Building User Interfaces* Interaction Design Structure, Layout, & Navigation

Professor Yuhang Zhao

^{*}Adapted from Prof. Mutlu's slides

Announcements

- React 1 α and React 1 β deadlines extended: *Friday* \rightarrow *Next Monday*
- Review sandbox code (e.g., CodePen) provided in lectures

What we will learn today?

- What is interaction design?
- Interaction structure
- Visual layout design
- Principles of navigation

What is interaction design?

Interaction Design

Definition: Defining behaviors for a system that engages the full spectrum of its user's perception, cognition, and movements.

Differs from visual design in its closer and more complex relationship to user behavior and context.

Example: visual designers do not think about navigation models!

Five Dimensions of Interaction Design¹

1. **1D**: Words

2. 2D: Visual representations

3. **3D**: Physical objects and space

4. **4D**: Time

5. **5D**: Behavior

5 DIMENSIONS OF INTERACTION DESIGN





INTERACTION-DESIGN.ORG

¹Interaction Design Foundation

Interaction Structure

Information Architecture

Definition: The design of the organizing principle of an interactive system.

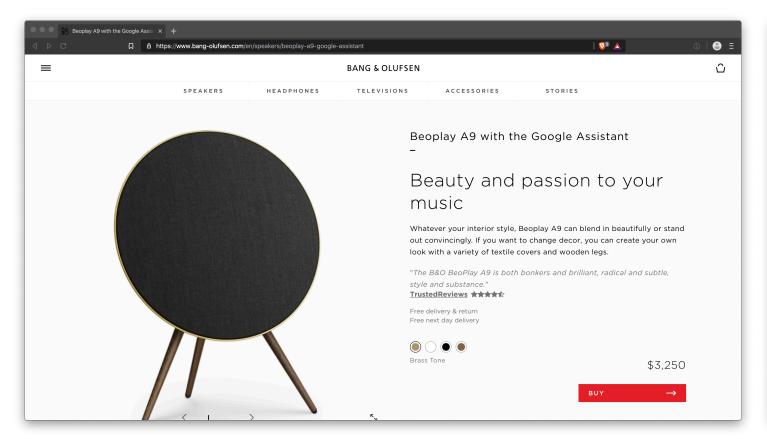
A set of structural categories:²

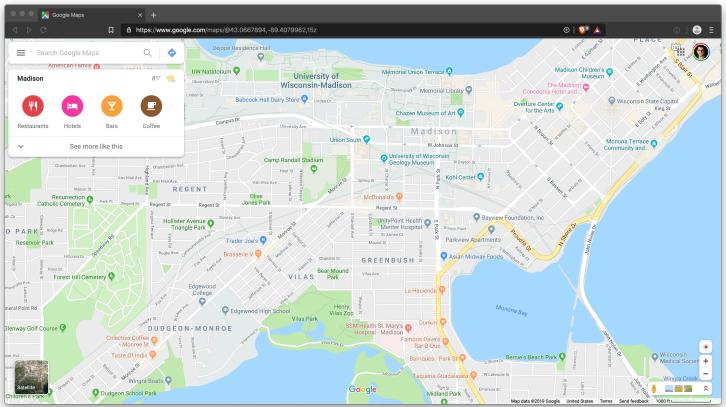
- 1. "Show one single thing"
- 2. "Show a list or set of things"
- 3. "Provide tools to create a thing"
- 4. "Facilitate a task"

² Tidwell, 2010, Designing Interfaces

"Show one single thing"

Focuses on conveying information on a specific topic/facilitating a specific activity

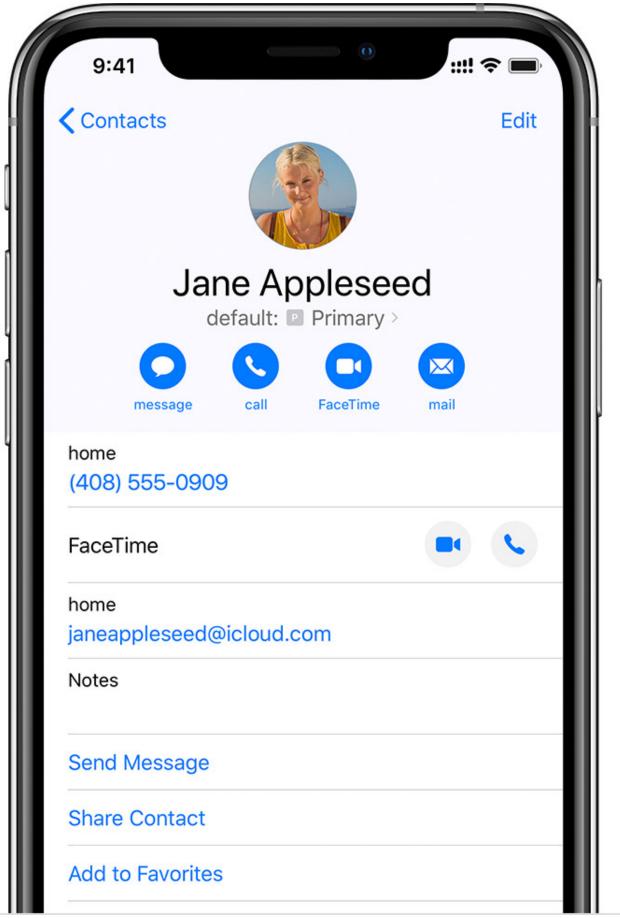




Supports a specific activity, eliminating other distractions.

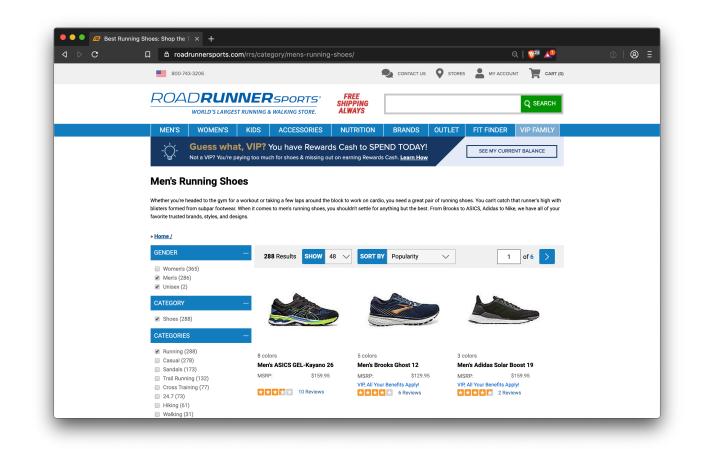
Includes key components:

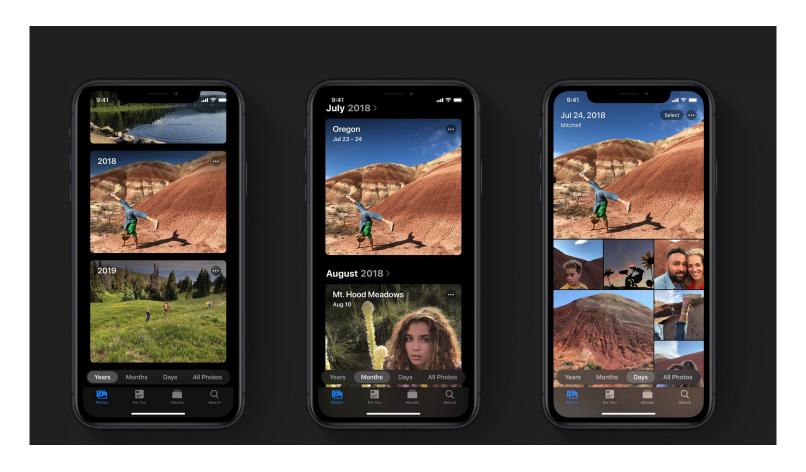
- Content of the "single thing"
- 2. Supporting tools that help the user act on the content



"Show a list or set of things"

Provides rows or grids of items of the same kind that provide links to components that focus on that item.

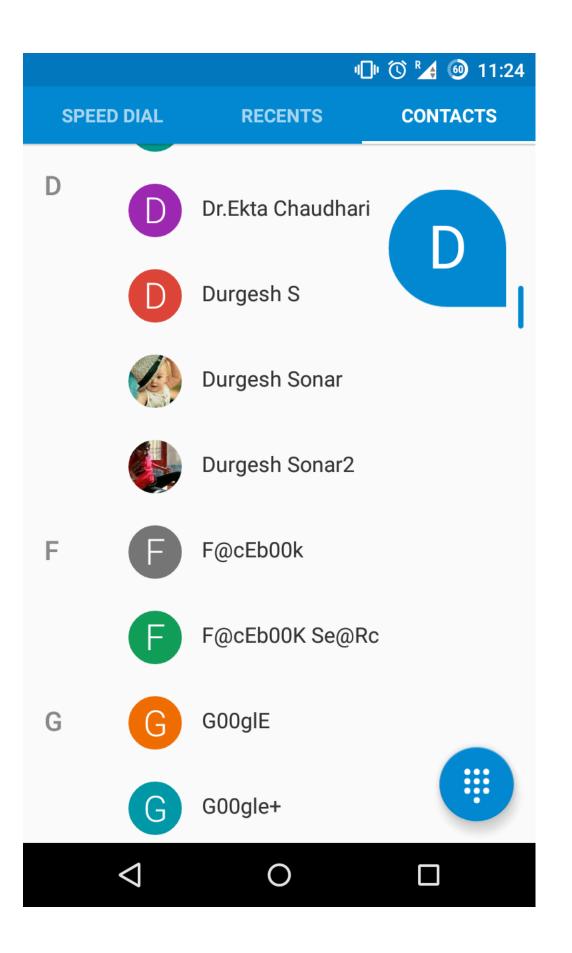




Includes design elements that help the user organize and categorize the lists

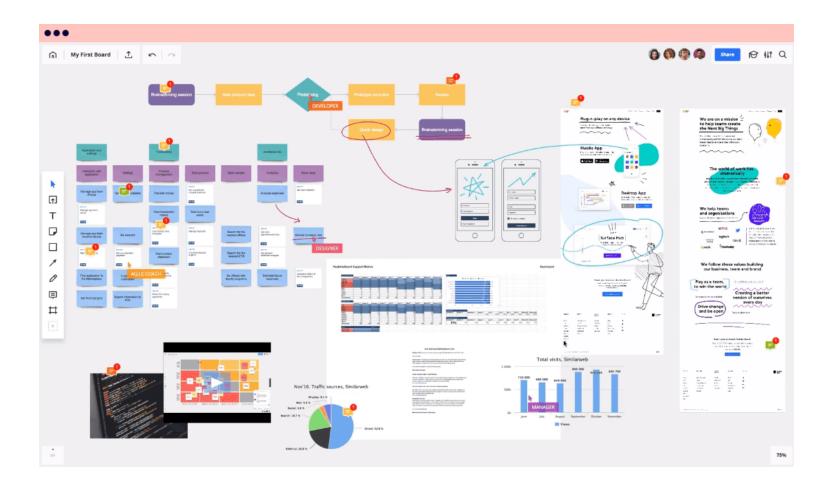
Can be applied hierarchically

Does this remind you of something we've been discussing?

