no gam Honolulu, HI \$529.60 YESTEI Depart: San Francisco, CA Find other Best Fares: TODAY → NB/ London, United Kingdom - \$252.00 From: no games for selected teams YESTERDAY Dall Find other Best Fares: 1 V Search To: Play From: Adults: 1 ▼ Search Dallas \* Some taxes and fees add Learn More Disclaimer
\* Some taxes and fees additional. Play Fantasy Baseball on Yahoo! Adults: 1 - Search ✓ Ma Sports ▽ Weather Learn More Select F ▽ Maps \* Some taxes and fees additional. ▽ Weather edit % Learn More Select From My Locations or 49...62 F Recently Used clear recent Dallas, TX ---- My Locations ----Denton, TX 49...62 F Or Map a New Address: Dallas, TX Street Address or Airport Code Sunnyvale, CA\* 47...61 F Denton TX Boulder Creek 40...67 F 44...69 F CA\* 41...68 F Boulder Creek. Gilroy, CA\* CA\* 41...68 F Gilrov, CA\* Get Map  $\mathbf{Y}$ 

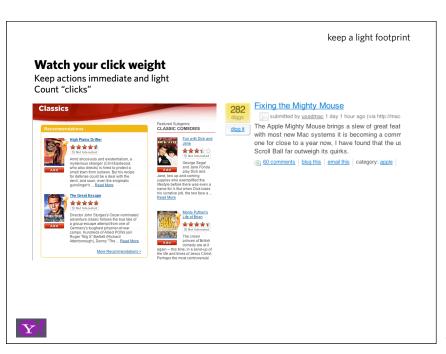


Drag and Drop Modules - Interesting Moments Grid ID: Bill Scott & Eric Miraglia Date: Drop Accepted nitiated (%) CSS Move cursor ₹<sup>™</sup>) Normal Cursor ICSS Move cursor ICSS Move cursor Message Center adit x ✓ Message Conter edit × Message Cer or Teditor & ... Check Email
Launch Messenger 15 friends on Search search by Zip Cook or City Check Email 15 friends on Message Center | adit Launch Messenger 15 friends on Launch Messenger 15 friends o Modules animates into the area just below insertion bar Reduced Opacity Reduced Opacity & Invalid Badge ♥ Whather of X
search by Ze Code or Cly

▼ Message Center → X X
Check Erest Module comes to rest in new area Modules slide up in a self-healing transition to close hole Weather Message CE Her adit x search by Zip Check Email

Insertion bar is removed as first





keep a light footprint

#### Watch your click weight

Keep actions immediate and light Count "clicks"

#### **Design for engaging moments**

Use invitations Keep it fun, exciting and light Treat it like an impulse aisle







keep a light footprint

#### Watch your click weight

Keep actions immediate and light Count "clicks"

