

SHADE POP-UPS

MOCHI

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SUMMARY

Shade pop-ups serve as child windows in an application. They allow users to perform modal interactions within the application.

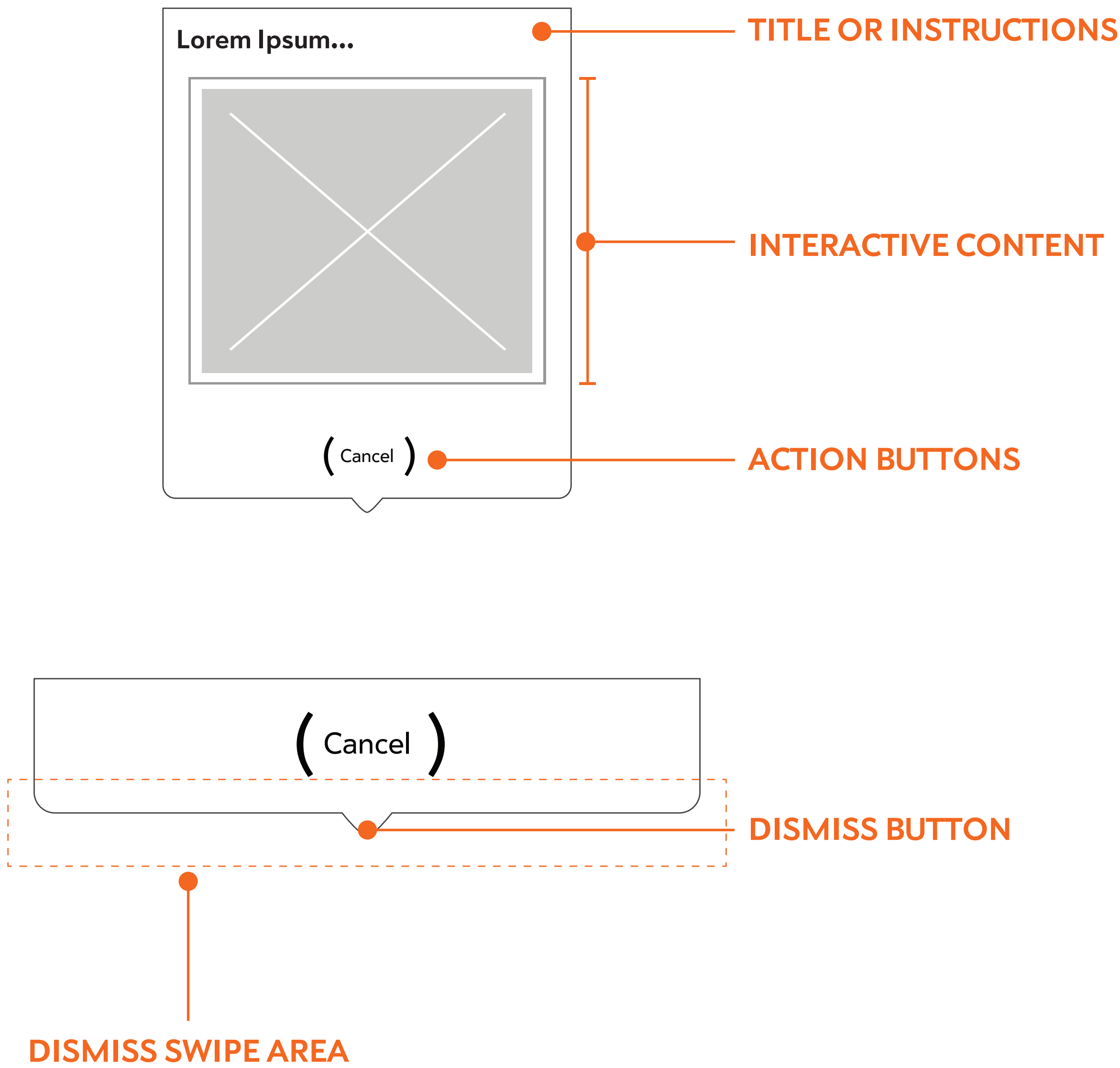
Use them for:

- Moderately complicated interactions (multiple steps, multiple choices)
- Prompting the user to make a specific action
- When context should be maintained

GOALS

- To introduce Shade Pop-ups and differentiate their behavior from Contextual Pop-ups
- To set guidelines on when Shade Pop-ups appears and how they behave, i.e. where they will appear on screen and how they're exited

STRUCTURE



Title

Optional. May contain a title or other controls such as Tabs or a Search field. Can be scrolled away or fixed.

Content

Will vary. Can contain lists, grids and controls. Area scrolls as necessary.

Action Button(s)

Used for confirmation, canceling, or navigation within a multi-scene Shade. Cannot be scrolled. Can appear at the bottom or top of the pop-up. Recommended location is top to avoid keyboard interaction.

Dismiss Button

On tap, Shade dismisses and the safe action is performed (usually Cancel).

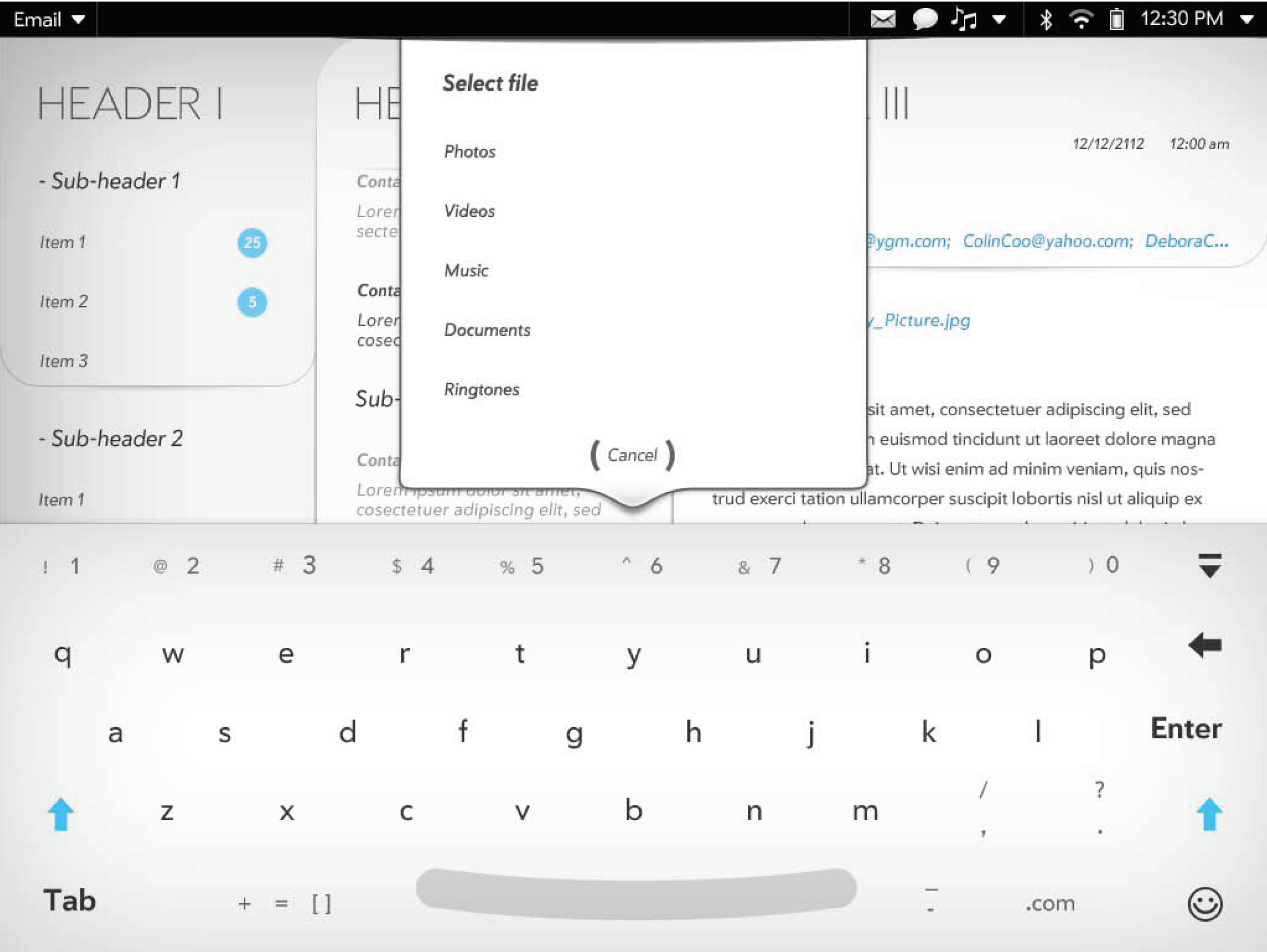
Dismiss Area

Swiping up in this area dismisses Shade and the safe action is taken. *(Size of area may need to be tweaked as we build it.)*

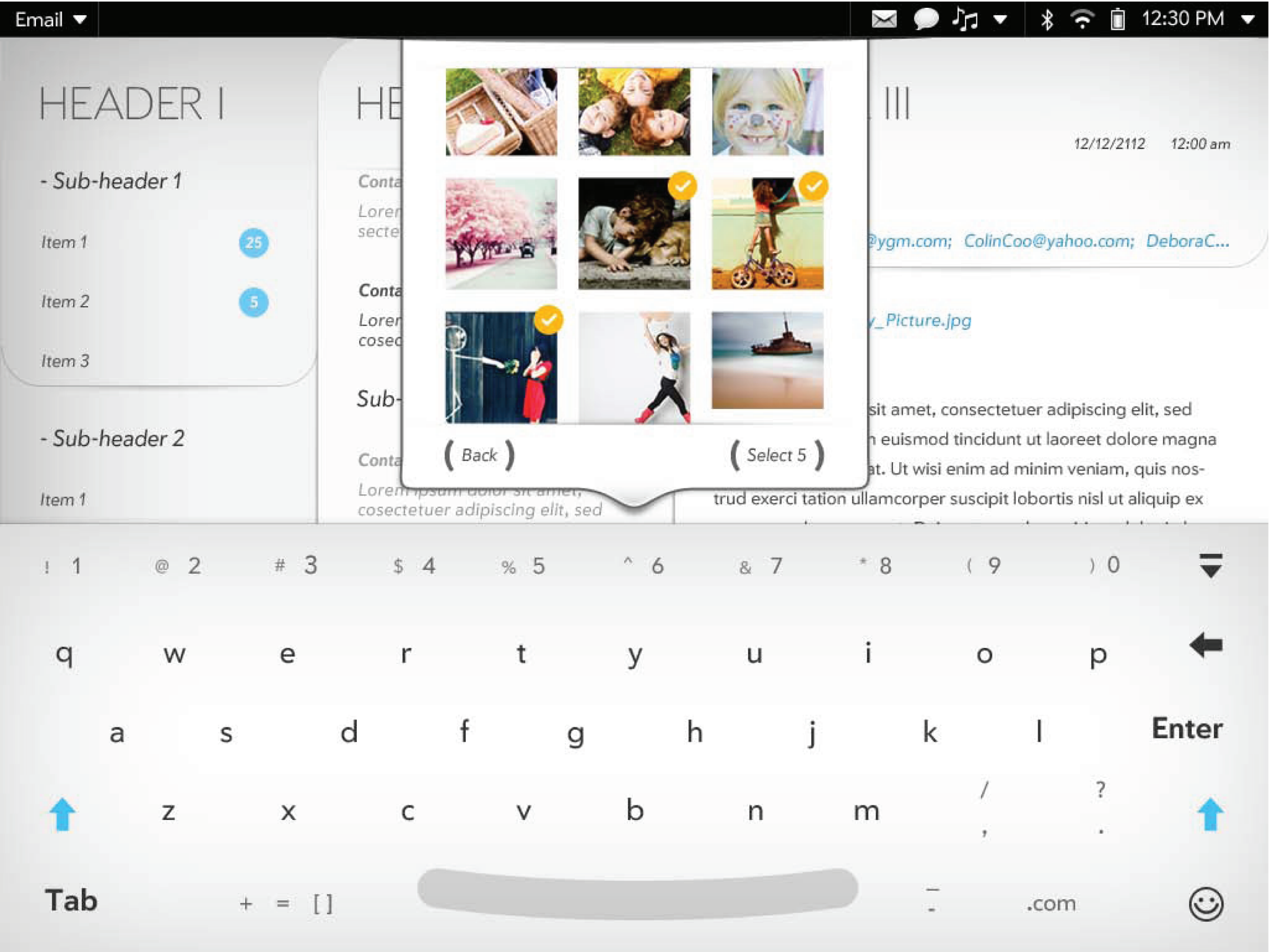
Height & Width

See visual design redlines for width and height rules across screen sizes.

VISUAL DESIGN EXAMPLE

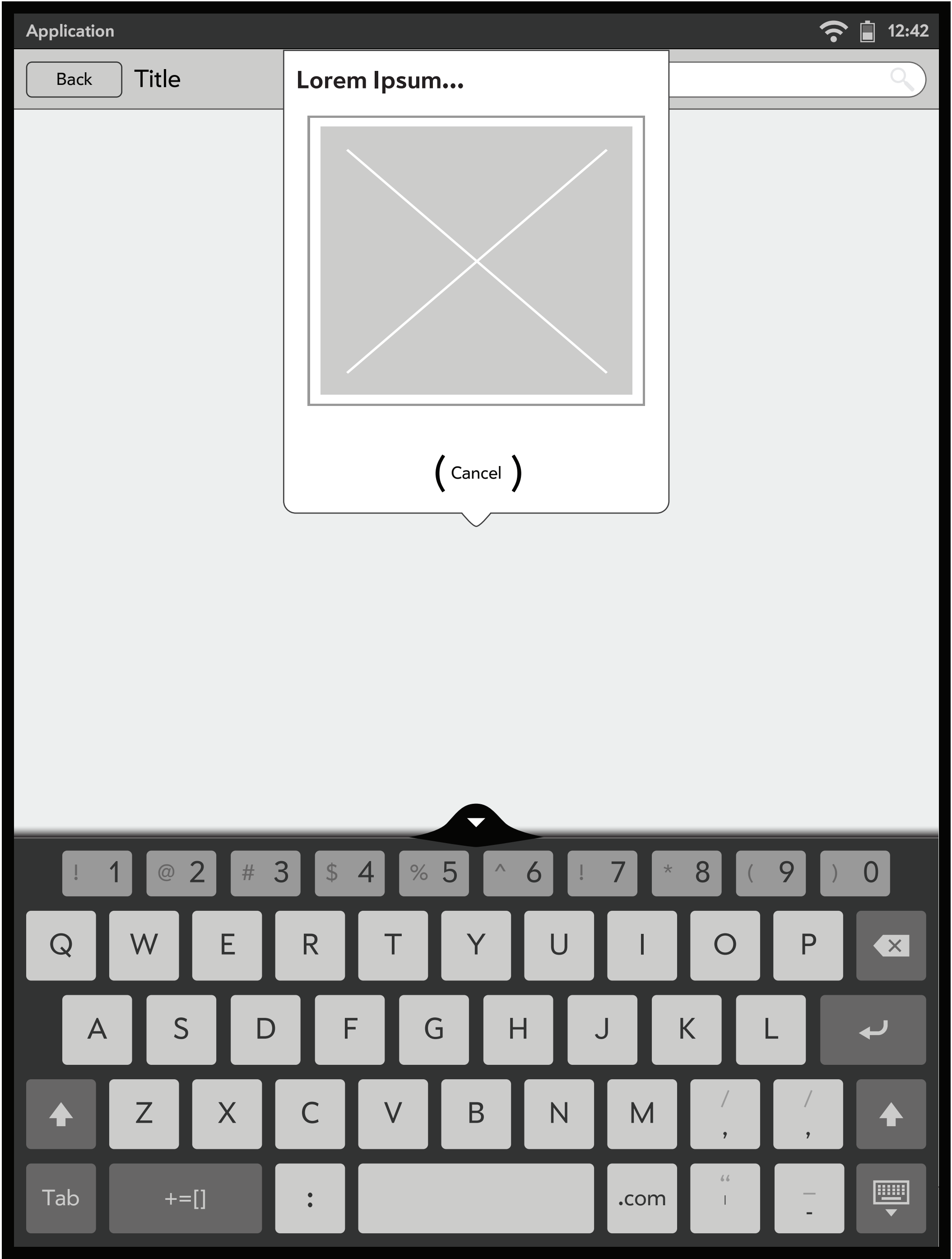


List Example



Grid Example

GENERAL BEHAVIOR



Animation

Invoked: Slide down from the top of screen

Dismissed: Slide up to the top of screen

See Shade Animation example for details.

Dismissing

Methods to dismiss:

- Task is completed
- Select Cancel or Done
- Select Dismiss button
- Swipe up in the dismiss area

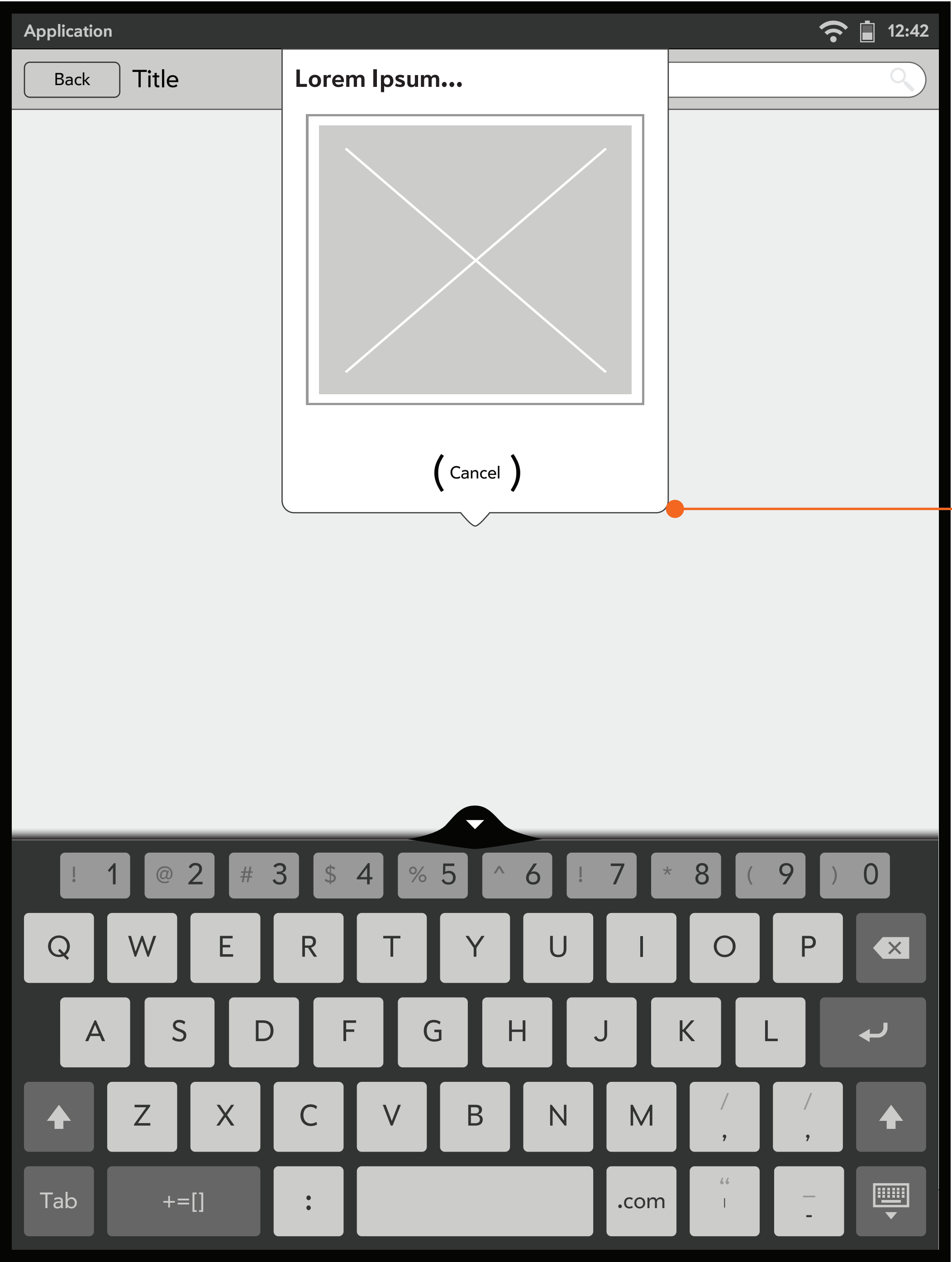
Fixed Width and Height

Minimum and maximum heights and widths are described in the visual design redlines.

