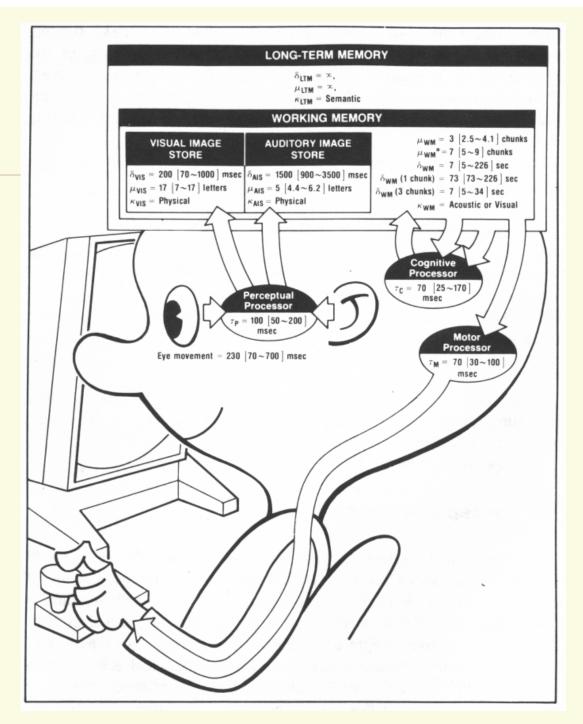
CS 160: Web Design Patterns

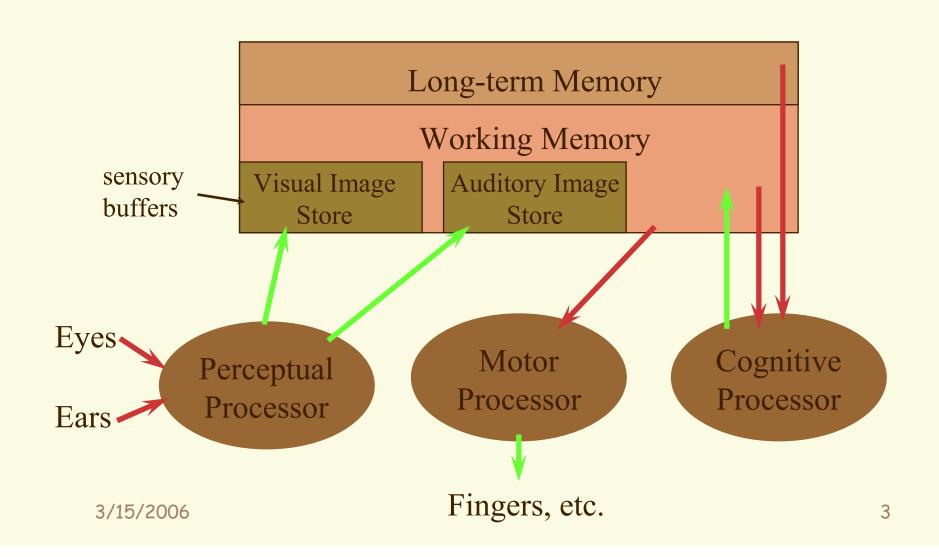
Professor John Canny

3/15/2006

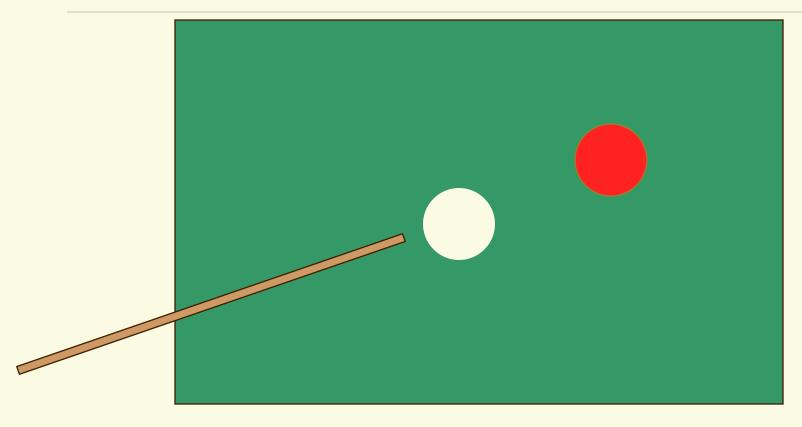
Model Human Processor



The Model Human Processor

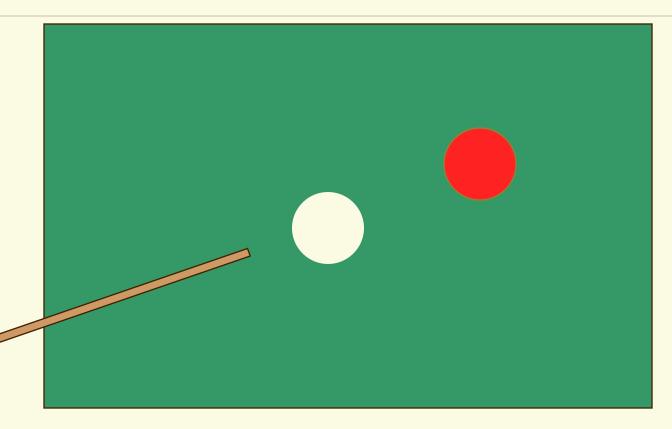


Perceptual Causality



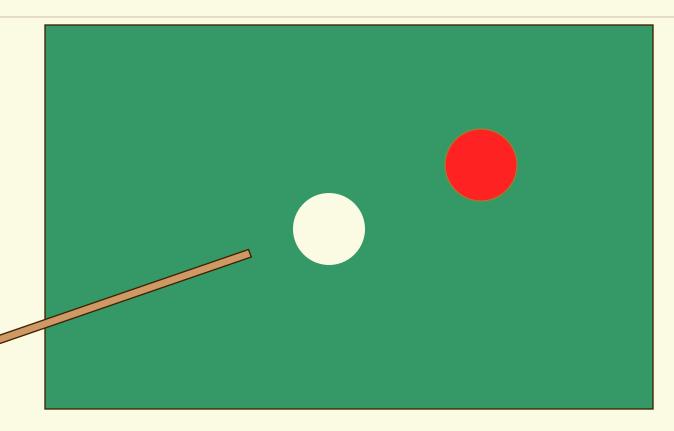
How soon must red ball move after cue ball collides with it?

Perceptual Causality



Must move in < Tp (100 msec)

Perceptual Causality



Must move in < Tp (100 msec)

Perception

- Stimuli that occur within one PP cycle fuse into a single concept
 - * Frame rate necessary for movies to look real?