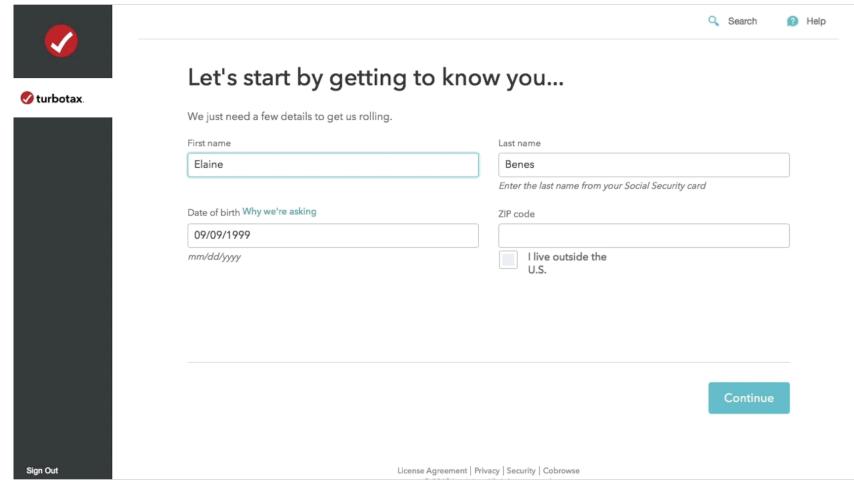


"Provide tools to create a thing"

Supporting user creation of new content, e.g., a canvas on which to write, draw, paint or structured form for data entry



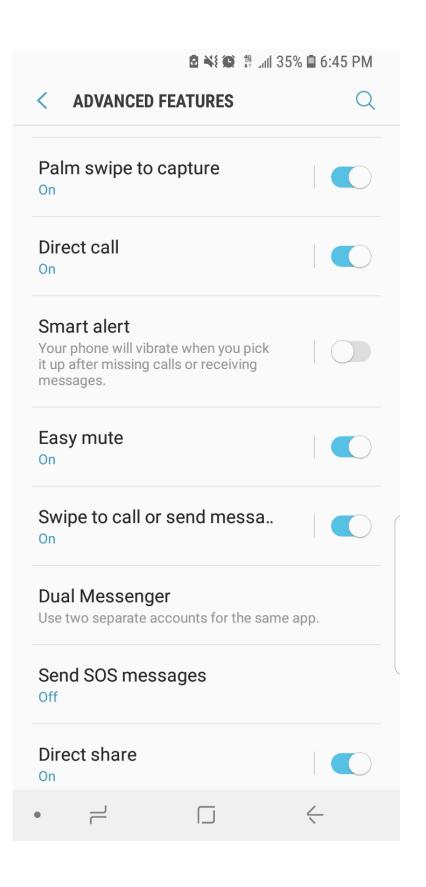




"Facilitate a task"

Provides collections of components or controls that help users perform specific actions, e.g., changing a setting

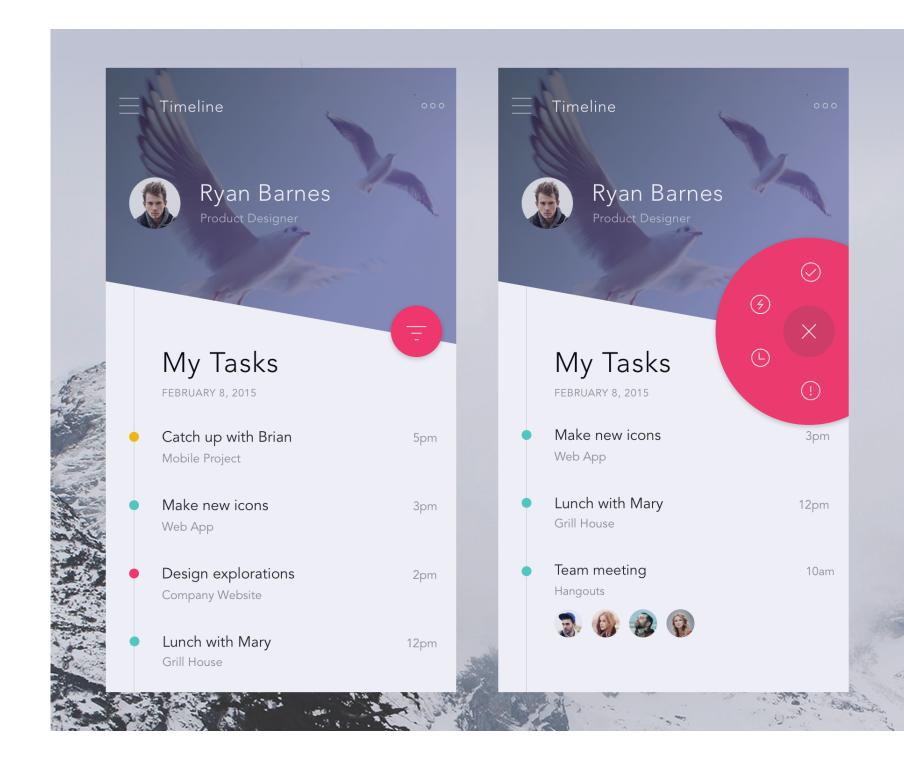
The designer must organize these controls in an effective and logical way



Combining Structures

Any page/component can follow the structure of these components, thus they can be combined to create complex applications

Single-page applications (SPAs) often combine these structures



Layout

Layout

Definition: Arrangement of visual elements on a canvas.³

- Creating a focal point
- Following the golden ratio
- Using the rule of thirds
- Effectively using grids
- Integrating type
- Placing imagery

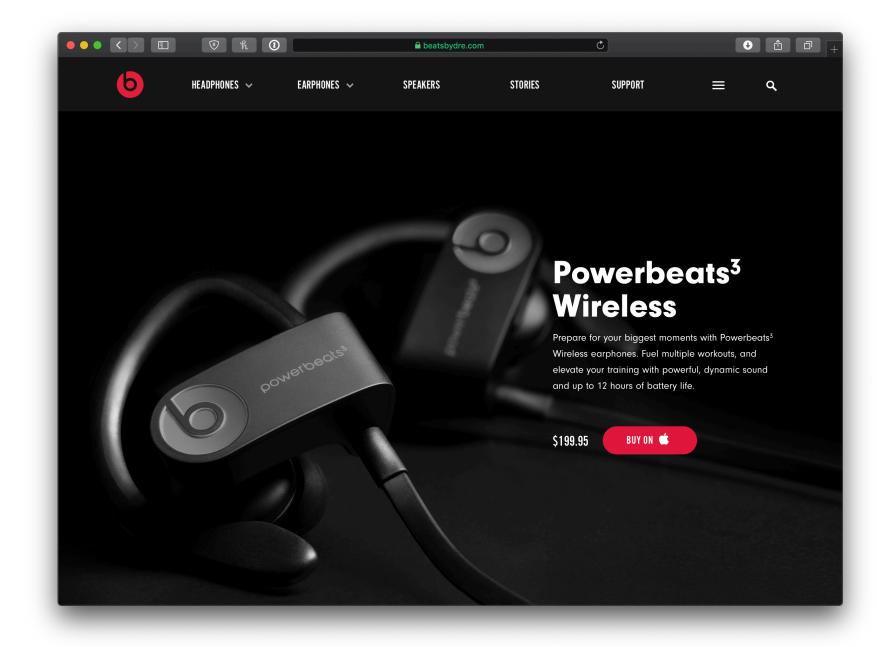
- Using negative space
- Grouping using gestalt theory
- Creating visual hierarchy
- Exploiting visual scan patterns
- Creating contrast/emphasis

³These build on the visual design elements/principles that we covered last week.

Creating a focal point

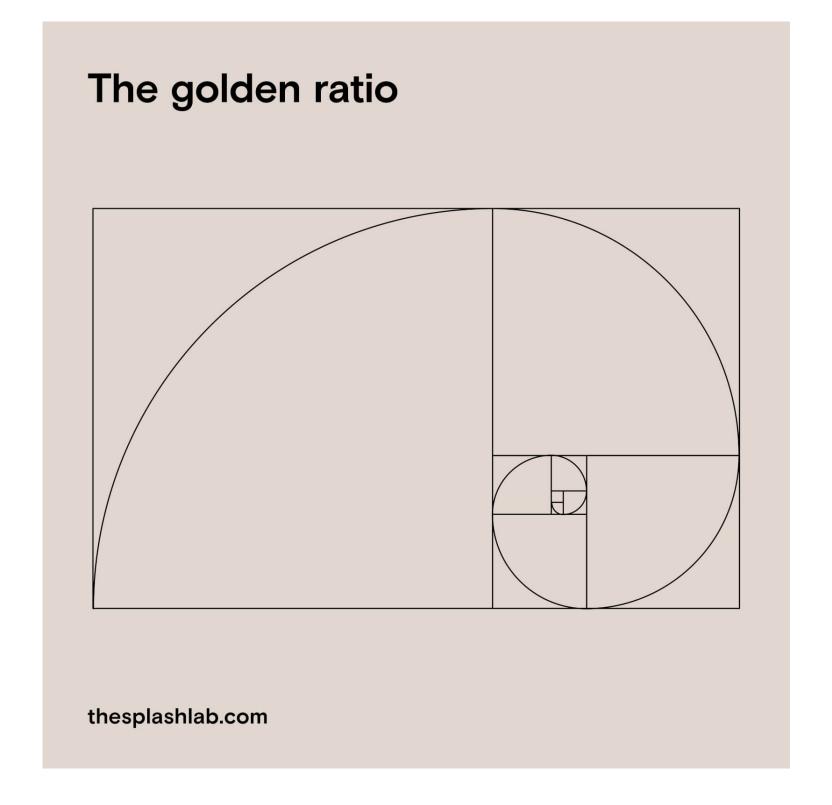
Definition: Aka, center of visual interest, where the design directs the attention of the viewer first.

Pro Tip: Successful use locks attention to the focal point and gently guides it to its next destination.

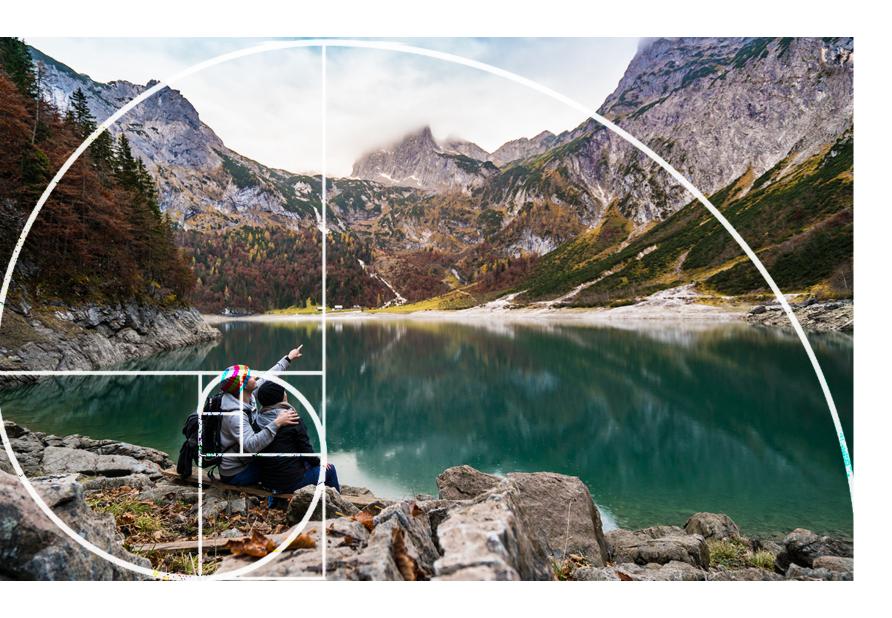


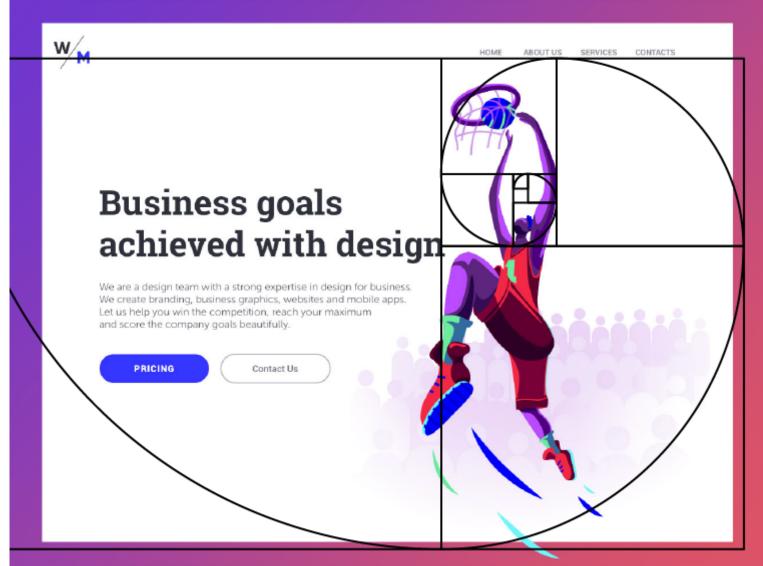
Following the golden proportion⁴

Definition: A ratio, 1:1.618, which creates a compositional grid that suggests an asymmetrical, but balanced placement of items on a layout and produces a universal aesthetic appeal.