#### **Design for engaging moments**

Use invitations Keep it fun, exciting and light Treat it like an impulse aisle

RECOMMEND THIS STORY

Recommend It: Avera

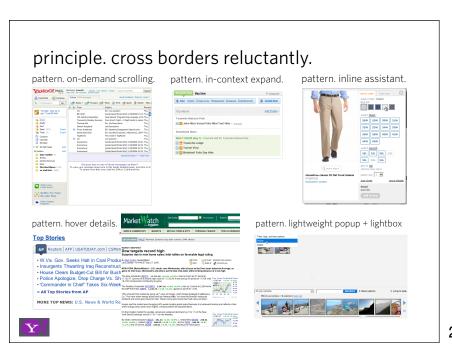




#### **Use lightweight events**

Hover Blur, focus Click. Avoid double-click

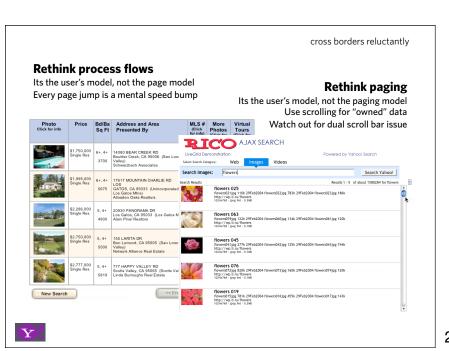


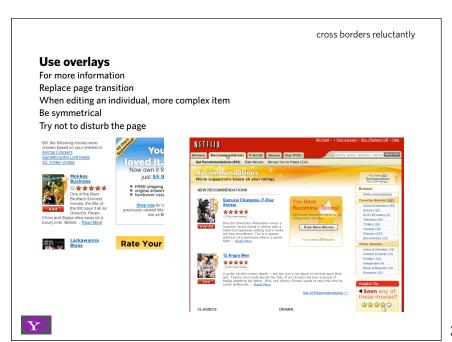


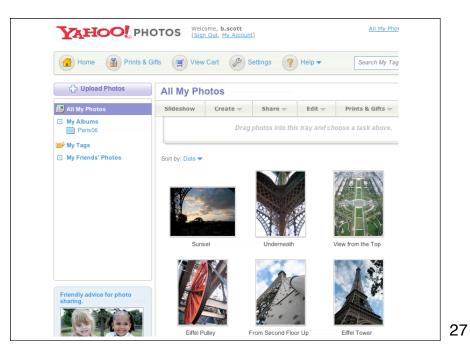
Rethink process flows
Its the user's model, not the page model
Every page jump is a mental speed bump

\*\*My Account\*\*

| Process flows | Proc







**Use overlays** For momentary interruption

Be symmetrical

Replace page transition

Not disturb the page

Yosemite National Park

Tohn Muir Vennal Falls Mist Trail Hike > Schools

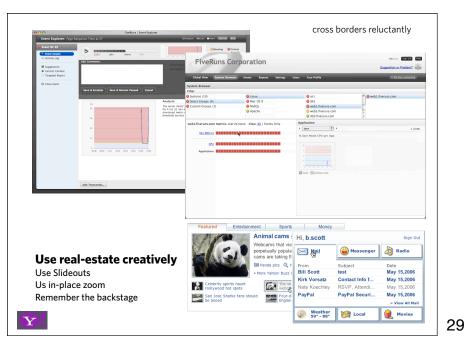
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+ Add Hotels | Things.to.do | Restaurants | Shopping | Entertainment | + Create.Item

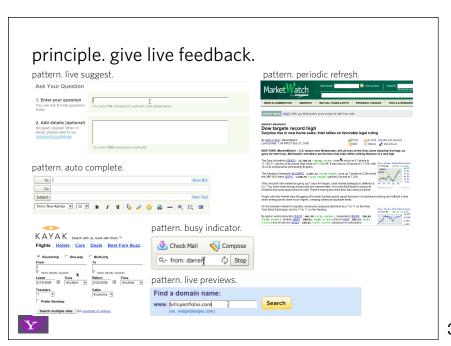
**Use in-context expands** For editing part of a collection When editing an individual, more complex item Need to see surrounding context For managing content modules coming\_soon.mov (vid Wired News: Top Stories Christians Code Heavenly Games Cloning the Best in Show Brain Workouts May Tone Memory Showtimes for 76208 »

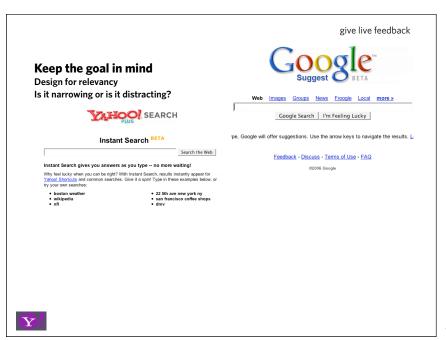
Must Love Doos 1hr 30min - Rated PG-13

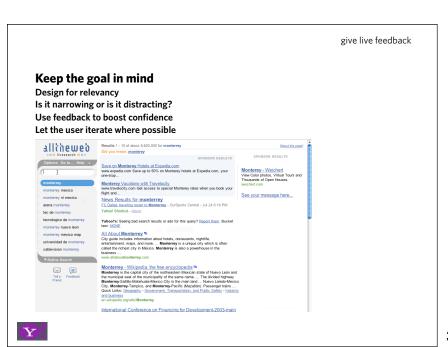
cross borders reluctantly

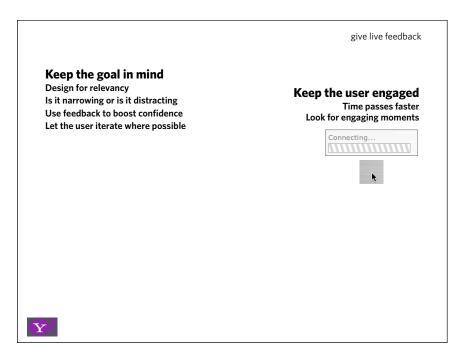


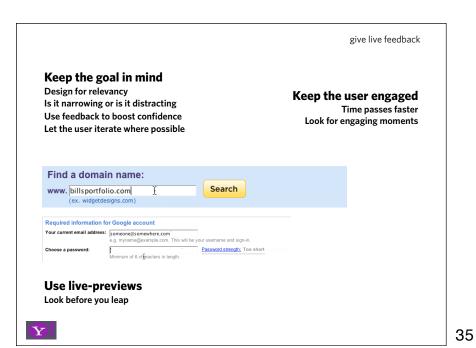
key principle Interaction Prefer direct, lightweight, in-page interaction.

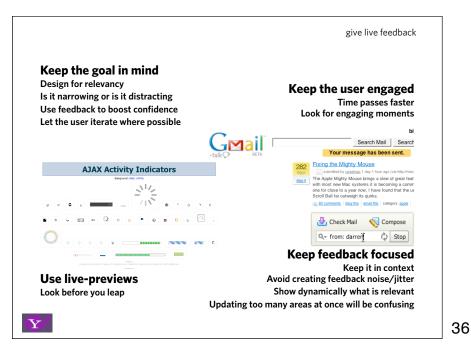


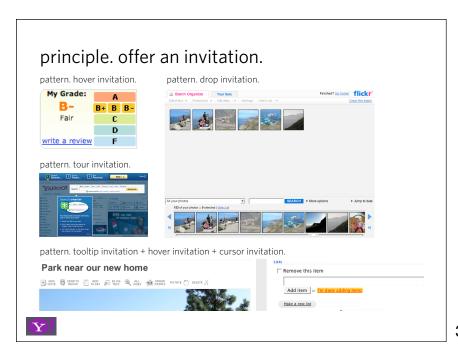


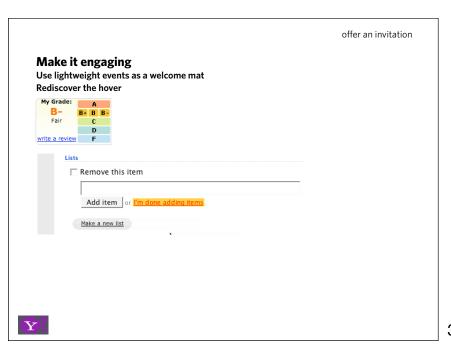


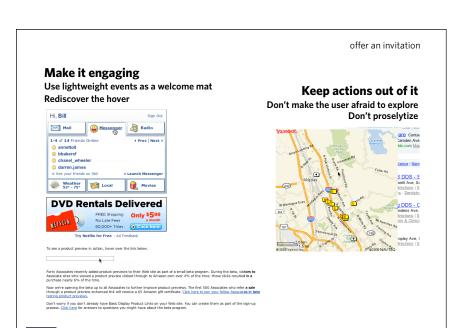








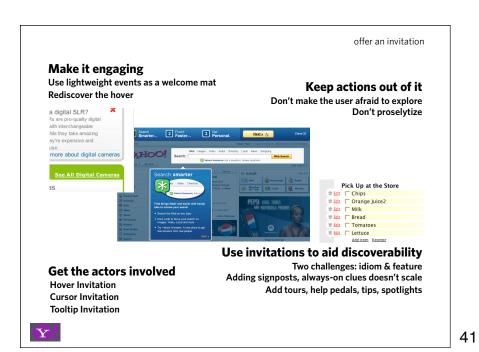


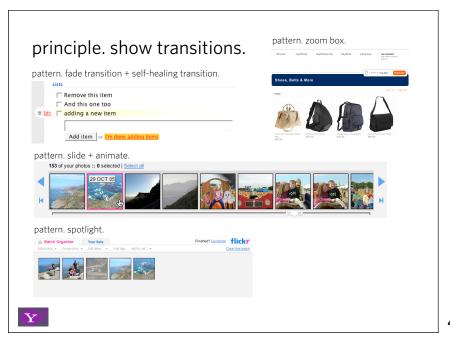


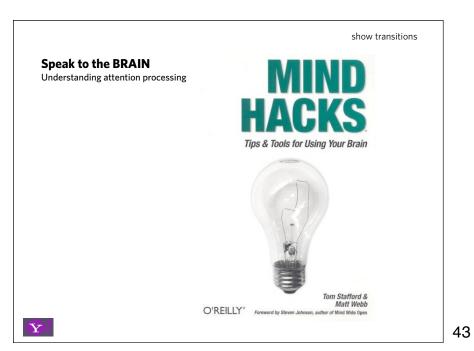
Make it engaging
Use lightweight events as a welcome mat Rediscover the hover

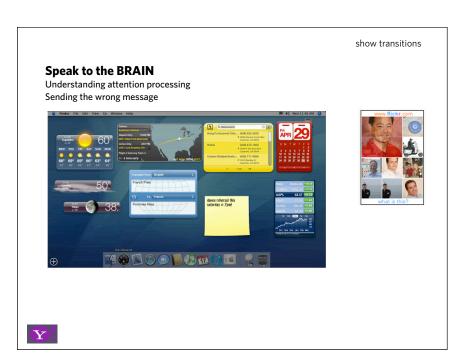
| Con't make the user afraid to explore Don't proselytize