 - + time for 1 frame < Tp (100 msec) -> 10 frame/sec.
 - * Max. morse code rate can be similarly calculated
- Perceptual causality
 - * Two distinct stimuli can fuse if the first event appears to *cause* the other
 - * Events must occur in the same cycle

Simple Experiment

- Volunteer
- Start saying colors you see in list of words
 - * When slide comes up
 - * As fast as you can
- Say "done" when finished
- DEveryone else time it...

Paper Home Back Schedule Page Change

Simple Experiment

- Do it again
- Say "done" when finished

Blue

Red

Black

White

Green

Yellow

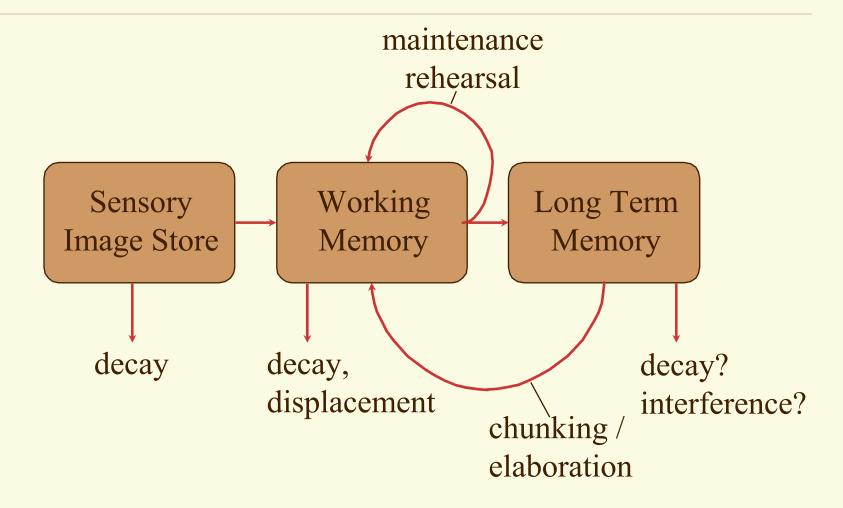
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Memory