Width and height should not change within a multi-scene task flow or when changing orientation.

PLATFORM VARIATIONS: TABLET

TABLET DEVICE



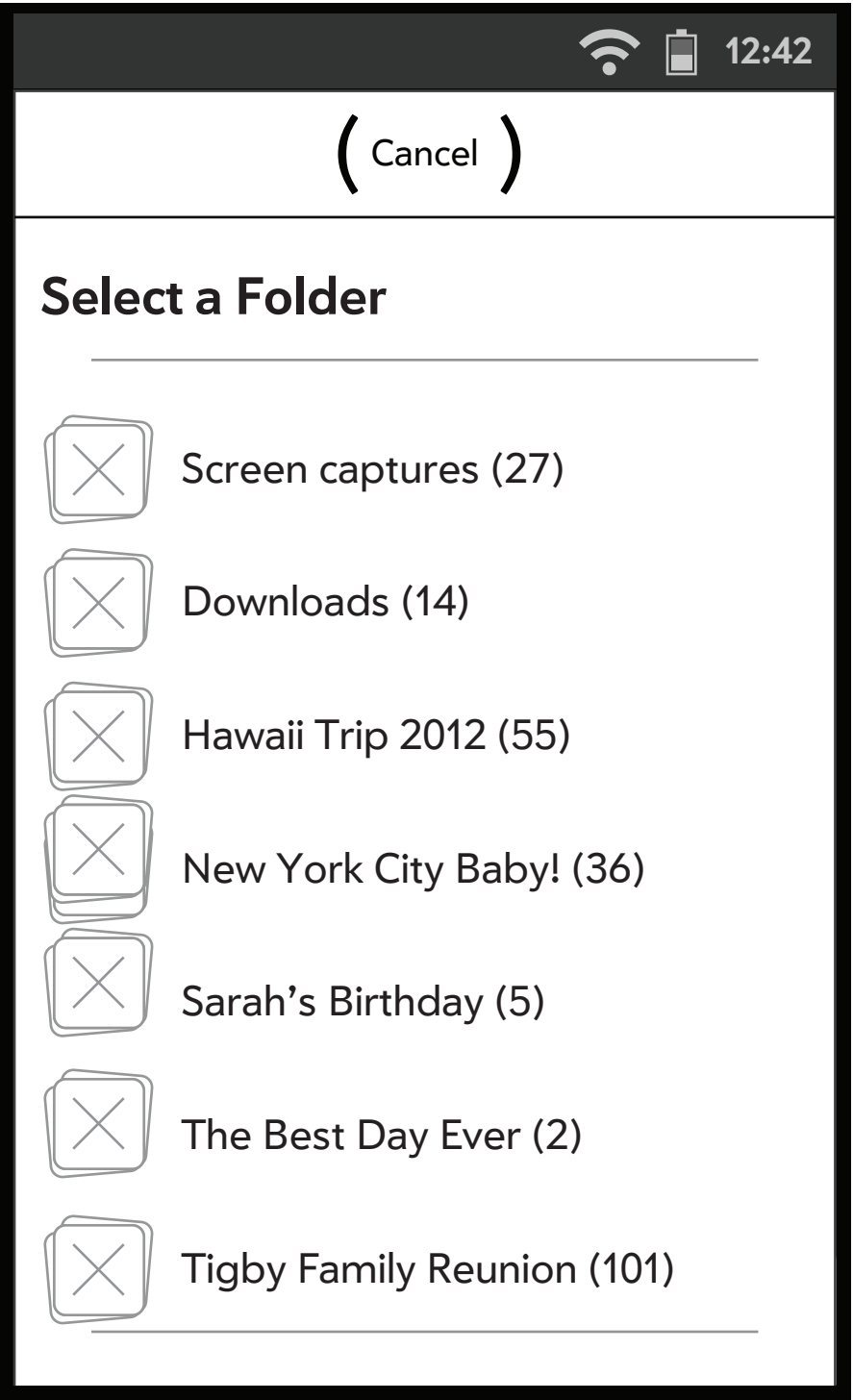
There are no behavioral variations for tablet Shades.

Width & Height
Please refer to the visual design red lines.

Keyboard Interaction
Keyboard covers Shade if necessary. The keyboard dismisses if the user taps outside the focused text field.

PLATFORM VARIATIONS: MOBILE

MOBILE DEVICE



Full Screen Experience

Shade pop-ups appear as full screen experiences on mobile devices. However, these scenes have the following special behavior:

- Use the Shade slide down/up animation
- Can be dismissed by swiping up from the bottom of the scene
- Nub does not appear

