

Inter estin g Mom ent	Example Visual Cue for Mouse	Example Visual Cue for Keyboard
Page Loaded	Items shown as a list, grid, or other arrangement. Provide some sort of graphic drag affordances or textual description that tell the user dragging is possible.	Same as for mouse.
Mouse Hover	Container border is highlighted and cursor changes from arrow to "hand."	N/A
Key board Select	N/A	User tabs to the draggable section, and the first item is selected. This is equivalent to the mouse "hover" action. Provide the user with a stronger visual cue than the one used for mouse "hover" to indicate that an item is actually selected (e.g, container border is highlighted and object is in a gray frame).
Mouse Down	Enter "drag" mode. A visual indicator that the user is in a new mode may also be given (e.g. changing item to half-tone).	N/A
Control-Key Down	N/A	While the user is holding down the "Control" (CTRL) key, they are in "drag" mode. Item changes to half-tone to give the user a visual indicator that they are in a new mode.
Mouse Up	The user is no longer in drag mode. If the user was in the process of dragging an item, this completes the drag action.	N/A
Control-Key Up	N/A	The user is no longer in drag mode. If the user was in the process of dragging an item, this completes the drag action.
Drag Initiated	The user drags the item using the mouse to its new desired location. A half-tone preview of the item being dragged remains in its original location.	While holding the "Control" (CTRL) key, the user uses the arrow keys to move the item to a new location. A half-tone preview of the item being dragged remains in its original location.
Drag Over Valid	Preview the new placement by moving the original image into the new potential position. The item is moved immediately, previewed as a half-tone image until the user releases the mouse button.	The item is moved immediately, previewed as a half-tone image until the user releases the "Control" (CTRL) key.
Drag Over Invalid	The selected item "snaps" to the closest valid position (meaning a place where the item is allowed to be dropped).	There are no "invalid targets" for a keyboard user as they are only shown valid options.
Drag Over Original	The item appears in its original position, with the 'drag mode' visual cue still applied.	The item appears in its original position with the 'drag mode' visual cue still applied until the user releases the "Control" (CTRL) key.
Drop Accepted	Item placed in the drop location. The moved item has a highlighted border and is in a gray frame. The other items on the page re-arrange to form the new order.	Same as mouse.
Drop Rejected	Return to the original state (the original ordering). Additionally, the originally selected item remains in Mouse Hover mode.	Return to the original state (the original ordering). Additionally, the originally selected item remains in Keyboard Select mode.
Drop on Original	Same as Drop Rejected.	Same as Drop Rejected.

Accessibility

Please refer to the parent [Drag and Drop Design Pattern](#) pattern for accessibility guidelines.

Examples

- [iGoogle portal](#)

Related Fluid Components

Please refer to the parent [Drag and Drop Design Pattern](#) pattern for related Fluid components.

Related Patterns

- [Drag and Drop Design Pattern](#) - parent
- [Drag and Drop - List Ordering Design Pattern](#) - sibling