Interference

- * Two strong cues in working memory
- * Link to different chunks in long term memory

Stage Theory



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Stage Theory

- Working memory is small
 - * Temporary storage
 - + decay
 - + displacement
- Maintenance rehearsal
 - * Rote repetition
 - * Not enough to learn information well
- Answer to problem is organization
 - * Faith Age Cold Idea Value Past Large
 - * In a show of faith, the cold boy ran past the church

Elaboration

- Relate new material to already learned material
- Recodes information
- Attach meaning (make a story)
 - * e.g., sentences
- Visual imagery
- Organize (chunking)
- Link to existing knowledge, categories

LTM Forgetting

- Causes for not remembering an item?
 - * 1) Never stored: encoding failure
 - * 2) Gone from storage: storage failure
 - * 3) Can't get out of storage: retrieval failure

Recognition over Recall

- Recall
 - * Info reproduced from memory
- Recognition
 - * Presentation of info provides knowledge that info has been seen before
 - * Easier because of cues to retrieval
- We want to design UIs that rely on recognition!

Facilitating Retrieval: Cues

- Any stimulus that improves retrieval
 - * Example: giving hints
 - * Other examples in software?
 - + icons, labels, menu names, etc.
- Anything related to
 - * Item or situation where it was learned
- Can facilitate memory in any system
- What are we taking advantage of?
 - * Recognition over recall!

Outline

- Motivation
- Design patterns in architecture & SE
- Web design patterns
- Home page patterns
- E-commerce patterns

How can we Codify Design Knowledge?

- Now that you've worked on your project for > 6 weeks, you know a lot about your solution.
- How would you communicate your solution to another design team in a "portable" way?
- i.e. what specific elements should this description of your design have?
- Discuss this with some neighbors now, make a list!

Motivation for Design Patterns

- Most articles in the UI literature are critiques
 - * Norman, Nielsen, etc.
- Design is about finding solutions
- Good designs borrow & steal from other designs
 - * But its hard to know how things were done before
 - * And hard to reuse specific solutions
- Design patterns are a solution
 - * Reuse existing knowledge of what works well





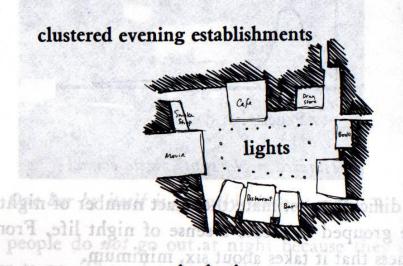
- First used in architecture [Alexander]
- Communicate design problems & solutions
 - * How big doors should be & where...
 - * How to create a beer garden where people socialize...
 - * How to use handles (remember Norman)...
- Not too general & not too specific
 - * Use solution "a million times over, without ever doing it the same way twice"

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Example from Alexander: Night Life

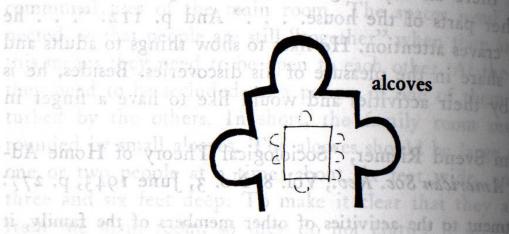
energiane to provide natural surveillance, but enough pedestrians

Knit together shops, amusements, and services which are open at night, along with hotels, bars, and all-night diners to form centers of night life: well-lit, safe, and lively places that increase the intensity of pedestrian activity at night by drawing all the people who are out at night to the same few spots in the town. Encourage these evening centers to distribute themselves evenly across the town.



