

# SKETCHING THE NAV INTERFACE

Make use of radial menus

read somewhere a max of 8 menu items in radial menu, which makes sense, it would feel too cluttered with more than 8.



→ swipe finger in direction to open item.  
where finger is placed to begin with.

Why radial menus?

- like look of them
- only show up when finger is placed on screen (that's what mine will do)
- suppose to be easier to learn, so not such a steep learning curve of where things are on the interface
- quite intuitive once known
- used in games already as they promote quick access to inventory / combat options. Limits interruptions, list-based menus are more time-consuming to go thru.
- Radial menus are more efficient than other selection tools.

# STRUCTURING THE INTERFACE

## Radial Menus

FITT'S LAW

for each screen:

- Settings
- Back
- Map
- Library
- rec centre
- directions.
- Cafes/eateries
- toilets.



?

Goal of a new interface  
to get to your  
destination.

possible directions: current location

room in building:

w/ building code & num  
no code

campus: karori  
kelburn  
tearo  
pipitea

building: eg Hunter

location: library  
cafe  
bookshop

street address.

start:

shop:

start: current location

current location

building

room

campus

street address → city → address?

campus → building → room

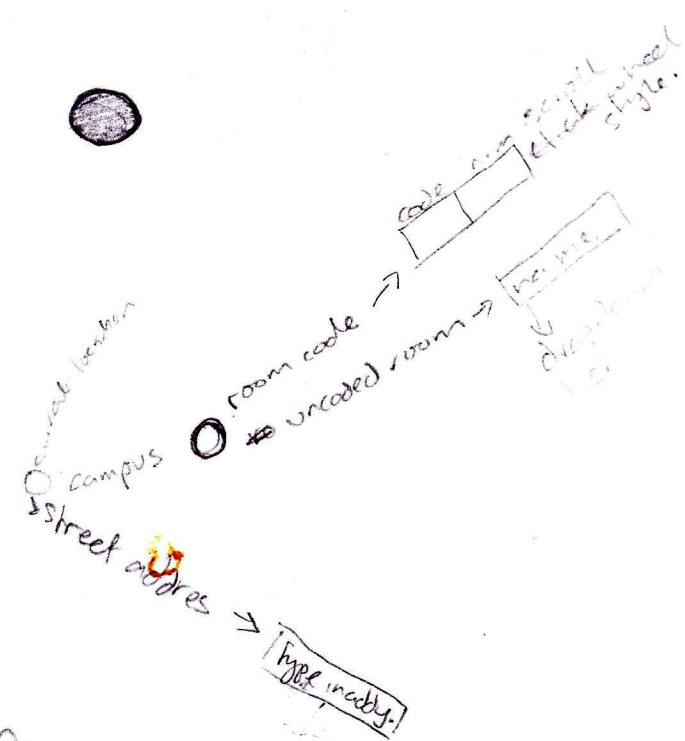
→ no code room

current location

street address

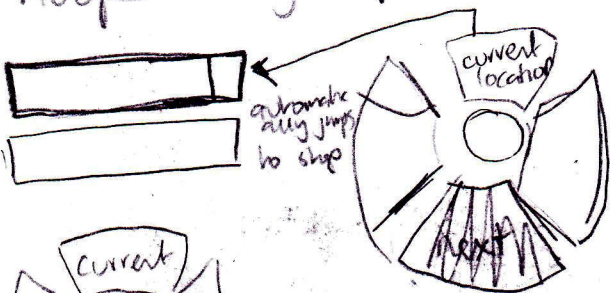
campus - coded room  
- no code

I'd like to come up with a different way of finding a room in a building on a campus, but the hard thing is making sure there are not too many hoops to jump through.

