

Sept 20, 2016 Design Crit Notes - UI / Learner Options

Overview

- Implement responsive/mobile design
- **Unify desktop and mobile**
 - Overall layout / findability
 - Vertical vs. horizontal panel scroll/swipe
 - Left side / right side (desktop)
 - Flexibility? (integrators may choose a layout?)
- Previously discussed adjuster redesign based on user feedback
 - Consistency of adjusters (check boxes vs on/off)
 - Accessibility of sliders
 - Naming/language
- Note: no GPII integration at this time
- Style - total redesign?

Meeting Notes

Mockups

Tab order expectation

- Would be better to keep the "show preferences" tab on top of the panel area
 - Then focus moves from tab to first panel as expected (this is clearer in the vertical panel, where the tab stays on top)
 - In current design, focus moves from "show display prefs" tab to page content
 - Not good practice to push focus into panel / doesn't follow panel structure/order
 - How to best design for horizontal layout in desktop in this way?
 - Open from the left?

Mobile

Vertical vs horizontal

- Prefer horizontal layout
- Vertical breadcrumb throws balance off
- Might expect down arrow to open more of the panel (i.e. to increase panel size)
- Up arrow looks like it could collapse the panel
- Previously had vertical panel scrolling in mobile in order to avoid interfering with contrast scrolling

- How to take up less screen real estate in mobile?
 - Currently the header bar at the top takes up too much space
 - Also when user is in reader mode - will remove everything outside the content including UIO
 - Preferences may not apply to reader mode
 - Touch the screen anywhere - opens menu - accessibility?
 - Have it at top of page only?
 - Blend into page menu?

- For ease of implementation - consistency between mobile and desktop - i.e. vertical vs horizontal

ON/OFF toggle

- Keyboard interaction? enter/space toggles state
 - Arrow keys? Would need to focus on each state separately - Probably not best
- Touch/mouse interaction?
 - Touch/click specific state to change state, i.e. must touch or click ON to turn on (not just anywhere on the toggle itself, like in iOS)
- Toggles are built as check boxes (so screen-reader experience is that of a check box)
 - New ARIA spec may include a switch label - Lisa will look into it
- Consider the appearance of the focus state and how this might look too similar to current state button/box/border - don't want to confuse the two

Emphasis preference

- Replaced 2 check boxes (1. Links 2. Other inputs (buttons etc)) with one ON/OFF toggle
- ON/OFF toggle used for consistency
- If we want to keep links and other inputs separate, we could have 2 panels

- Note that when we integrate with GPII, we will likely need more granularity - this will apply to multiple preferences
- What do we want this preference to affect? Consider wording of "other inputs" - are there other inputs that it affects?