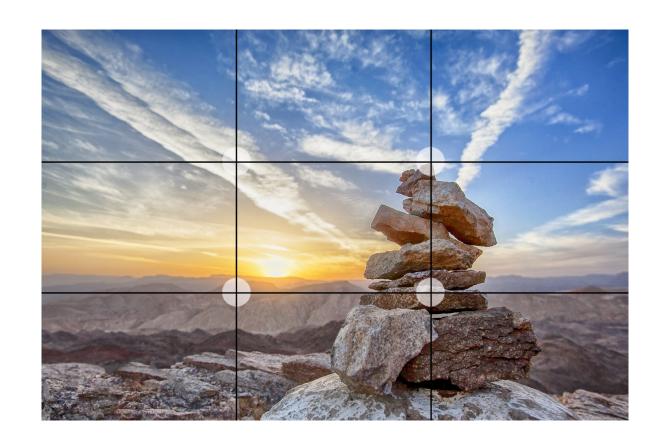
⁴ Further reading on the golden ratio





Using the rule of thirds

Definition: An approximation of the golden ratio that is easier and more flexible to use. When the canvas is divided into a 3x3 grid, the intersections serve as focal points.





Effectively using grids

Definition: Grids serve as a visual framework for organizing elements in an orderly and balanced fashion.

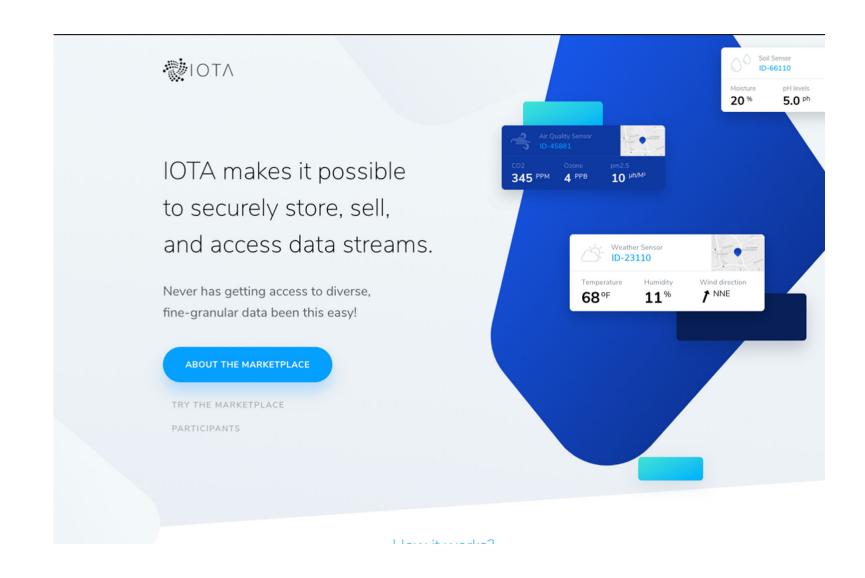






Integrating type

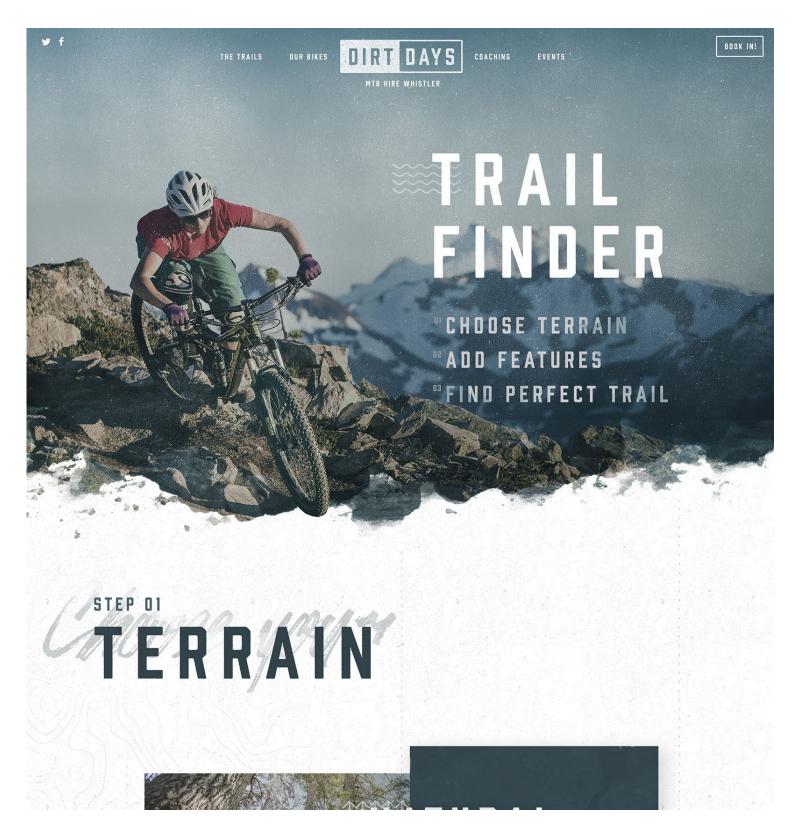
Definition: The use of *headlines* or *blocks* of text to guide the user's attention to messages.



Placing imagery

Definition: The use of imagery to create a focal point or movement on the canvas.

Pro Tips: Place on top, not bottom; direction should be toward next focal point; never flip images; do not interrupt headlines; do not wrap text around images.

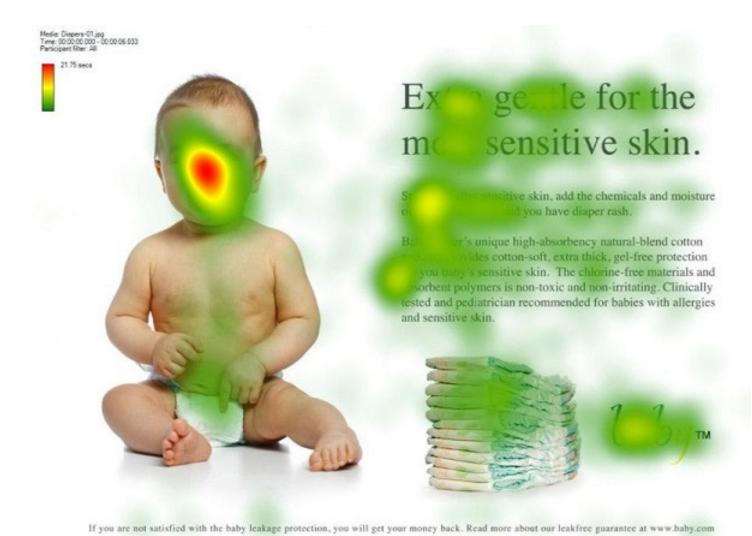


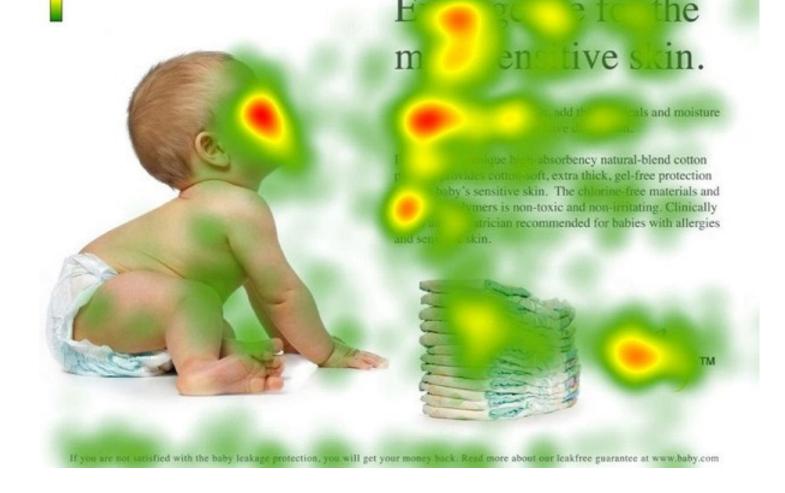
Using negative space

Definition: Space left on the canvas from other design elements, used to provide a visual break and create balance.









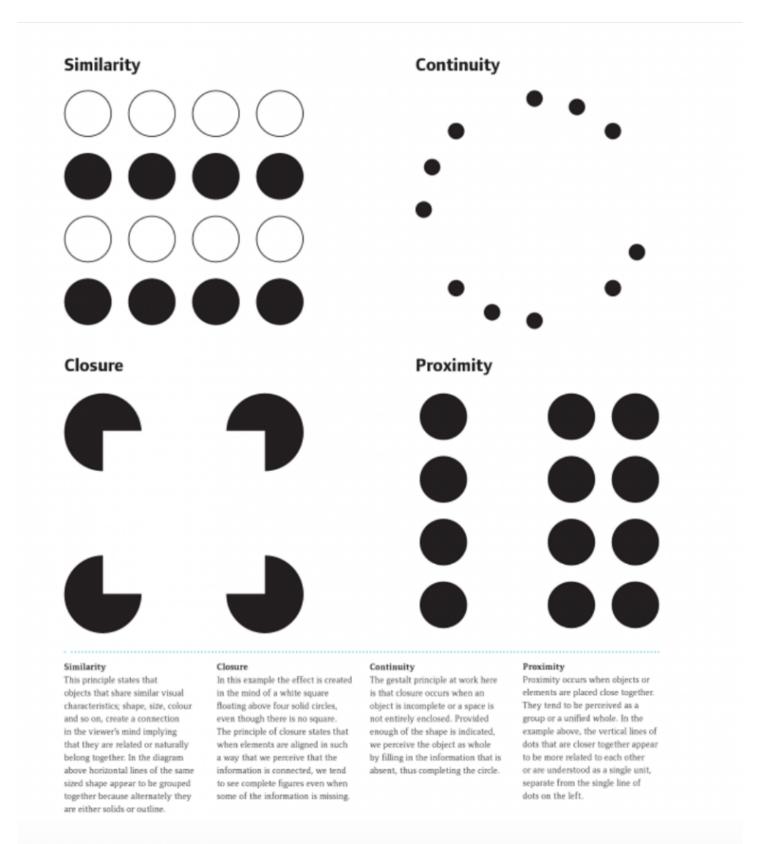
Participant filter All

Grouping using Gestalt Theory

Definition: Visual perception principles that predict how users will perceive design elements.

Includes four key principles:

- 1. Proximity
- 2. Similarity
- 3. Continuity
- 4. Closure



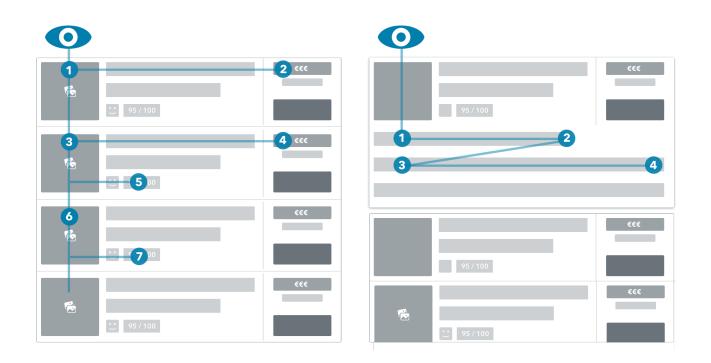
Creating visual hierarchy

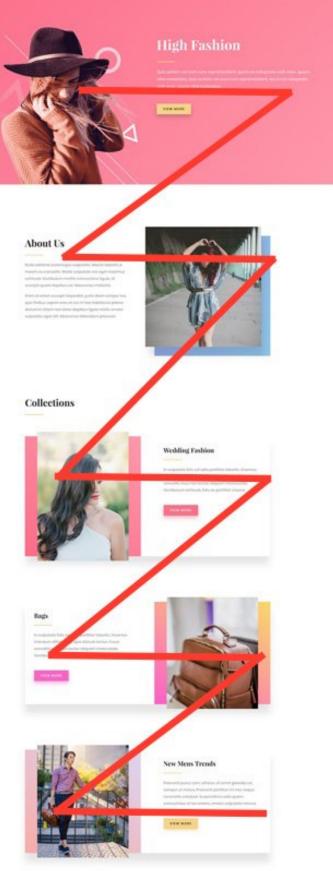
Definition: Using relative positioning and sizing to communicate what design elements are more important and should be looked at first.