Keyboard Interaction

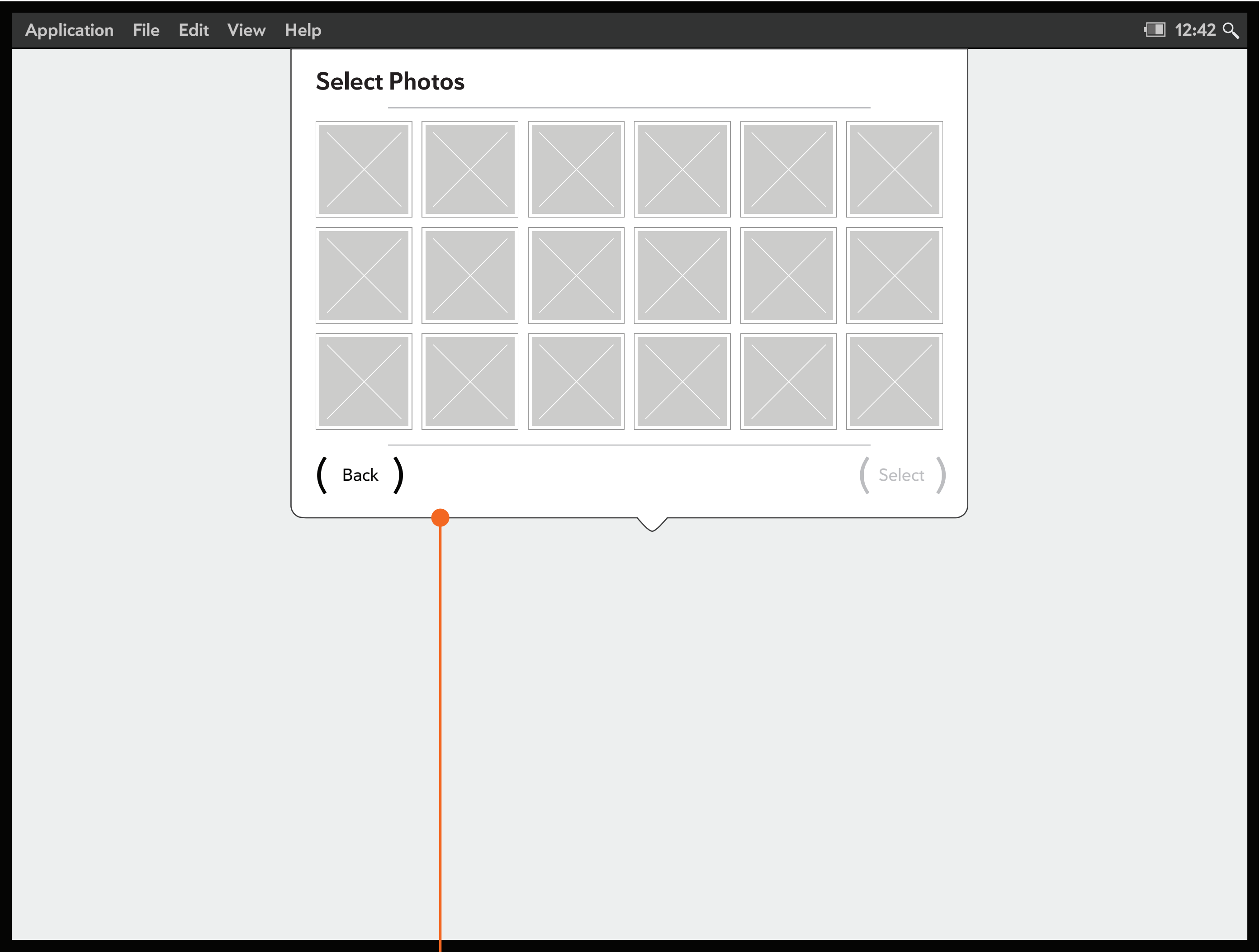
Keyboard sits on top. The keyboard dismisses if the user taps outside the focused text field or taps on the dismiss keyboard button. For full keyboard behaviors, please refer to the Keyboard Behavior documentation. *(It is recommended that action buttons can be pinned to the keyboard--however this should be done in the container and not in frameworks.)*

Questions:

- What control over kb dismissal do we have?
- In full scene scenarios (such as filling out an application), how is the kb dismissed?
- Should we only initiate kb in its own scene (e.g. selected input + keyboard) for each scenario in which a user selects an input field?
- When can action buttons be scrollable?

PLATFORM VARIATIONS: PC

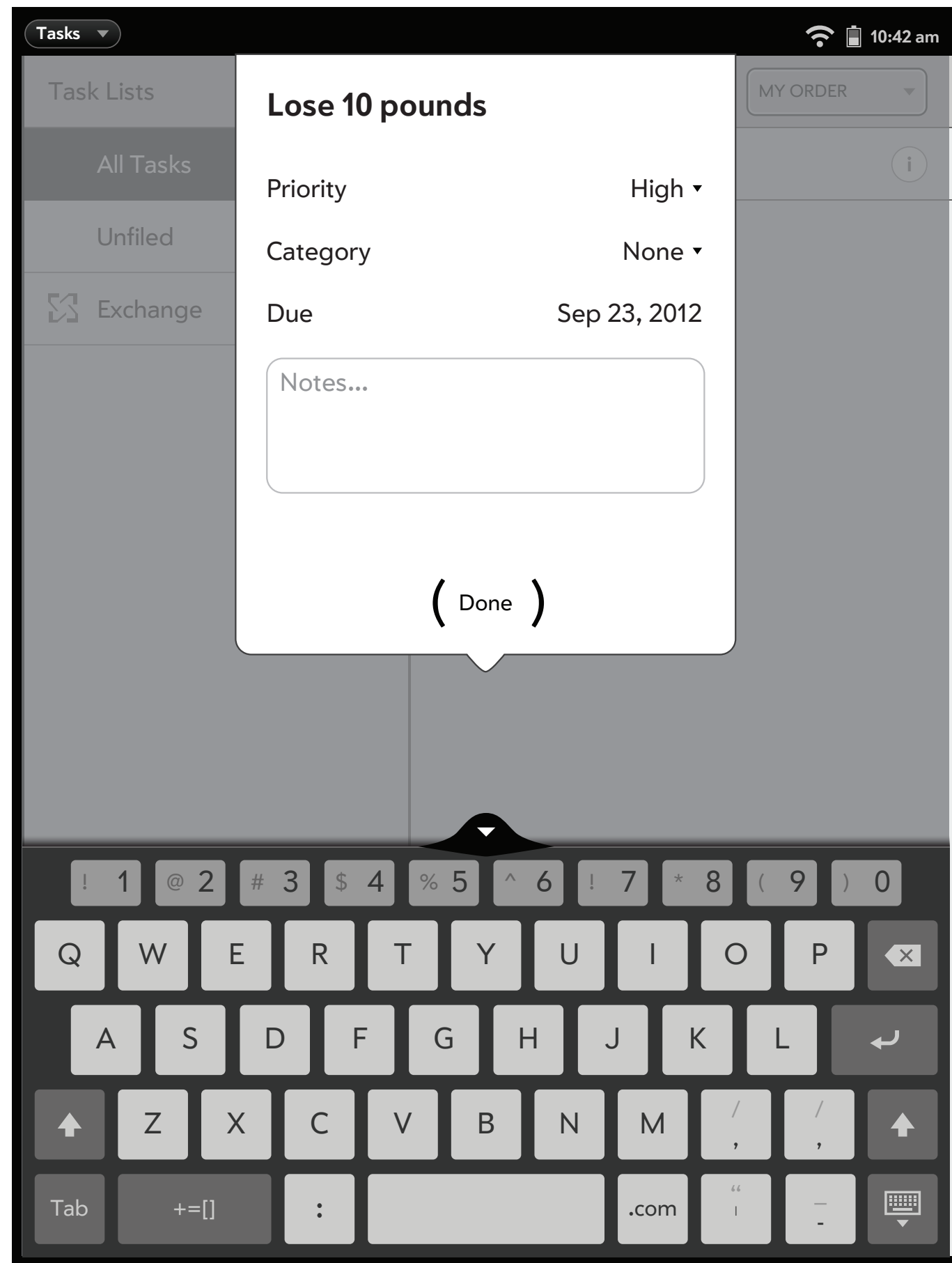
PC



Fixed Height & Width
See visual design red lines.