Example from Alexander: Alcoves

Make small places at the edge of any common room, usually no more than 6 feet wide and 3 to 6 feet deep and possibly much smaller. These alcoves should be large enough for two people to sit, chat, or play and sometimes large enough to contain a desk or a table.



nome. Even the same activity may have to be moved from

ome studies for example navy saw to be earried out in the living

on during the alternoon, while afood is being prepared in the

family room walls was built of sould install the

- Next used in software engineering [Gamma et al.]
- Communicate design problems & solutions
 - * Proxy: surrogate for another object to control access to it
 - * Observer: when one object changes state, its dependents are notified



- What software design patterns did we describe recently?
- Model-view controller
- Event Queues
- **??**



- We can do the same for Web Design
 - * Communicate design problems & solutions
- How can on-line shoppers keep track of purchases?
 - * Use the idea of shopping carts in physical stores
- How do we communicate new links to customers?
 - * Use consistent colors and mouseover highlights
- Leverage people's usage habits on/off-line
 - * if Yahoo does things a way that works well, use it

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Pattern Format

- 1. Pattern Title
- 2. Context
- 3. Forces
- 4. Problem Statement
- 5. Solution
 - **#** Solution Sketch
- 6. Other Patterns to Consider

Example - Alcoves

- 1. Pattern Title: Alcoves
- 2. Context:

Collaborative and common areas in buildings.

3. Forces

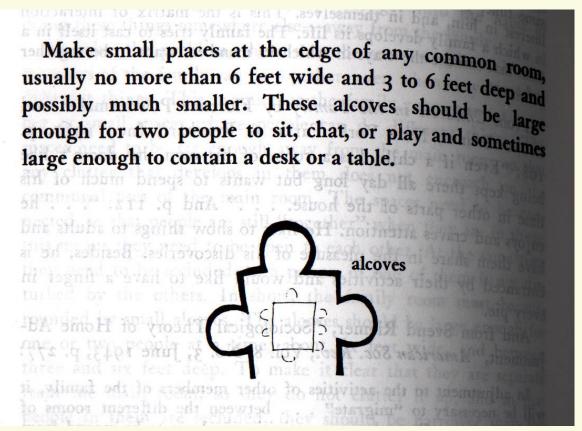
Open spaces are inviting, but people want a sense of enclosure for private discussions.

4. Problem Statement

Create an space that invites collaboration but also supports private discussion.

Example - Alcoves

5. Solution + sketch



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Pattern languages

- Alexander emphasized the importance of pattern languages - more than just collections of patterns.
- Languages are sets of patterns that fill out a design space, and are chosen to complement each other.
- Forces in each pattern may explain the relations with other patterns.

Patterns and idioms

- Not every design idea that uses the pattern syntax is a pattern.
- If an idea is too specific (e.g. programming language specific), then it is not a pattern.
- Specific ideas are called *idioms*.
- Similarly, patterns cannot be too general.
- It must be clear how the pattern should be applied in a context.

Home page design

- 1. Pattern Title: Home page
- 2. Context:

3. Forces

4. Problem Statement

Home page design

- 1. Pattern Title: Home page
- 2. Context:

Pages that are the entry point for a web site.

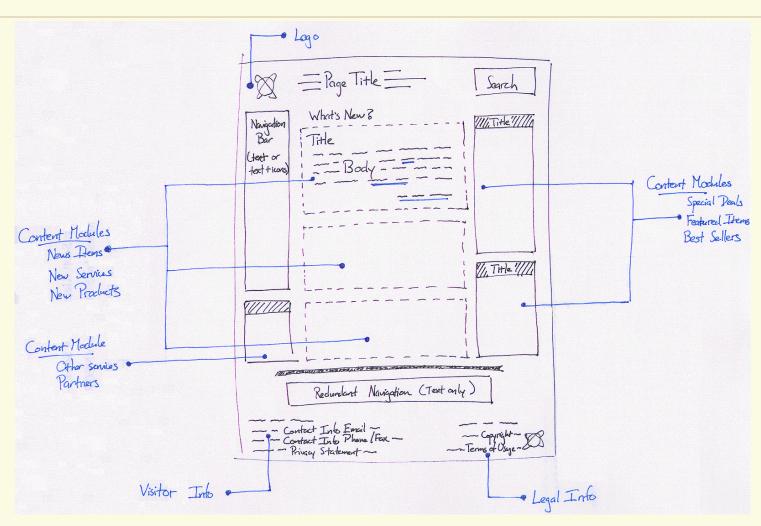
3. Forces

People are attracted by novelty and good design, attention span is very short on the web, home pages are regularly updated.