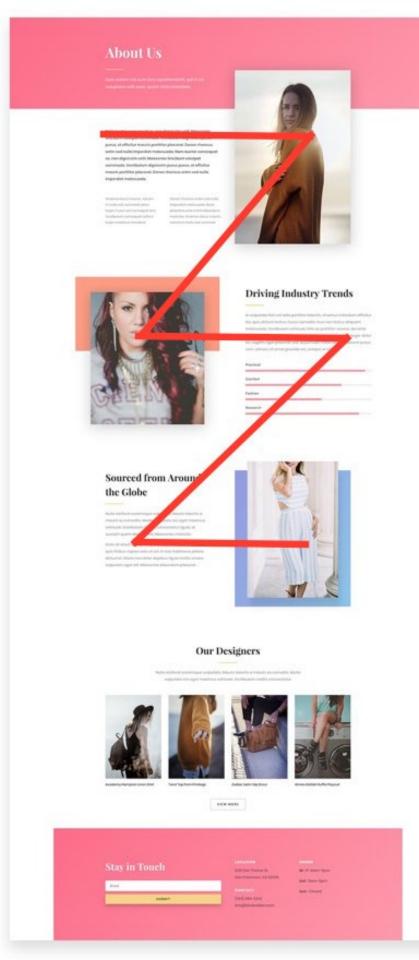


Exploiting visual scan patterns

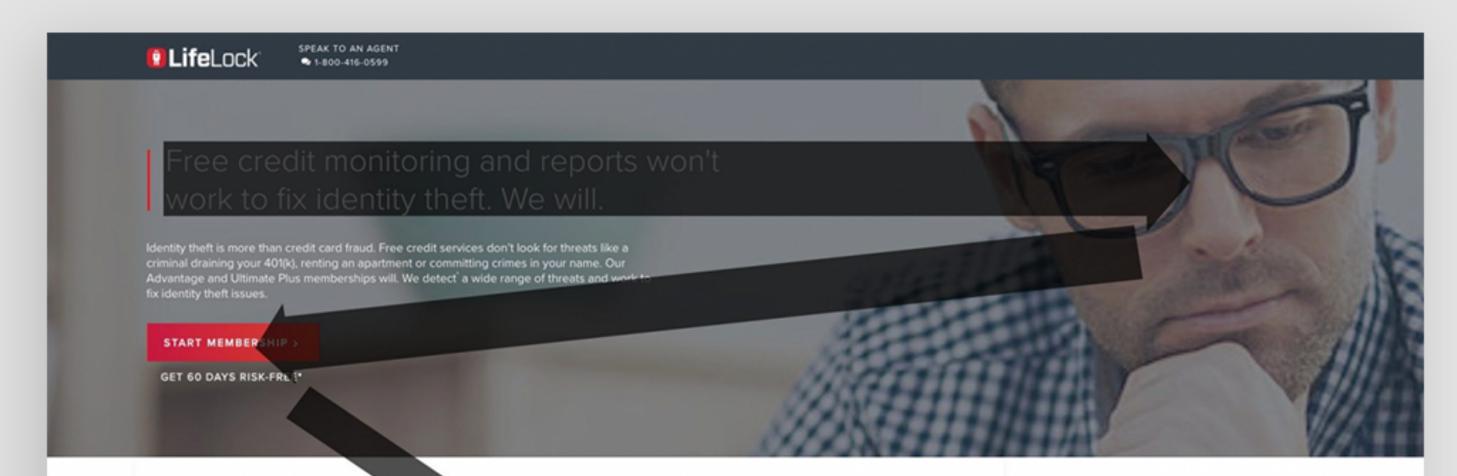
Definition: Designing layouts that exploit common eye-scanning patterns, e.g., the F-pattern and the Z-pattern.







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How LifeLock works to help protect you from identity theft.

Our proprietary technology alerts you to wide range of identity threats. Inyou have an identity theft problem, our U.S.-based team of specialists will work to fix it



DETECT & ALERT

We can detect a wide range of threats and will alert you by phone," email and text of the suspicious activity."



RESTORE

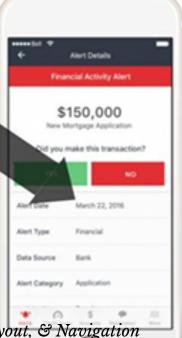
If you become a victim of identity theft while a LifeLock member, a dedicated U.S.-based Identity Restoration Specialist will work with you from start to finish to help fix the issue. With our \$1M Service Guarantee¹, we'll spend up to \$1M on lawyers and experts if needed.



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If you have money stolen due to identity theft, we'll replace it, as

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Creating contrast and emphasis⁵

Definition: Using contrast and emphasis to establish visual hierarchy by manipulating features of design elements, including position, size, color, typographic characteristics.

TABLE 10.1. Opposing features that can create contrast.

Contrast Type	Feature 1	Feature 2
Spatial contrast	Filled space	Empty space
	High density	Low density
Layout contrast	Тор	Bottom
	High	Low
	Right	Left
	Isolated	Grouped
	Symmetrical	Asymmetrical
Form contrast	Simple	Complex
	Representational	Abstract
	Geometric	Organic
	Angled	Curved
Direction contrast	Vertical	Horizontal
	Static	Moving
Style contrast	Technical and precise	Hand-drawn and irregular
	Playful	Serious
Size	Large	Small
	Long	Short
	Wide	Narrow
Color contrast	Dark	Light
	Black and white	Colorful
	Warm colors	Cool colors
	Vivid	Muted
Texture contrast	Fine	Coarse
	Smooth	Rough
Typographic contrast	Serif	Sans serf
	Roman style (regular)	Bold style

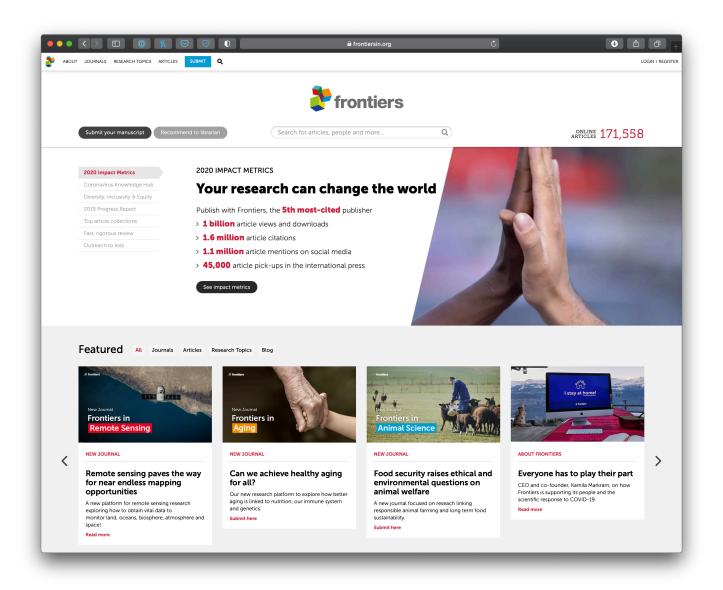
⁵Golombisky & Hagen, 2010, White space is not your enemy

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In-Class Activity 1: Layout Deconstruction

Cheatsheet:

Creating a focal point Following the golden ratio Using the rule of thirds Effectively using grids Integrating type Placing imagery Using negative space Grouping using gestalt theory Creating visual hierarchy Exploiting visual scan patterns Creating contrast/emphasis

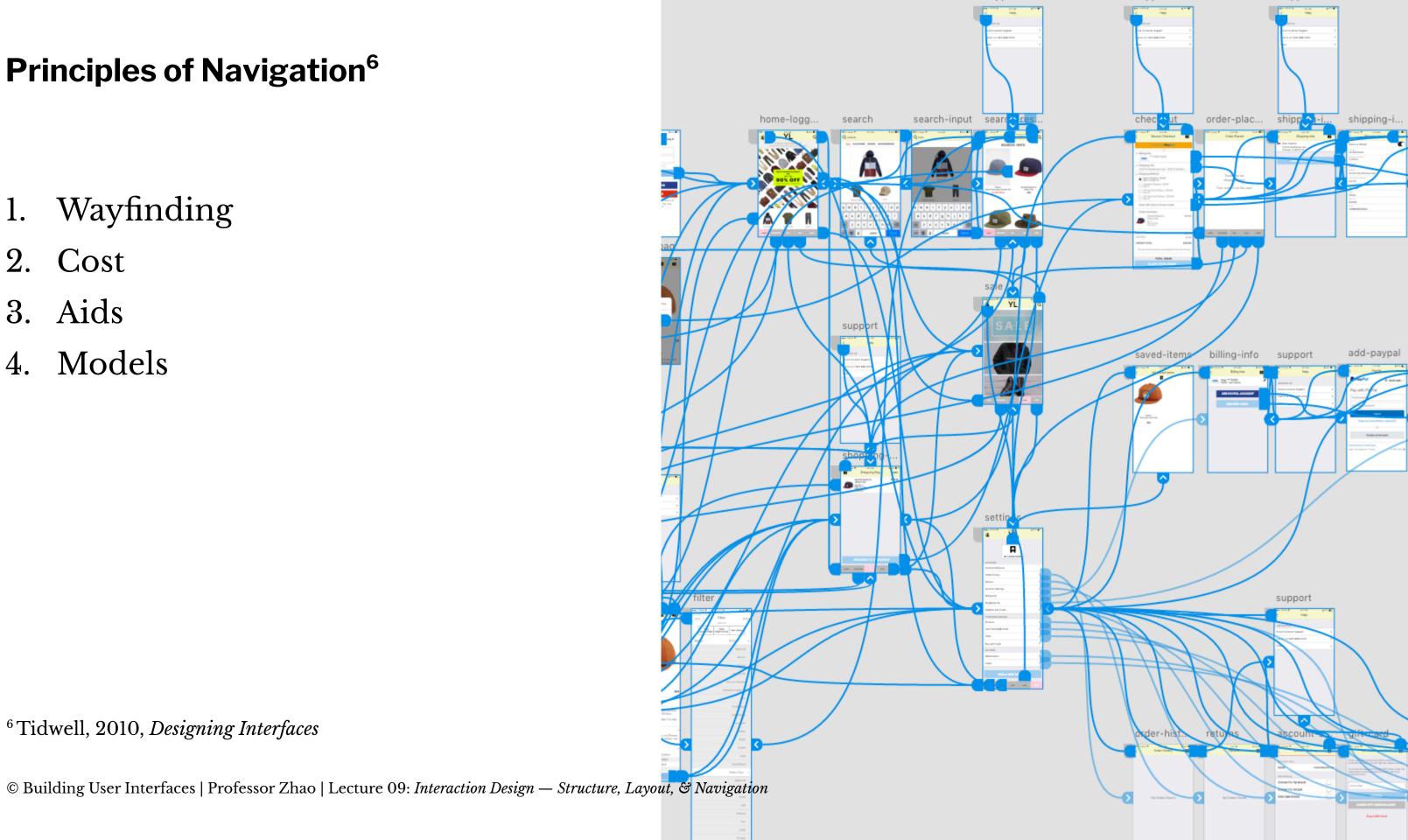


Principles of Navigation

Principles of Navigation⁶

- Wayfinding
- Cost
- 3. Aids
- 4. Models

⁶ Tidwell, 2010, Designing Interfaces



Wayfinding

Definition: User behavior where navigation across components follows a particular workflow or supports user goals.