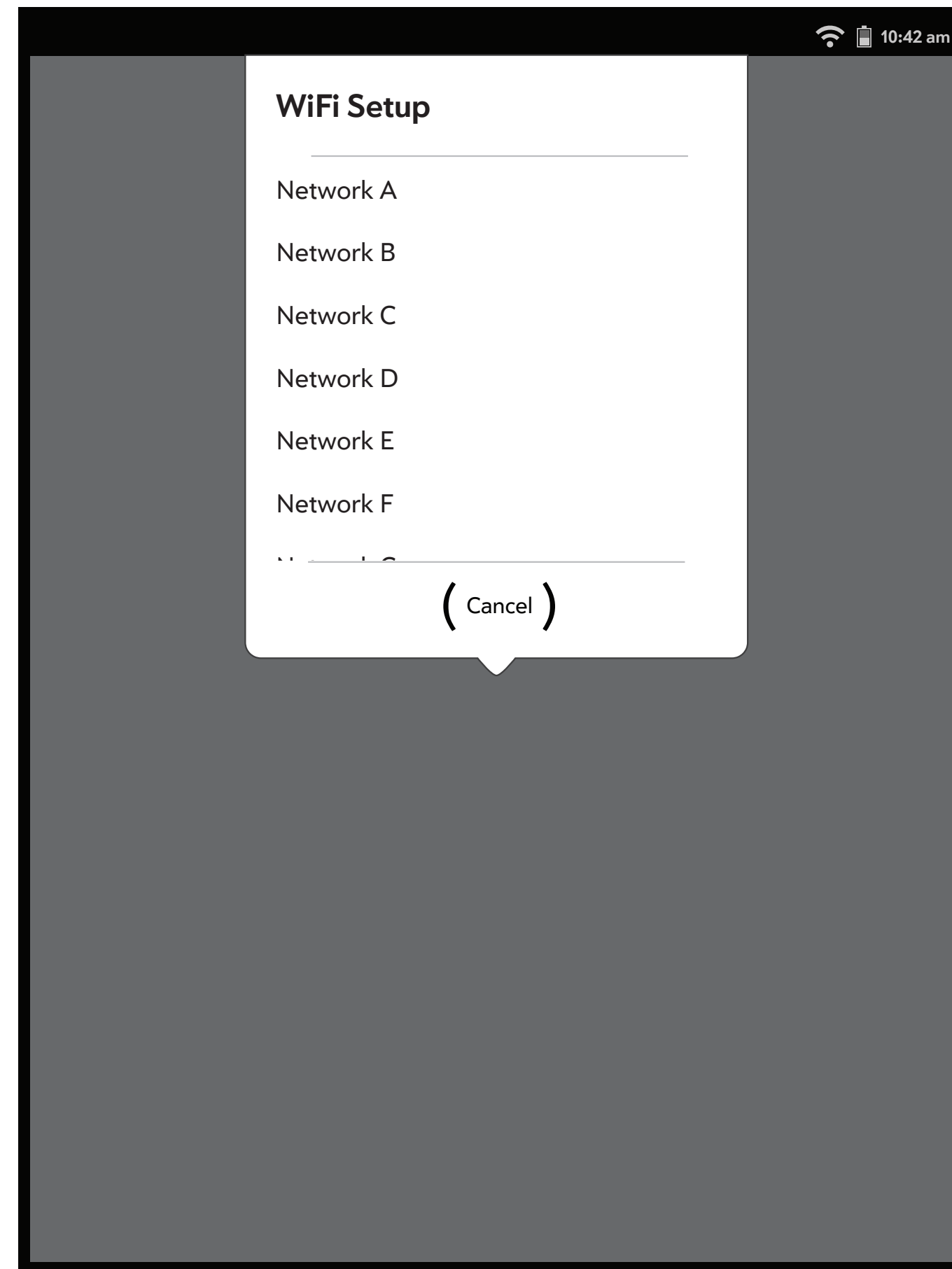
SINGLE SCENE SHADE

EXAMPLE 1: CONFIRMATION



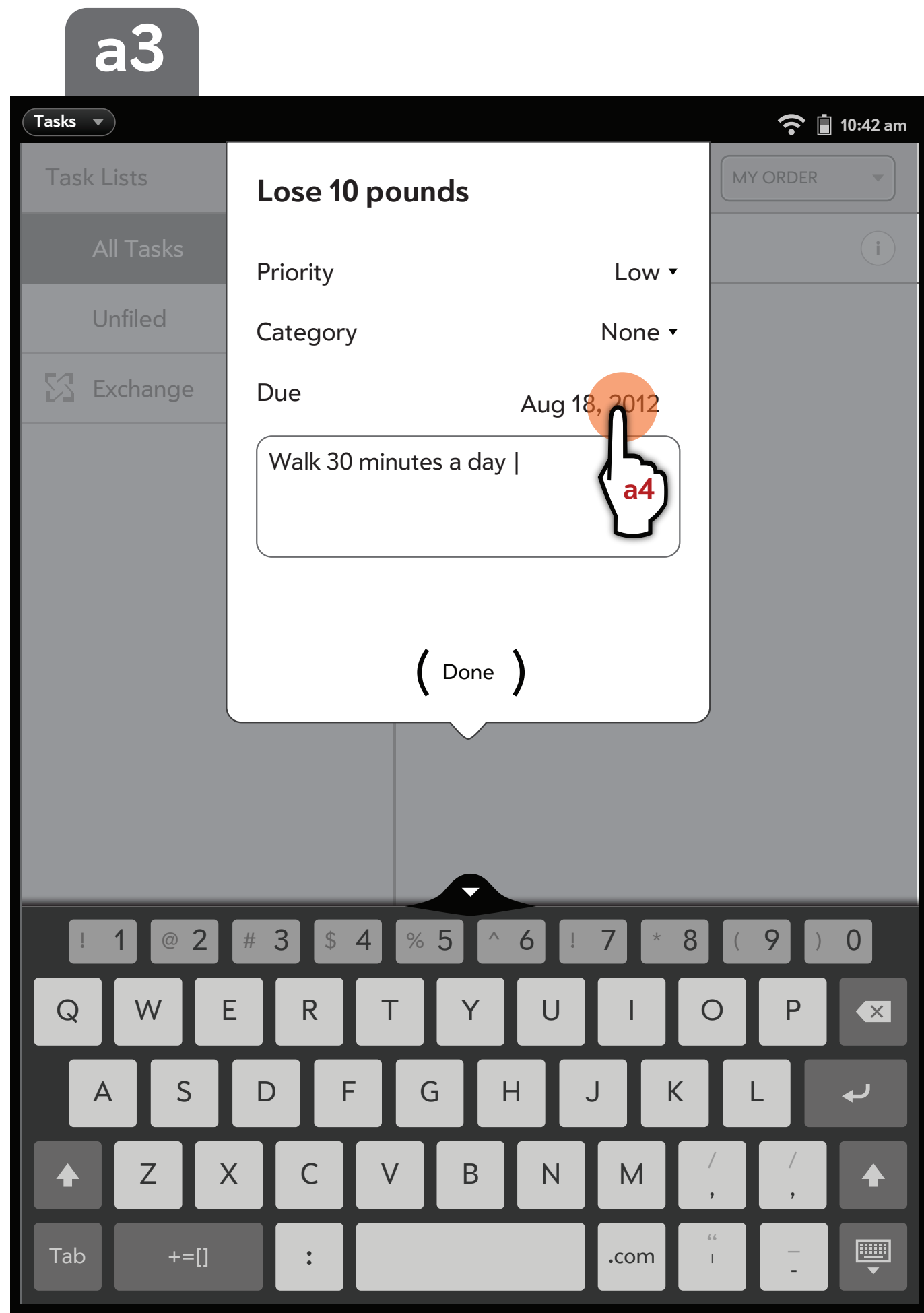
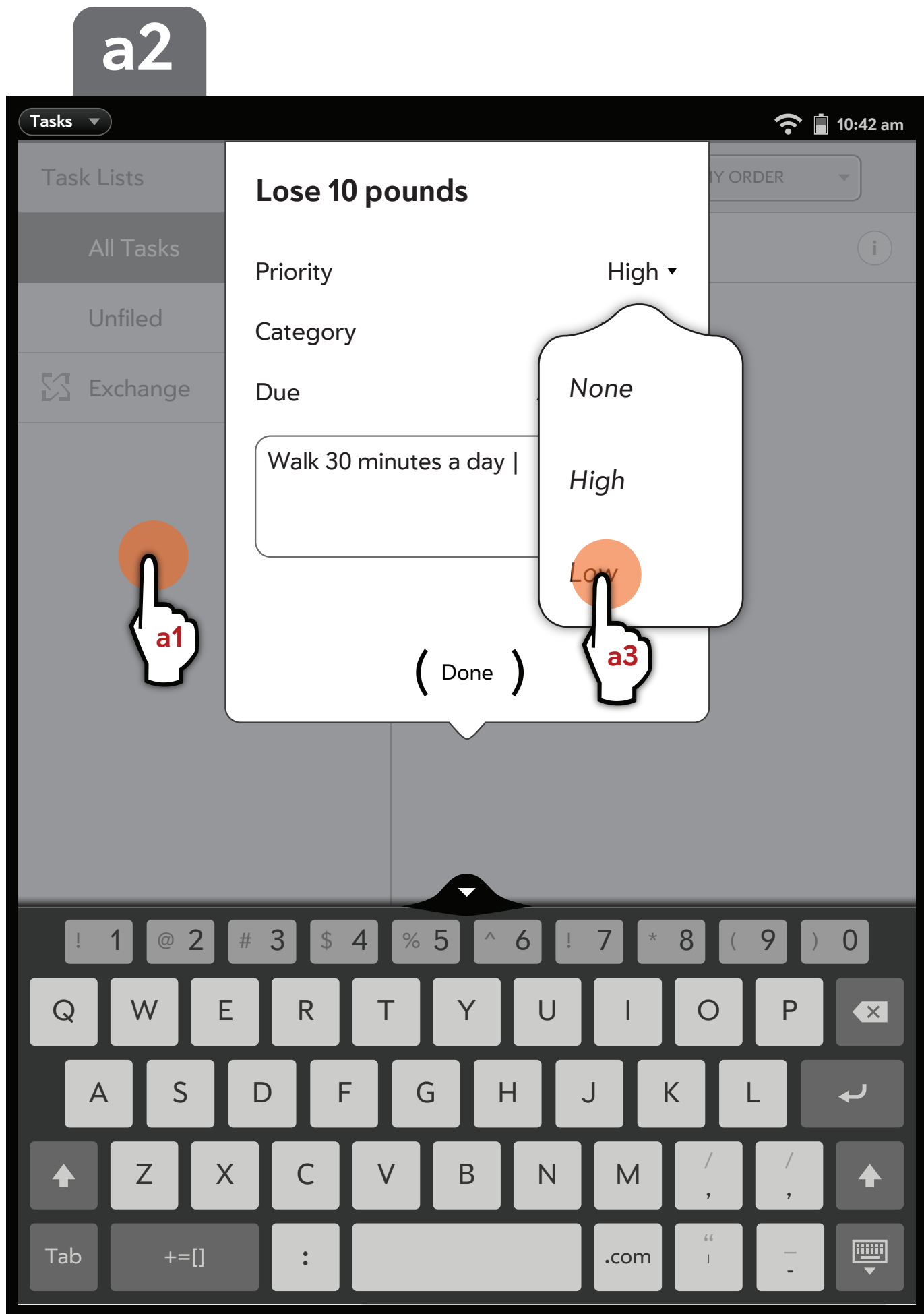
