What We've Learned About Web Application Design

UPA 2002 Panel

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What is a web application?

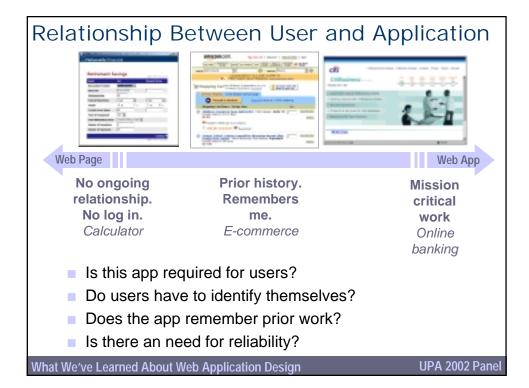
- Can it be defined?
 - Any application that runs in a browser
 - An application that connects over the web
- Does the definition matter?
- Or is the real question: How do we make design decisions?

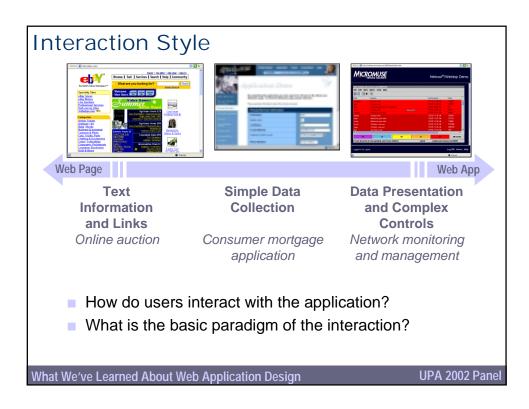
What drives design decisions?

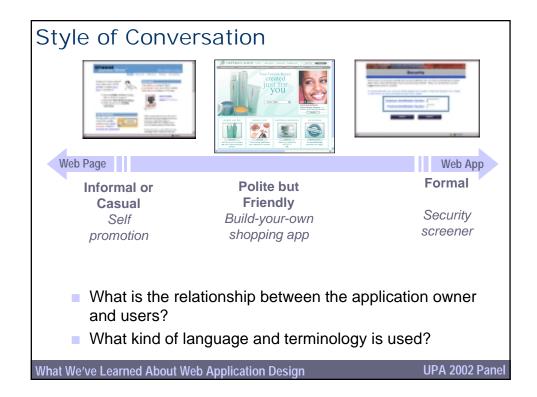
- A series of questions that can be used to discuss different aspects of the application
 - Relationship between user and application
 - Style and tone of the conversation
 - Presentation style
 - Interaction style
 - Expectations for interface standards
 - Frequency of use
 - Perceived distance
 - Expectations for response time

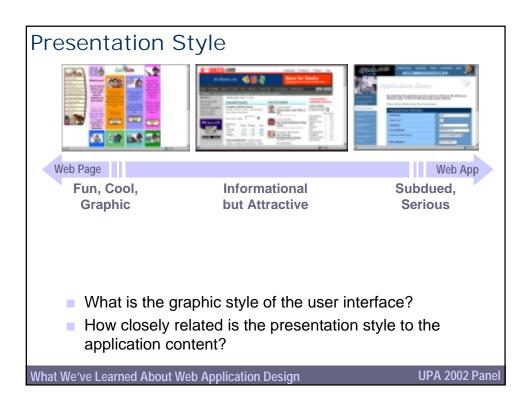
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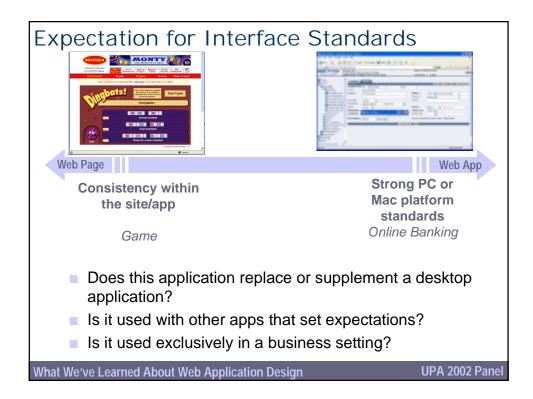
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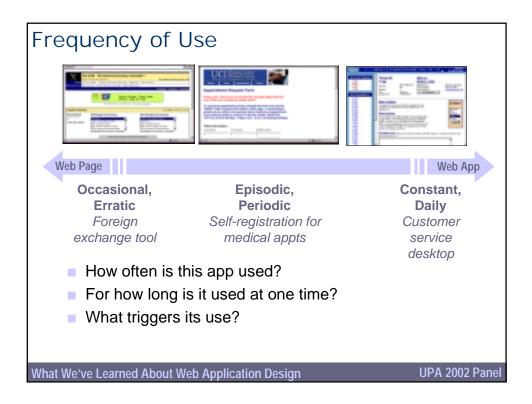