Three key elements:

- 1. Labels & signage
- 2. Navigation clues & aids
- 3. Maps, e.g., site maps



\$3.00

\$7.50

\$137.19

\$0.00

\$0.00

\$10.00

TOTAL

\$147.19

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Cuisinart MCP-12N Multiclad Pro Stainless Steel 12-Piece Cookware Set

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Size: 12-PC Set

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10-PC Set

12-PC Set

- Polished cooking surface does not discolor, react with food or alter flavors.
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Cost

Definition: The time and effort required by users to navigate between components.

Two key principles:

- 1. Minimize factors that increase cost of navigation: context switch, errors, delays
- 2. Minimize travel time by minimizing number of steps and context switches

Aids

Definition: Design elements that aid users in navigating through content.

Three types of navigation aids:

- 1. Global navigation aids, *e.g.*, menus, tabs, sidebars
- 2. Utility navigation aids, *e.g.*, sign in, help, print
- 3. Associative/in-line navigation aids, *e.g.*, related links



Models

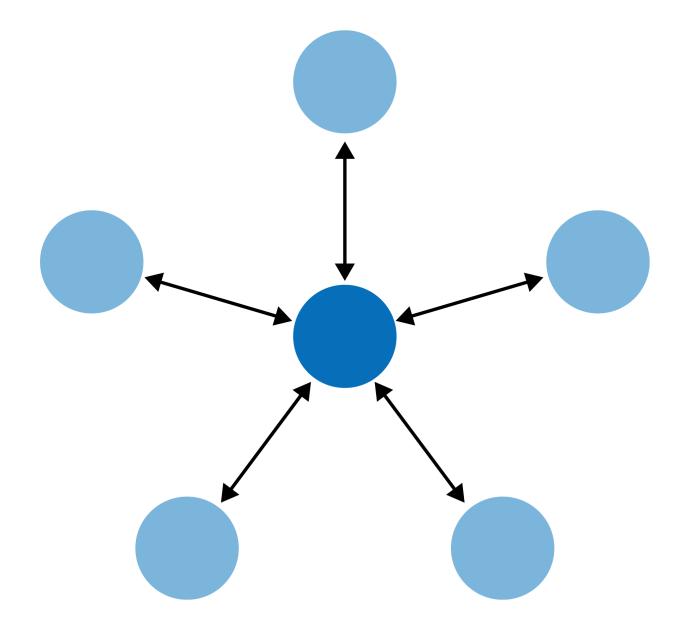
Definition: Commonly used patterns of navigation through interactive applications.

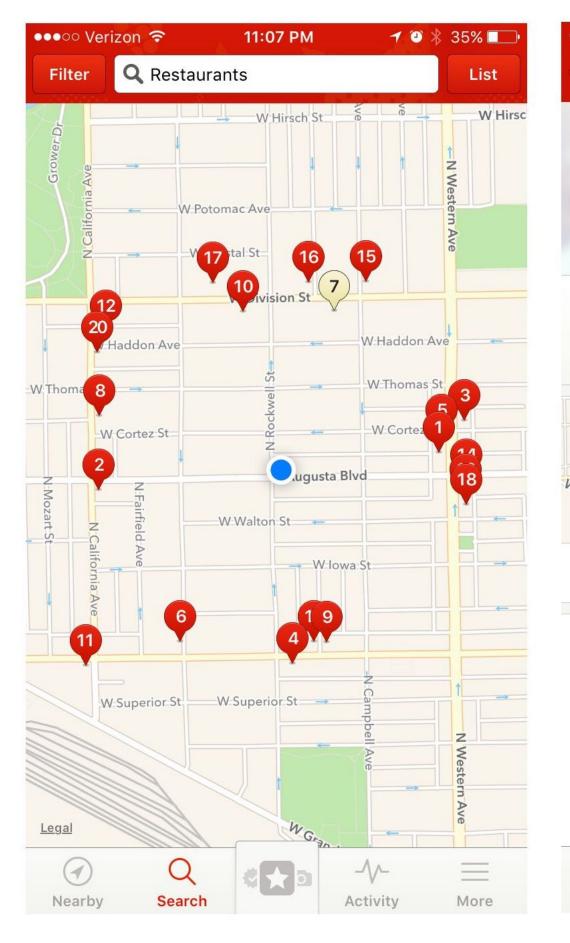
- 1. Hub and spoke
- 2. Fully connected
- 3. Multi-level
- 4. Stepwise
- 5. Pyramid

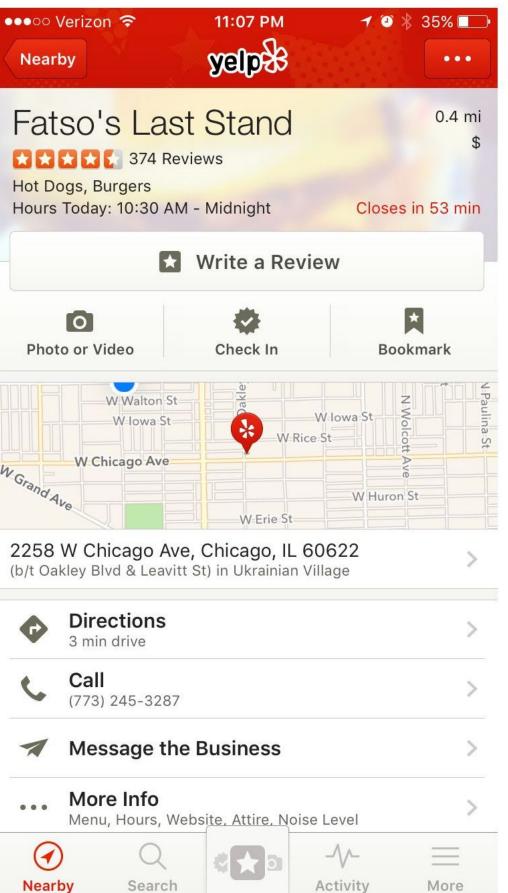
- 1. Pan-and-zoom
- 2. Flat navigation
- 3. Modal panel
- 4. Clear entry points
- 5. Bookmarks
- 6. Escape hatch

Models: Hub & spoke

Definition: Involves a central hub, e.g., a home screen, that provides transitions to and from several specialized components.

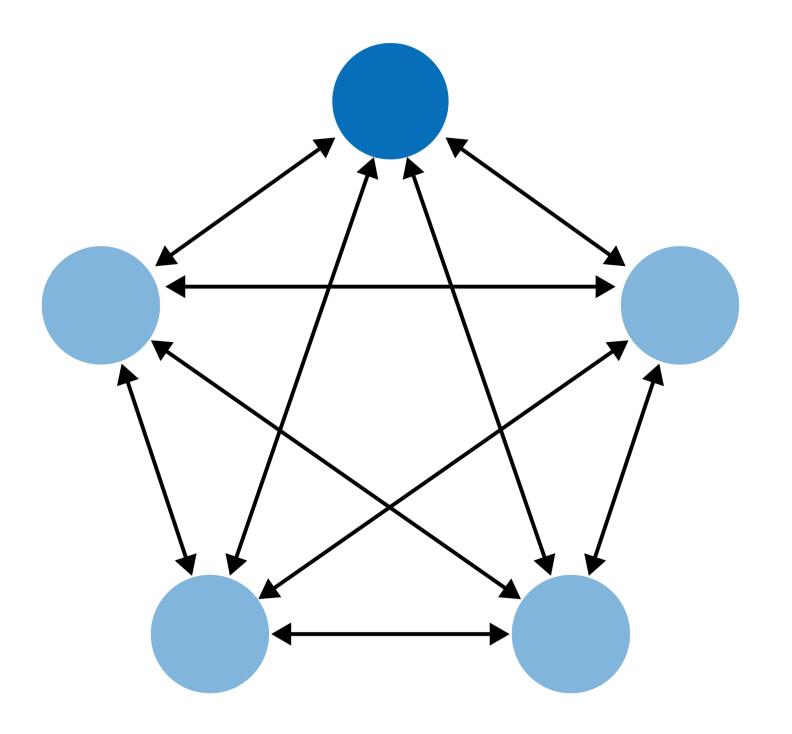






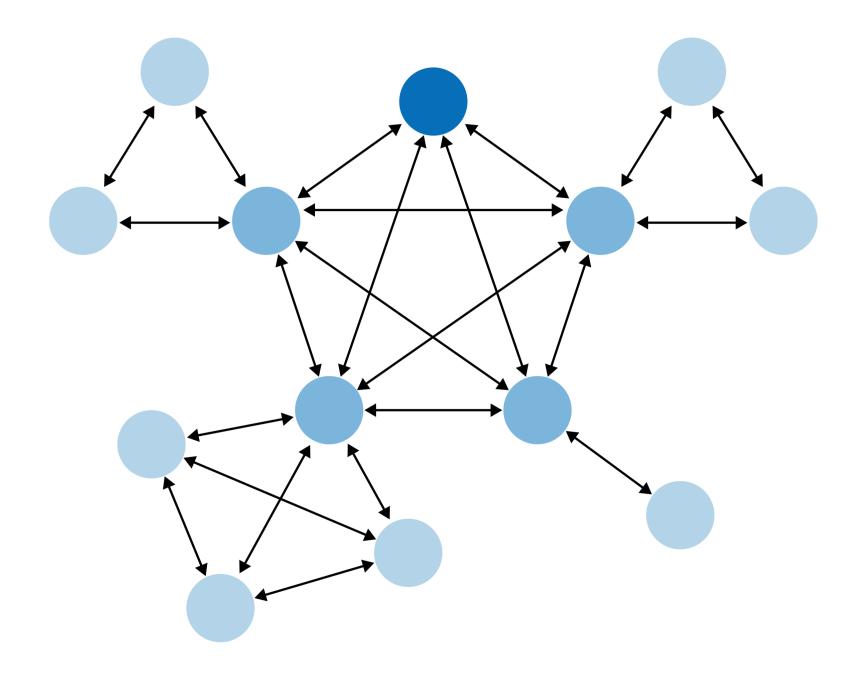
Models: Fully connected

Definition: A central component/page is connected to all other components that are also linked to each other.



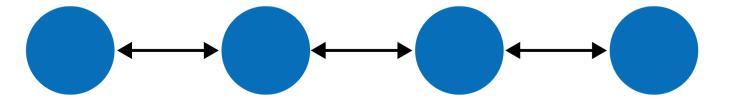
Models: Multi-level

Definition: Involves main components that are fully connected with each other and sub-components that are only connected among themselves.



Models: Stepwise

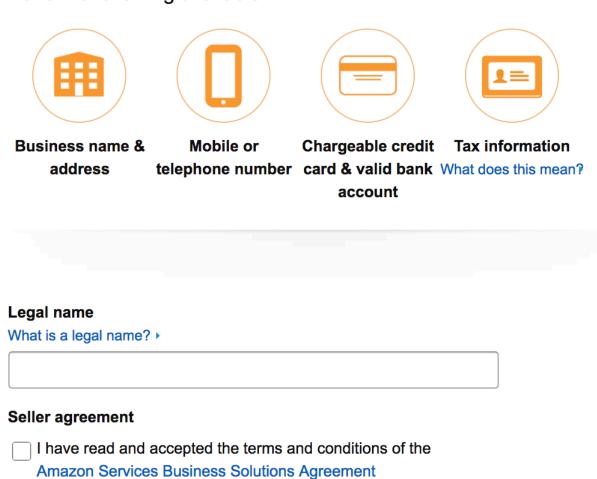
Definition: Follows a sequential or branching navigation that represents step-by-step process, e.g., checking out on an e-commerce site.





Set up your Amazon selling account

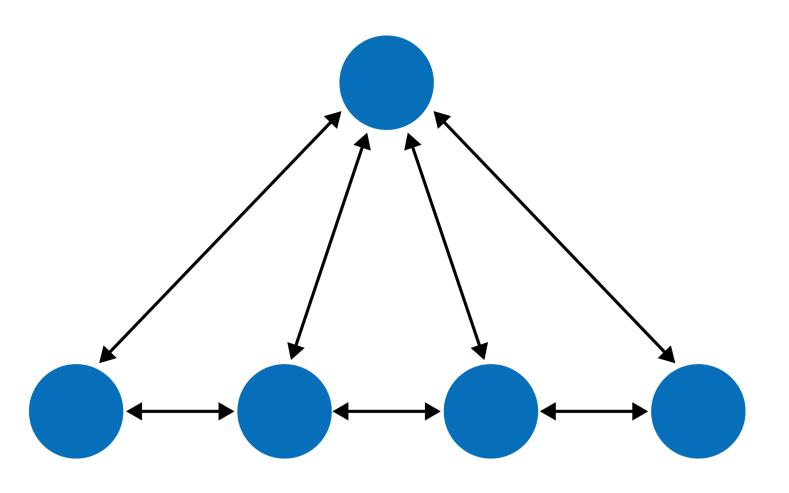
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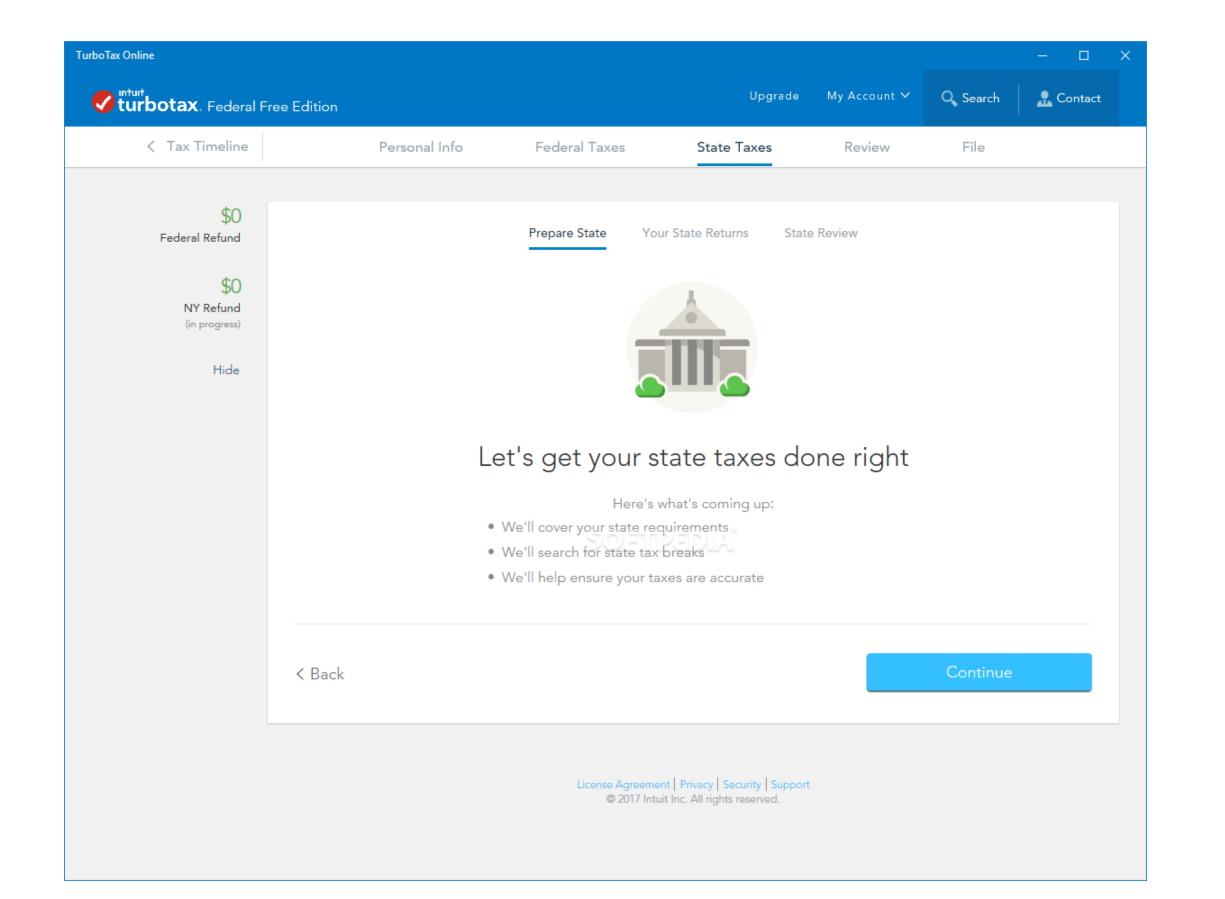


Please Leave Feedback

Models: Pyramid

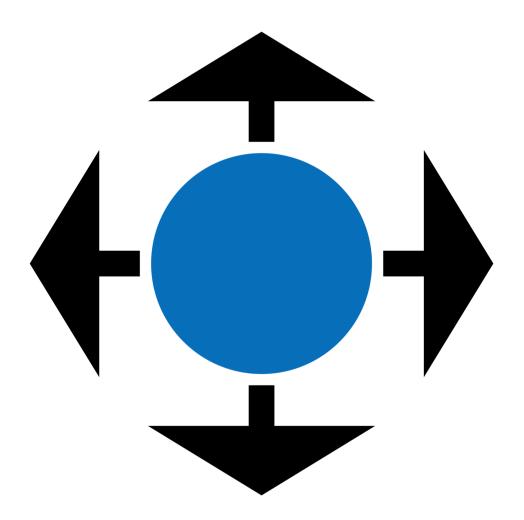
Definition: Similar to the stepwise model, but at each step, the user can navigate to the hub and back.

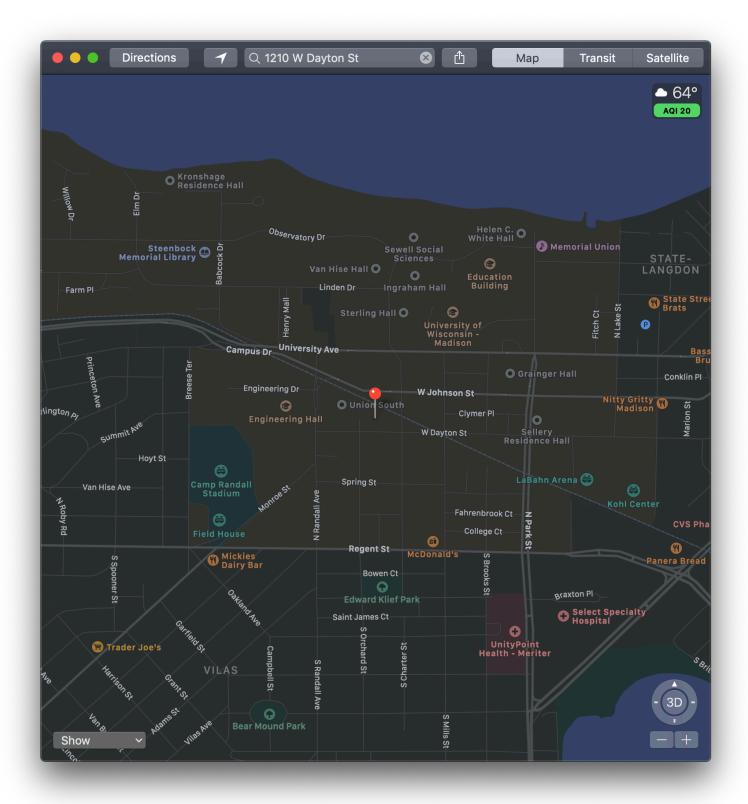




Models: Pan-and-zoom

Definition: Provides users with the ability to continuously navigate across a large space of content, e.g., a map, a list, or a written document.





Vestibulum sodales sem sit amet erat faucibus pellentesque.

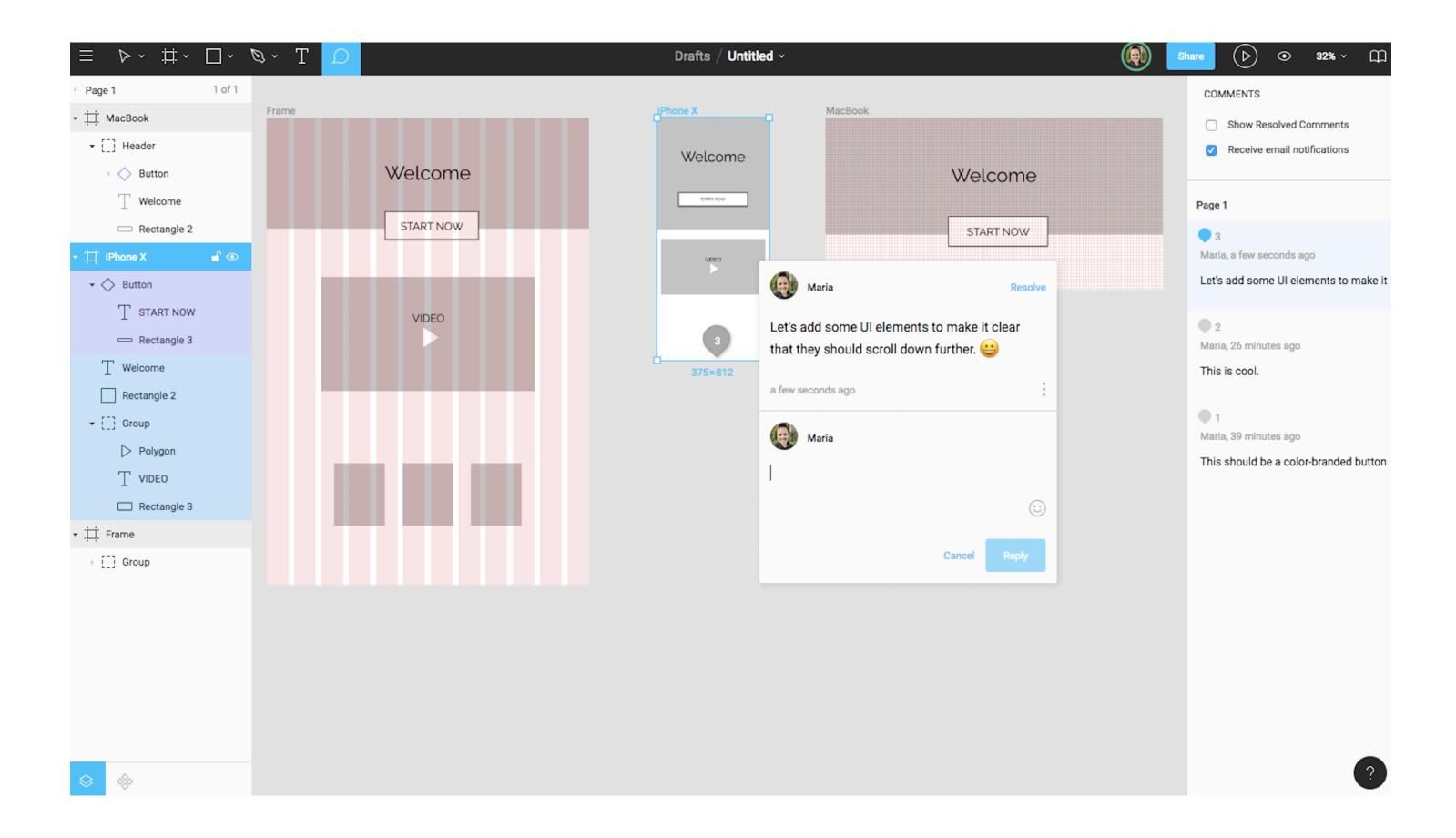
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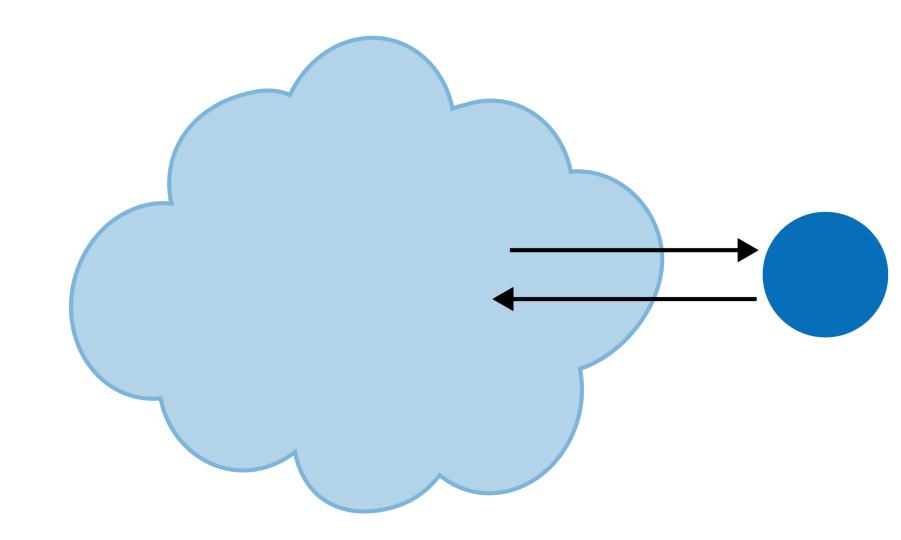
Models: Flat navigation