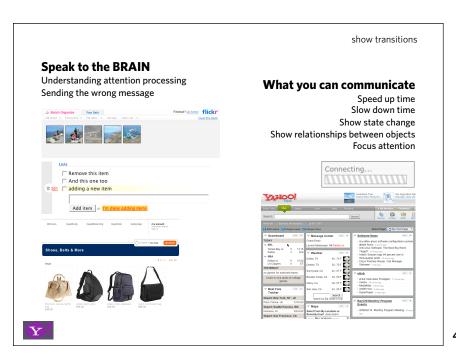
| Park near our new home | Park

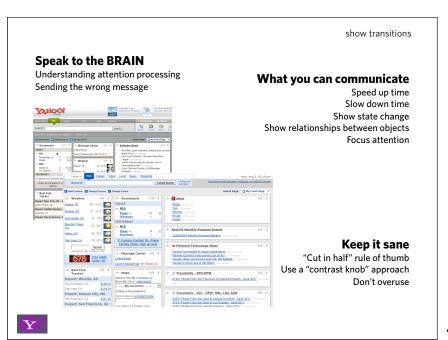












# key principle

Feedback

Provide invitations beforehand, transitions during, and feedback after interaction

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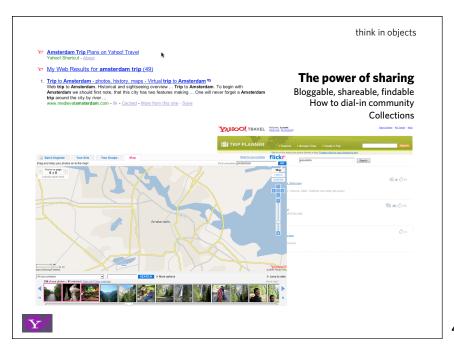
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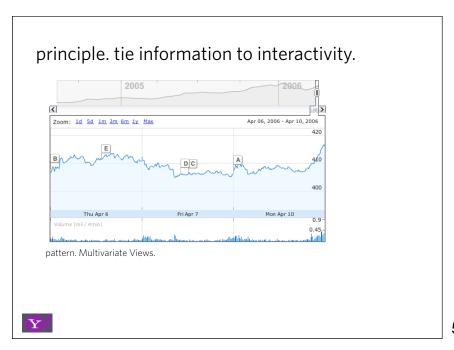
# principle. think in objects.



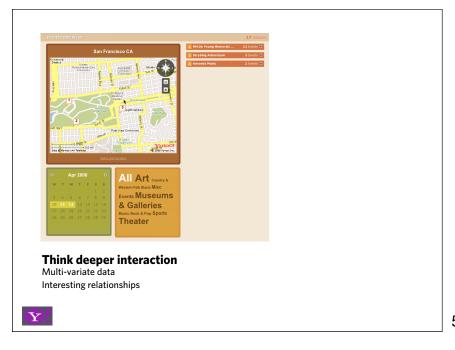
pattern. Shareable Object.

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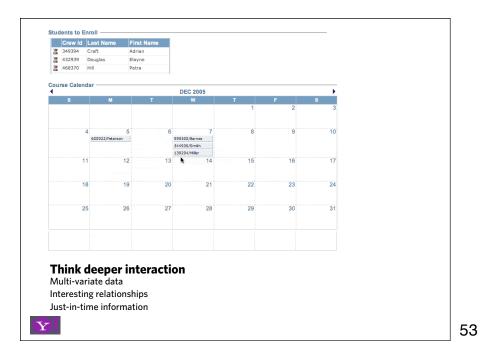


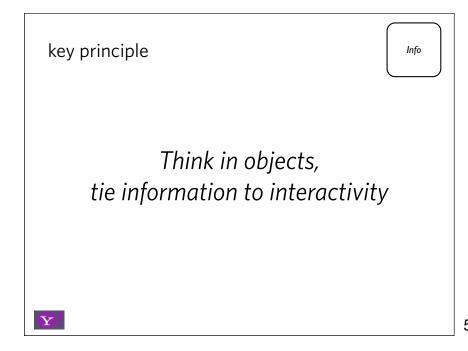






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# key principles for richness



Prefer direct, lightweight, in-page interaction.



Provide invitations beforehand, transitions during, and feedback after interaction.

Info

Think in object, tie information to interactivity