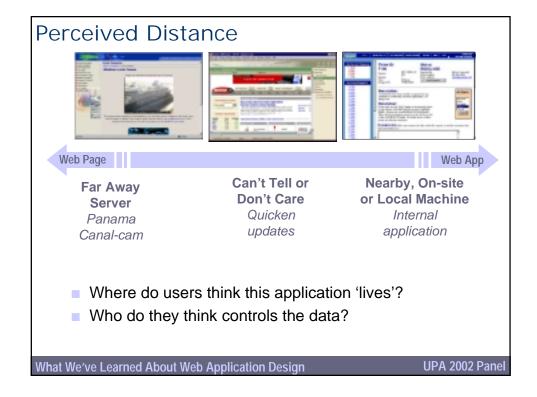


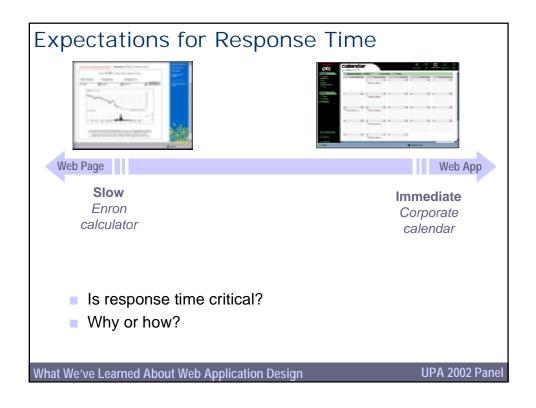


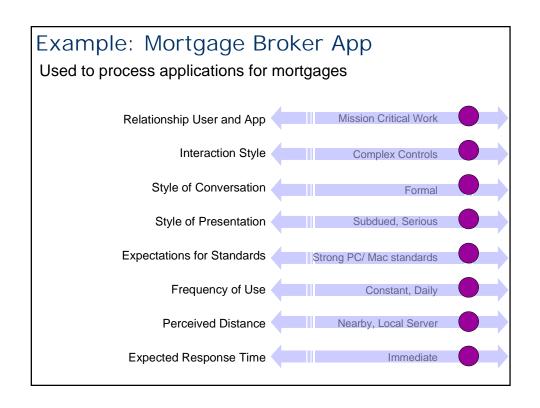


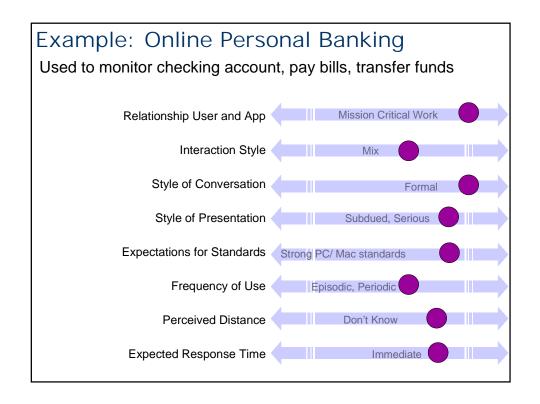


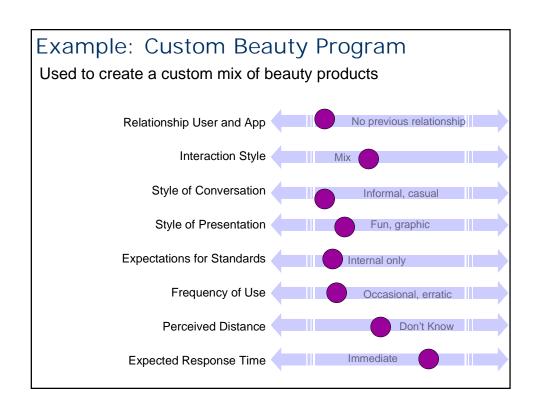




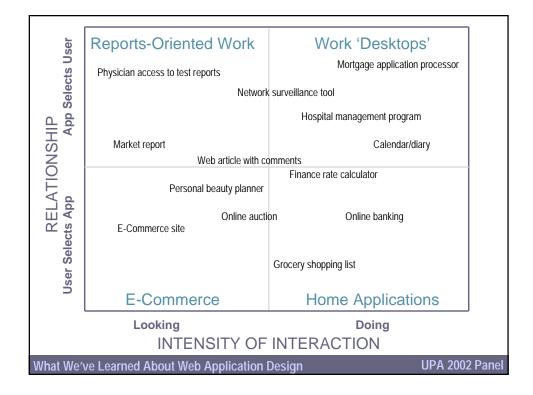








Reports-Oriented Work Work 'Desktops' App Selects User information presentation embodies an entire task data manipulation often mission critical RELATIONSHIP actions often separate long sessions **Home Applications** E-Commerce **User Selects App** · browsing-focused targeted task casual until purchase simple interaction style · stored information · persistent data convenient, not critical · short sessions Looking Doing INTENSITY OF INTERACTION UPA 2002 Panel What We've Learned About Web Application Design



Exceptions

- Games
 - May be "obsessions"
 - Often turn usability guidelines on their heads
- Some visualizations
 - Too soon to tell whether they are "tools" or "toys"
- Sites with overlapping purposes
 - Marketing sites with small applications

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