4. Problem Statement

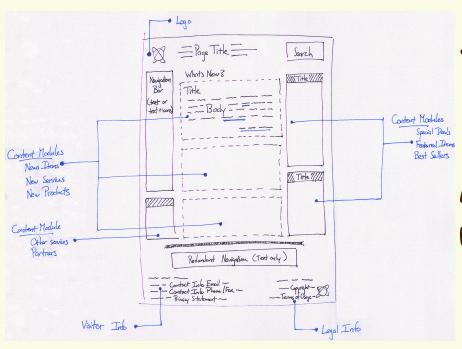
What to capture and hold visitors attention, encourage return visits, and be easy to maintain

Solution sketch



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Home Page Design Rules



Strong 1st impressions

- * compelling titles & logos
- * simple navigation

Modularity simplifies updating

Home Page Design Rules

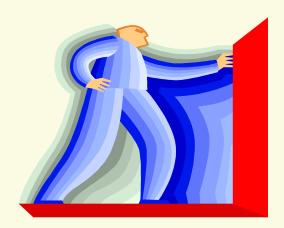


- Breadth on left
- Highlights articles of general interest in center & right
- Links distinguished
- Subsections further down show more detail in particular areas

Home Page Design Rules

More Forces

- * without a compelling home page (H/P), no one will ever go on to the rest of your site
- * surveys show millions of visitors leave after H/P
 - + most will never come back -> lost sales, etc.



Make a positive first impression by:

- Testing
 - * Appropriate link names and familiar language?



- looking at GUEST PROFILES (another pattern)
 - * Appropriate colors & graphics?
 - * neon green & screaming graphics on a skateboarding site, but not on a business-to-business or health site



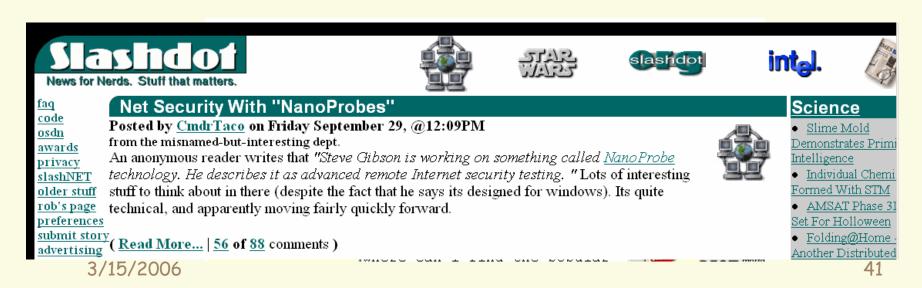
Focus on a single item of interest

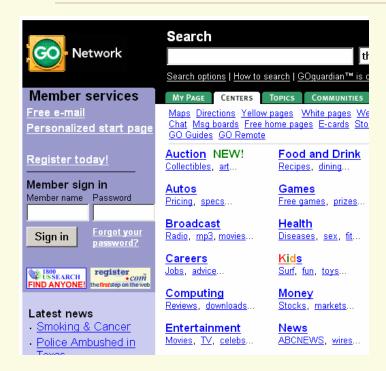
- Create a good "first read"
 - * Draw the eye to a single graphical item
- Make it clean & larger than rest on the page
- Cut down remaining elements to chosen few



Build your site brand

- Present the message of what your company does
- Include the value proposition (promise to visitors)
 - * Links to confidentiality information & site abuse policies to show you are trustworthy





Make navigation easy

- Novices & experts must instantly "get it"
- Use multiple ways to navigate
- Basic features of site as embedded links
- Navigation bars
- Colored background (HTML tables) to delineate sections
- Reusable accent graphics to highlight new things



Lure visitors to return

- With fresh content
- Keep it updated so there is a reason to come back
- By seducing with text (and graphics)
- You have only seconds
 - * Lively, sparkling, precise

Make it download quickly (2-3 seconds)

* If not, they'll go elsewhere

Strategies

- * Use HTML text as much as possible
- * First thing to download



- * Images take 10 server-browser comms
- * Get a web-savvy graphic artist (font colors, styles, & b/g color)

Pattern Examples

Shopping cart

Shopping Cart

Context:

* Online stores

Forces

- * People like to browse and add items (like the supermarket) while shopping.
- * People want to review purchases before paying.
- * Make it very easy to add items (defer commitment).

