

Animation for the Web

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MACA 2765 - W 2020
MW 8-11pm
Feedback

User Interface Design Worksheet

Purpose	Animation Object	Interaction Type(s) primary and secondary	What Changed	Motion Type	consistent	learnable	predictable
VISIBLE Cue / Indicator	button	VISIBLE	Original item	fade in / fade out			
	background	Cue / Indicator	on / off	slide			
What actions are available	graphic	on load	switch content	bounce			
	Icon	mouse over / touch	state change:	jiggle			
Task sequence	shape	click / tap	position	rotation			
Lead through interaction	image	swipe	scale	flip			
		drag	color				
What is the situation			opacity				
FEEDBACK Reaction to Action		Feedback-secondary	shape				
		Reaction to Action					
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: <i>button</i>		Studio Artboard Name: <i>Andy Hover</i>					
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
<i>Task</i>	<i>button</i>	<i>on load</i>	<i>scale</i>	<i>expansion and contraction</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Interface item: <i>button</i>		Studio Artboard Name: <i>Andy Hover Follow Hover</i>					
Interaction Purpose	Animation Object	Interaction Type(s) primary or secondary	What Changed	Motion Type	consistent	learnable	predictable
<i>Task</i>	<i>button</i>	<i>mouse over</i>	<i>color</i>	<i>fade in/fade out</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