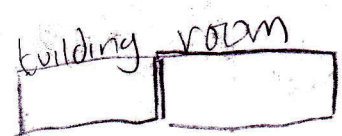


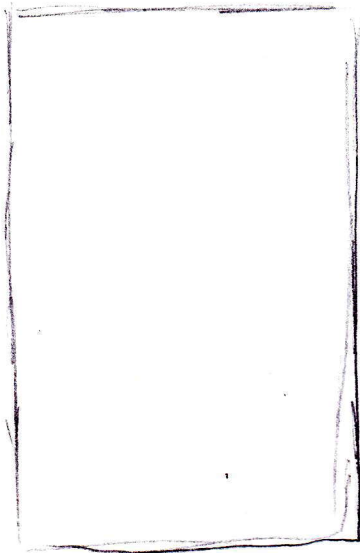
start

shop



Kelburn





need alternative route options

- wheelchair accessible
- fastest
- shortest
- laziest.

can be combined w/ transport methods.

mostly to do with access to buildings & floors, but also relevant to getting to & from possibly has more to do with foot but men again perhaps not.

- transportation methods
  - public
  - ~~foot~~ foot
  - ~~vehicle~~ vehicle (private)
  - ~~transportation~~

depends where you are coming from, on campus more likely to be foot, in between <sup>built</sup> ⇒ foot, public home ⇒ all 3 possibilities.

### order of operation

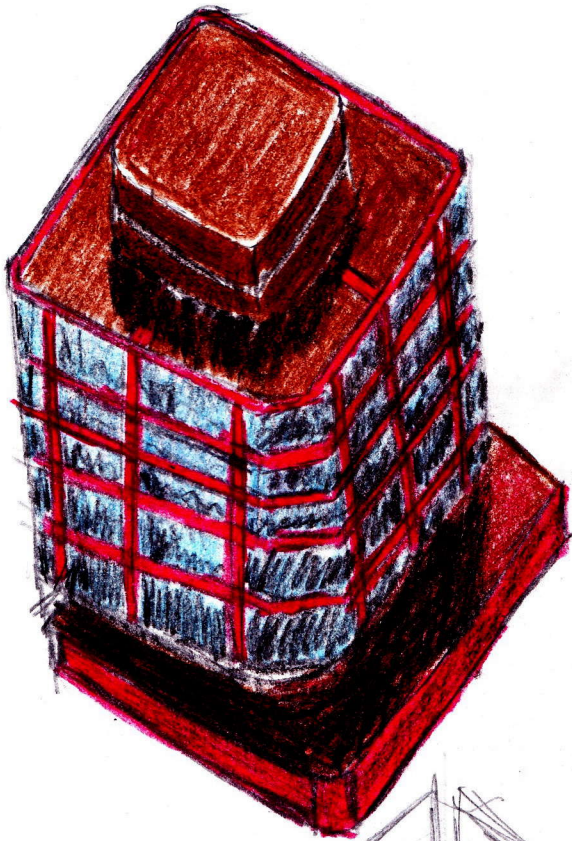
1. choose transport method
2. choose route option ⇒

another possibility however is having the route options colour coded instead of being menu options. Tho could be colour coded & menu accessible.

When do you choose transport method? before or after putting in departure & destination variables?

what if you want to change the transport method part way thru or see what the different options for the route looks like? Wouldn't it be good if the ~~route~~ A & B stayed and you could just call up the different options from that screen?

The one thing I ~~seem~~ <sup>have</sup> noticed w/ the apple maps app is (and it could just be me not playing with it enough) that ~~when~~ when I plot in points of a route, I have to choose my transport option at the same time, before or after plotting, and then go route, however if I have made a mistake w/ transport then I have to go back and essentially start all over again. admittedly I can choose the previously entered ~~destination~~ <sup>route</sup> from a list of previous routes but it just feels like too many steps.



watercolours for map.  
Make elements for nav  
standout - bright, vibrant.

- pale colours for map
- bright colour for destination building when outside
- bright colour for room in inside map
- bright route colour that changes to a lighter colour ~~when~~ behind you.
- bird's eye view?
- maybe noim's eye view instead
  - need to find photos ~~of~~ in that perspective.



possibility for  
home screen  
- stalk page.  
- need hunter & A&D  
in here too.