Shopping Cart

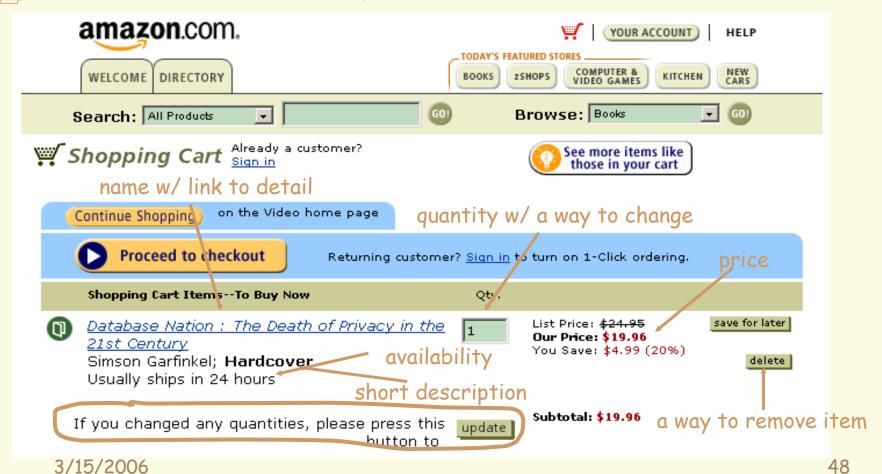
Problem?

* How to allow customers to add items without disrupting their browsing, and purchase multiple items in *one transaction*

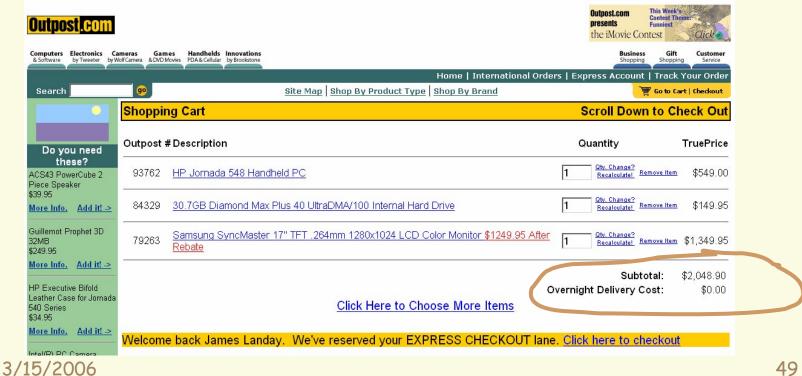
Solution

- * Use shopping cart metaphor to keep track of items before customer finalizes the purchase
- * Track name, quantity, availability, & price

Provide detailed info on each item in cart



- Provide info about all items in cart
 - * sub-totals
 - * shipping, taxes, other charges (if known)



Provide a prominent link to checkout



Have a link to let people continue shopping



Don't put other recommended items in the checkout sequence (pulls users back to shopping and they may not complete checkout).

- Don't let unavailable things be added
 - * hard to find a good example of this



Checkout

- Shopping Cart =>
 - * Details, quantity, availability, subtotal
- Sign-in =>
 - * New customers
 - * Returning customers
- Shipping =>
 - * Address, shipping method, gift wrap?, special instructions
- Payment =>
 - * Method, billing address, gift certificate, coupons
- Confirmation
 - Confirm button, confirmation page, email, order tracking into, Thank you

Checkout Heuristics

Make it easy to cancel or change order at any time before final confirmation

Don't have customers type things twice

Summary

- Motivation for patterns
- Design patterns in architecture & SE
- Web design patterns
- Home page patterns
- **E-commerce** patterns