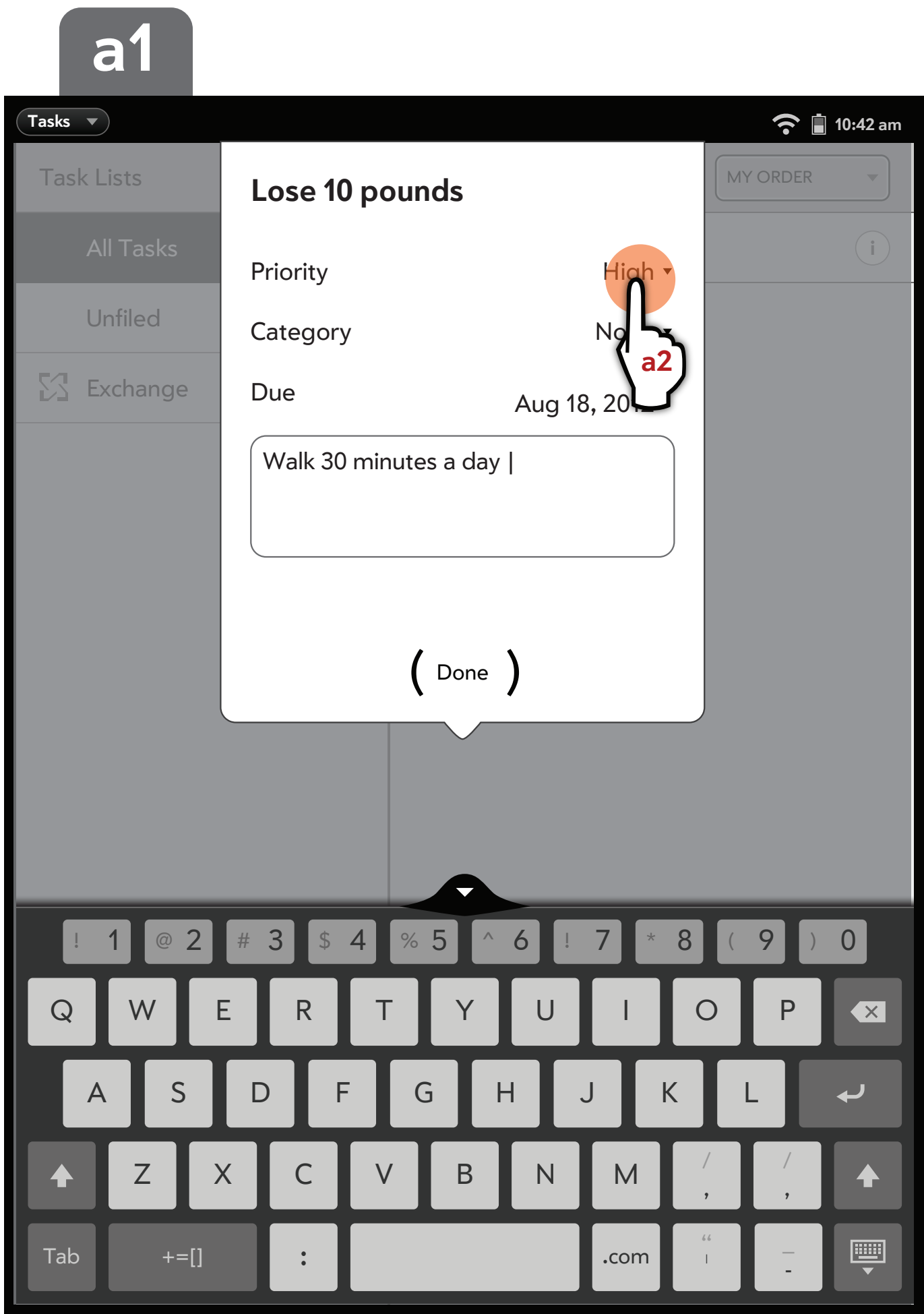
1. In this example, the user may make changes in a pop-up that will effect something in the scene beneath. Only a confirmation is needed.

EXAMPLE 2: CANCEL



2. In this example, selecting something in the content area will both select and confirm. A “cancel” or “close” button is needed.

MULTIPLE SCENE SHADE

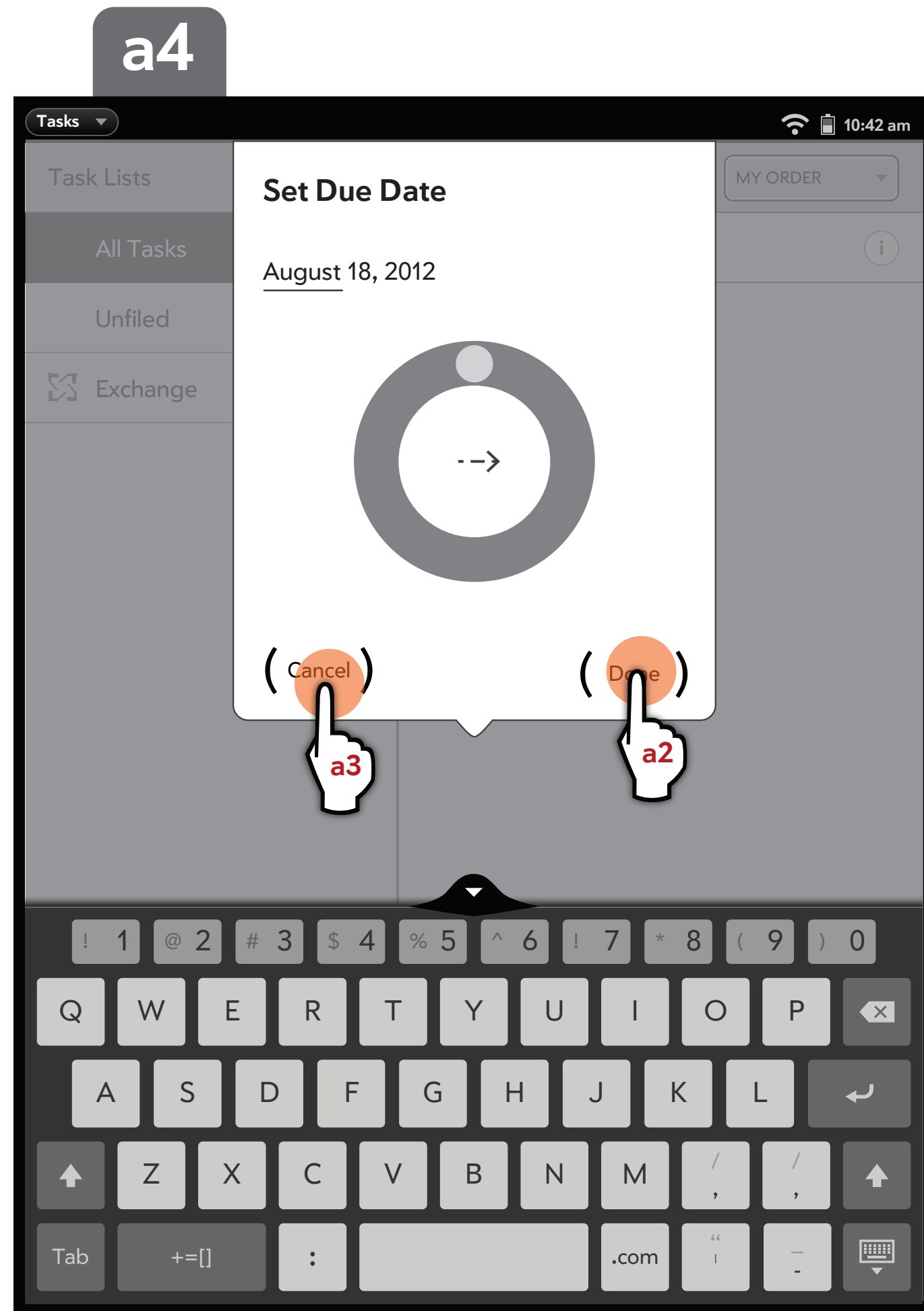


a1. Pop-ups may transition between scenes for task flows or wizards, or when the user needs to drill into smaller, deeper settings. Subsequent scenes have the same height and width.

a2. Contextual pop-ups do not count as a new scene in a Shade Pop-up. The user may tap anywhere outside of the Contextual pop-up to close it.

a3. A new scene within a Shade pop-up experience can be used for additional settings or interactivity. In this example, the new scene provides the ability to edit the due date.

MULTIPLE SCENE SHADE



a4. When in a sub-setting screen, an exit and confirmation can be used.

All scenes within a Shade pop-up have the same height and width.

CHANGE HISTORY

8/23/2012

- First Draft

8/28/2012

- Keyboard behavior added to mobile platform variation (p. 8)

12/07/2012

- Keyboard behavior adjusted to include dismiss solution.
- TV platform variation removed.