

Animation for the Web

User Interface Design Worksheet
O-B Feedback *Amos Tink*

Purpose	Animation Object	Interaction Type(s) primary and secondary	What Changed	Motion Type	consistent	learnable	predictable
VISIBLE Cue / Indicator	<u>button</u> background	VISIBLE Cue / Indicator	Original item on/off	fade in / fade out slide ✓			
What actions are available	graphic icon	on load	switch content	bounce			
Task sequence	shape	mouse over / touch	state change:	jiggle ✓			
Lead through interaction	image	click / tap	position	rotation			
		swipe	scale	flip			
		drag	color ✓				
What is the situation			opacity				
FEEDBACK Reaction to Action		Feedback-secondary Reaction to Action	shape				
Where I am		Activation happened					
What is happening		Something is Loading	Secondary item added ✓				
<u>What just happened</u>		<u>Error</u>	Secondary item change ✓				
<u>outcome/result</u>		<u>Correct</u>					
What is next?		Done					

Interface item: *subscriber / failure*

Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
tells user something was wrong	<i>button</i>	<i>color</i>	<i>color</i>	<i>fade</i> <i>hover</i>	✓	✓	✓

Interface item: *subscriber / success*

Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
tells user something was successful	<i>button</i>	<i>color</i>	<i>color</i>	<i>slide</i> <i>smooth</i>	✓	✓	✓

Studio Artboard Name: