

Animation

for the Web

User Interface Design Worksheet
 OS-C Hammer ThinkLab

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

Interface item: *Level name artboard 1*

Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
<i>to tell user to hover/click</i>	<i>button</i>	<i>primary</i>	<i>button begins to glow</i>	<i>grow</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Interface item: *Level name*

Studio Artboard Name: *2*

Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
<i>click button</i>	<i>button</i>	<i>secondary</i>	<i>order you click you advance to the next page</i>	<i>fade</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