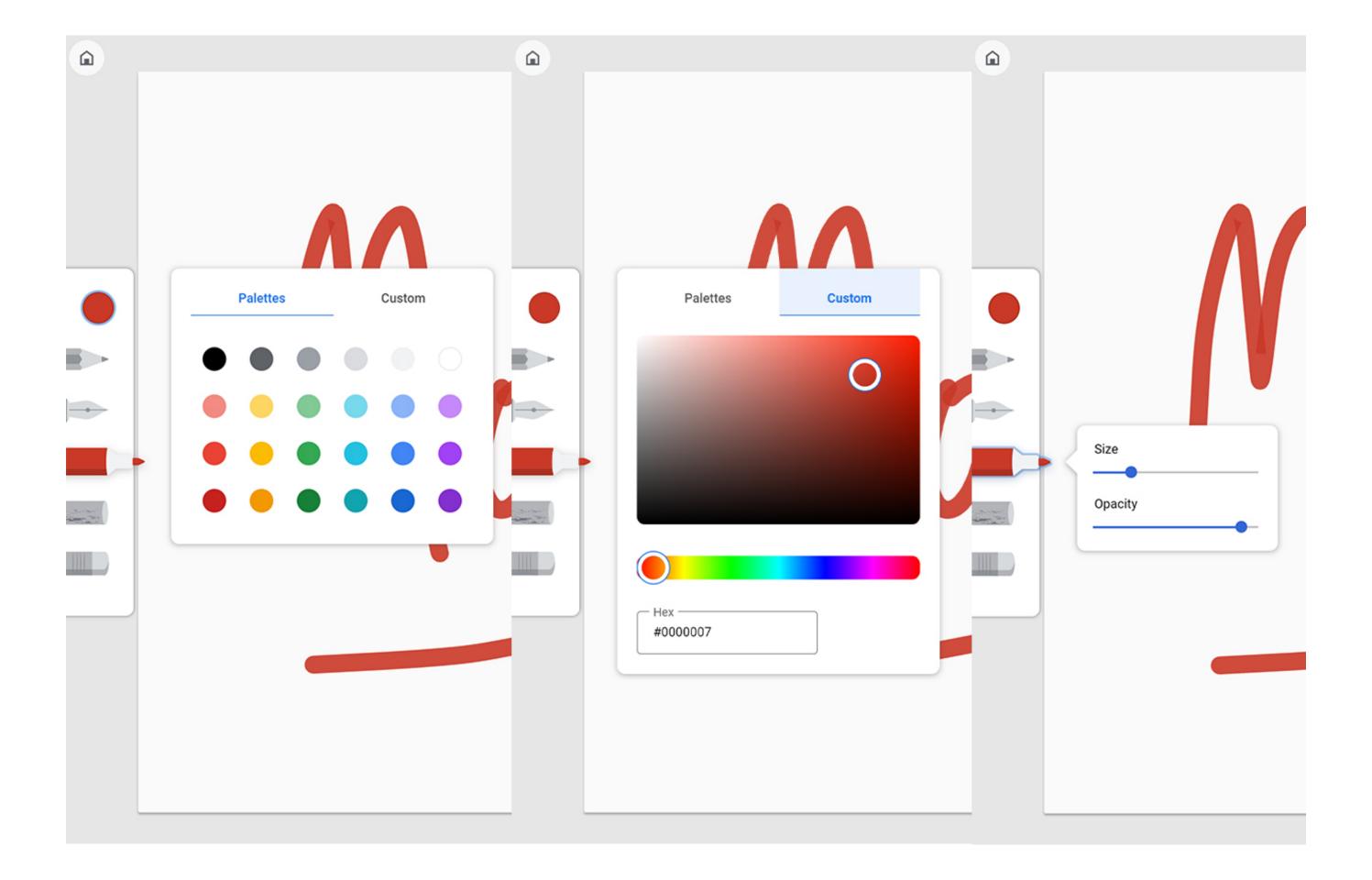
Definition: Involves a central workspace that is always visible and functions that do not require context switches or navigation.



Models: Modal panel

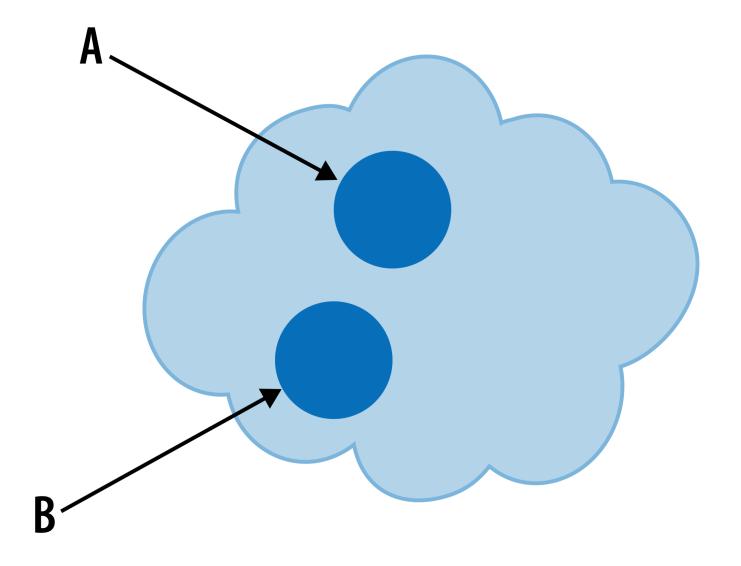
Definition: Follows the flat navigation model except for modal dialogs that are temporarily overlaid on the canvas to help the user perform specific functions.

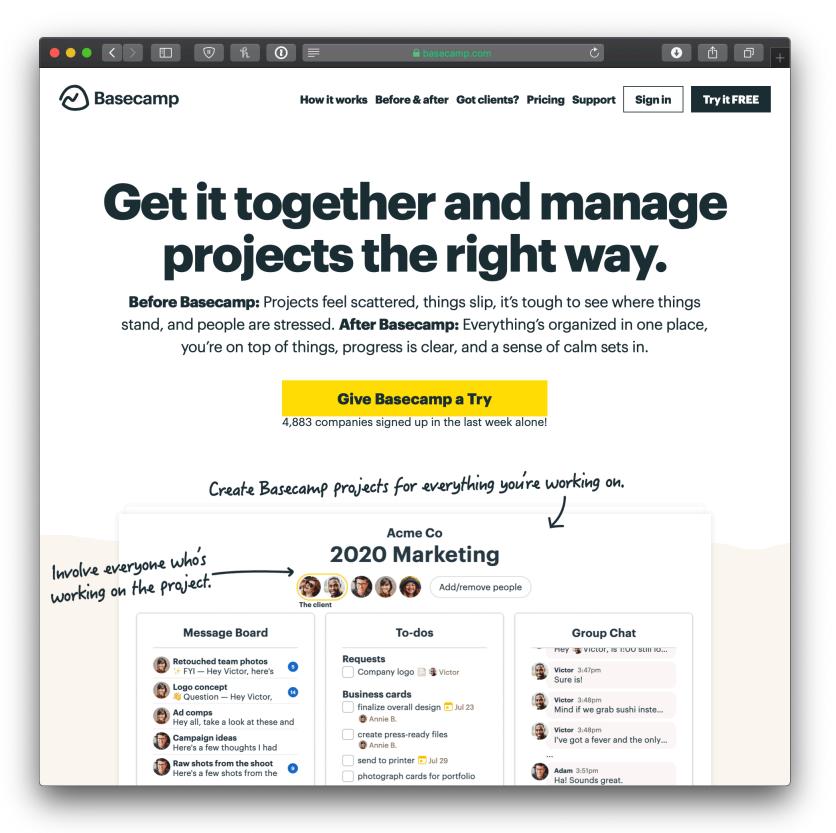


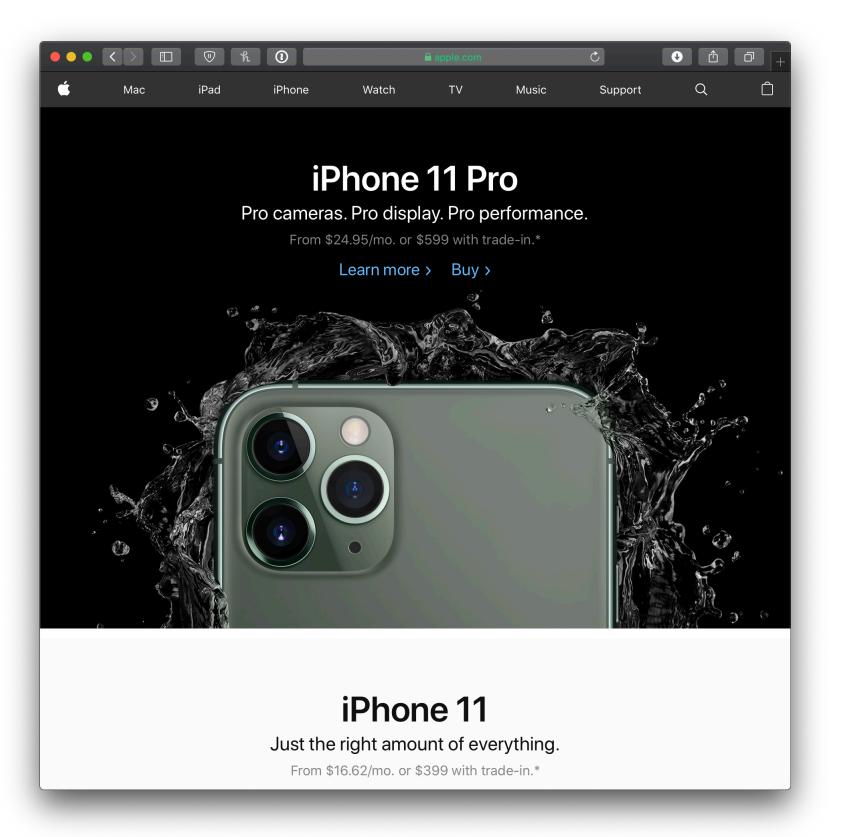


Models: Clear entry points

Definition: Complex applications involve navigational models with clear entry points that guide the user to frequently used or temporary functions without having to go through the hierarchical structure or a step-by-step process.

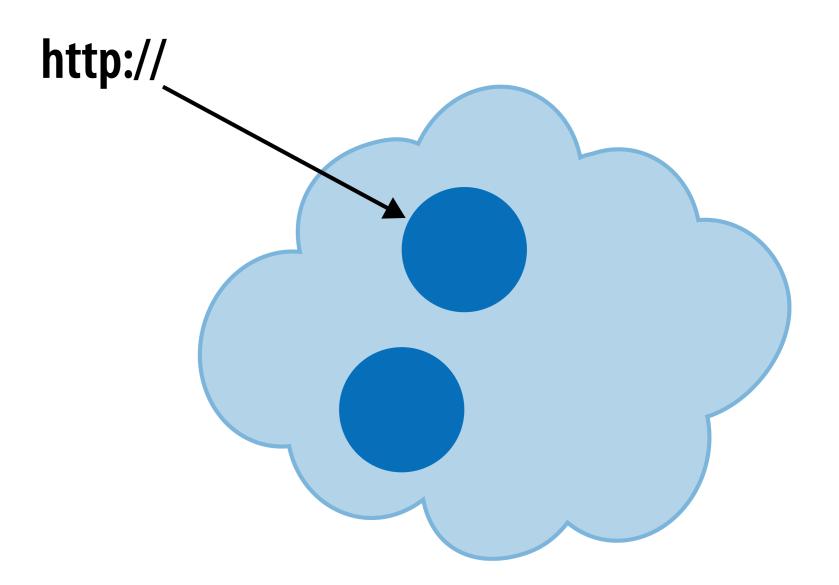






Models: Bookmarks

Definition: Bookmarks allow users to conveniently navigate to a point of his choice, anytime he wants, even if it's deep inside a navigational structure. These give people a way to avoid traversing many links to get to a desired page or state.



what will Doran do? What will his brother do to avenge our murdered prince?" She moved closer to the captain "And you say, he does not wish to be a prince of the captain "And you say, he does not wish to be a prince

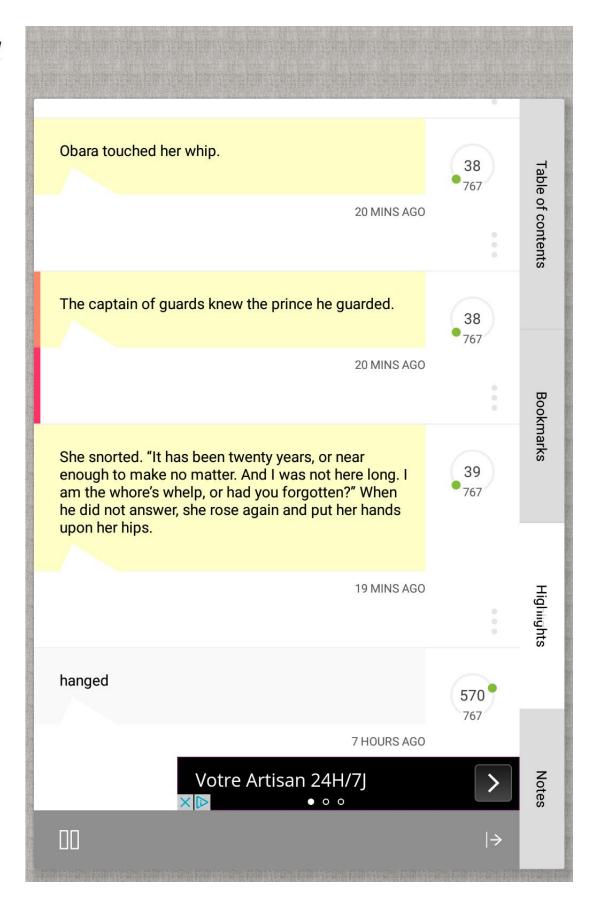
"He do tah said again.

The captain of guards knew the prince he guarded. Once, long ago, a callow youth had come from Norvos, a big broad-shouldered boy with a mop of dark hair. That hair was white now, and his body bore the scars of many battles... but his strength remained, and he kept his longaxe sharp, as the bearded priests had taught him. *She shall not pass*, he told himself, and said, "The prince is watching the children at their play. He is *never* to be disturbed when he is watching the children at their play."

"Hotah," said Obara Sand, "you will remove yourself from my path, else I shall take that longaxe and—"

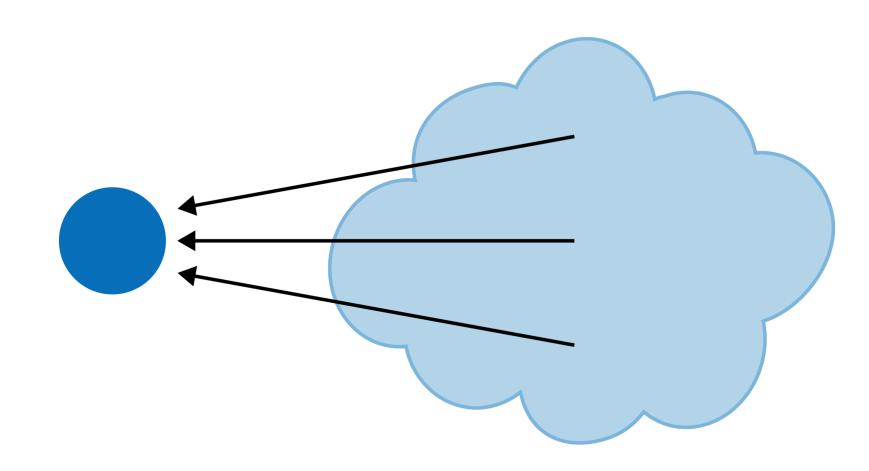
"Captain," came the command, from behind. "Let her pass. I will speak with her." The prince's voice was hoarse.

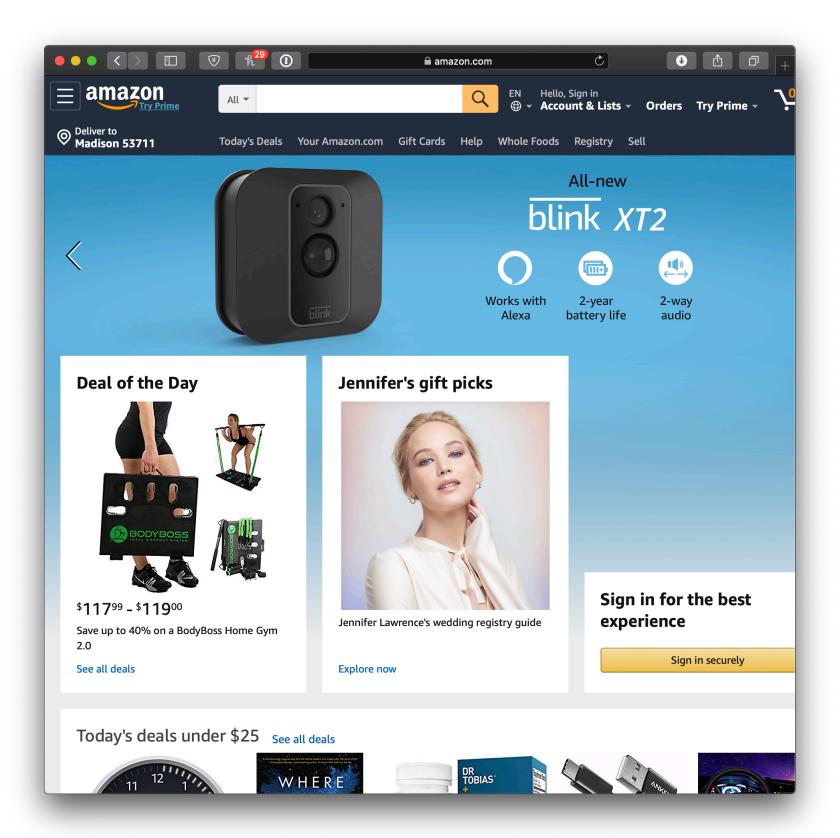
Areo Hotah jerked his longaxe upright and stepped to one side. Obara gave him a lingering last look and strode past, the maester hurrying at her heels. Caleotte was no more than five feet tall and bald as an egg. His face was so smooth and fat that it was hard to tell his age, but he had been here before the captain, had even served the

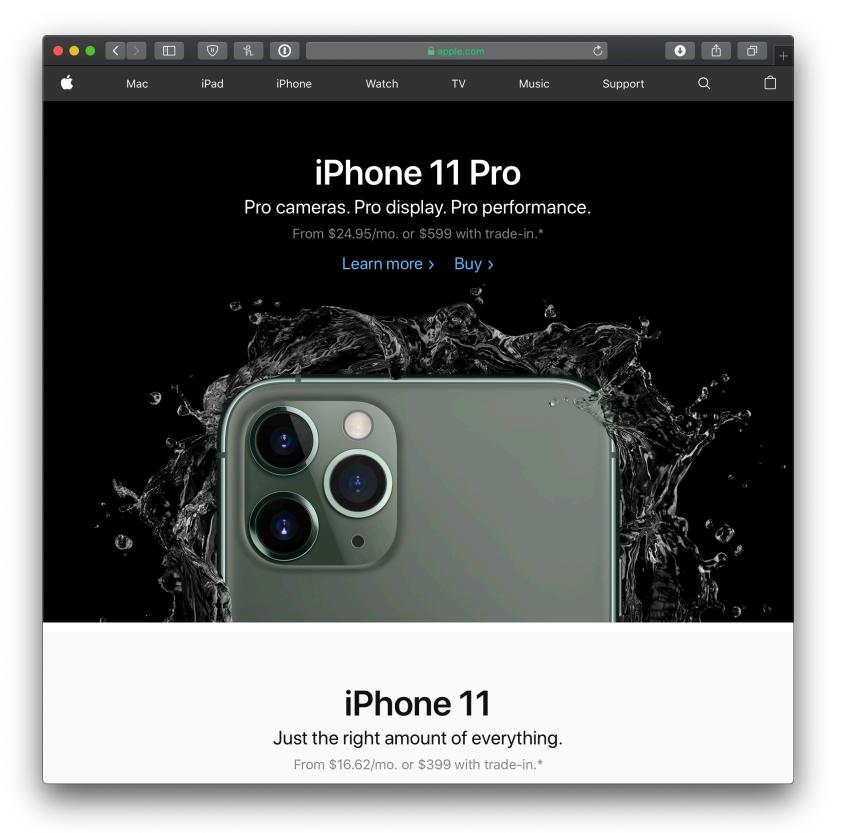


Models: Escape hatch

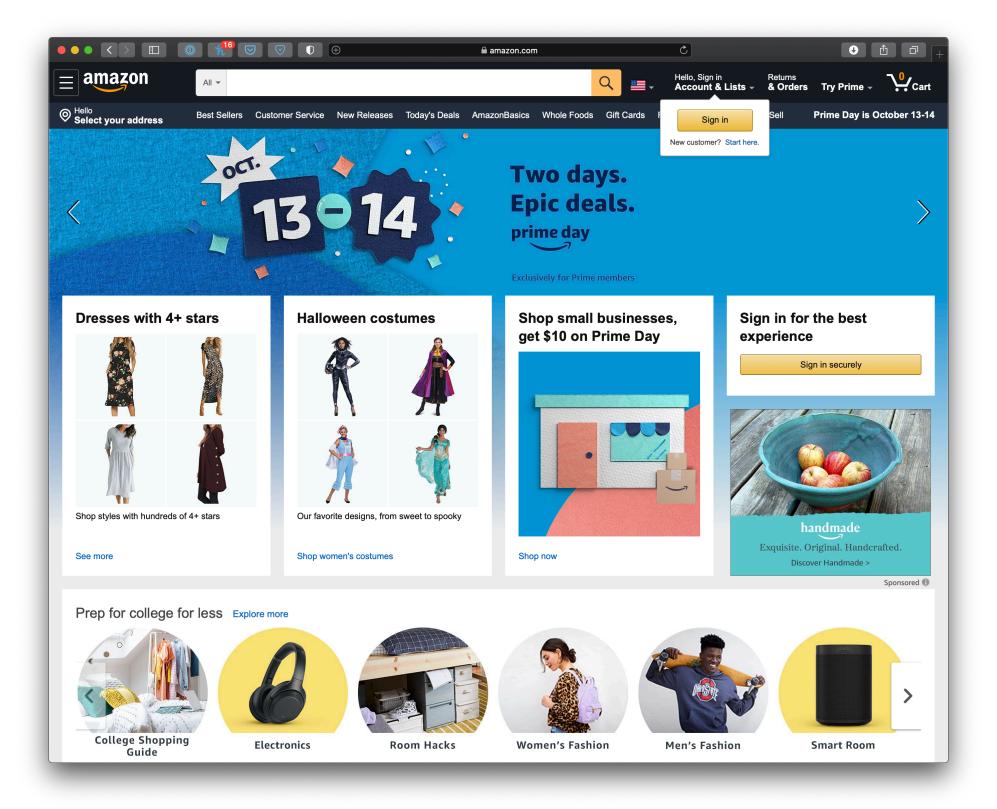
Definition: An "escpape hatch" provides users with the ability to go back to the main component/page in a complex structure without having to trace steps back.







In-Class Activity 2: Reverse Engineering Navigation Models



Principles of Navigation

- 1. Wayfinding
- 2. Cost
- 3. Aids
- 4. Models

What did we learn today?

- Interaction structure
- Visual layout design
- Principles of navigation q