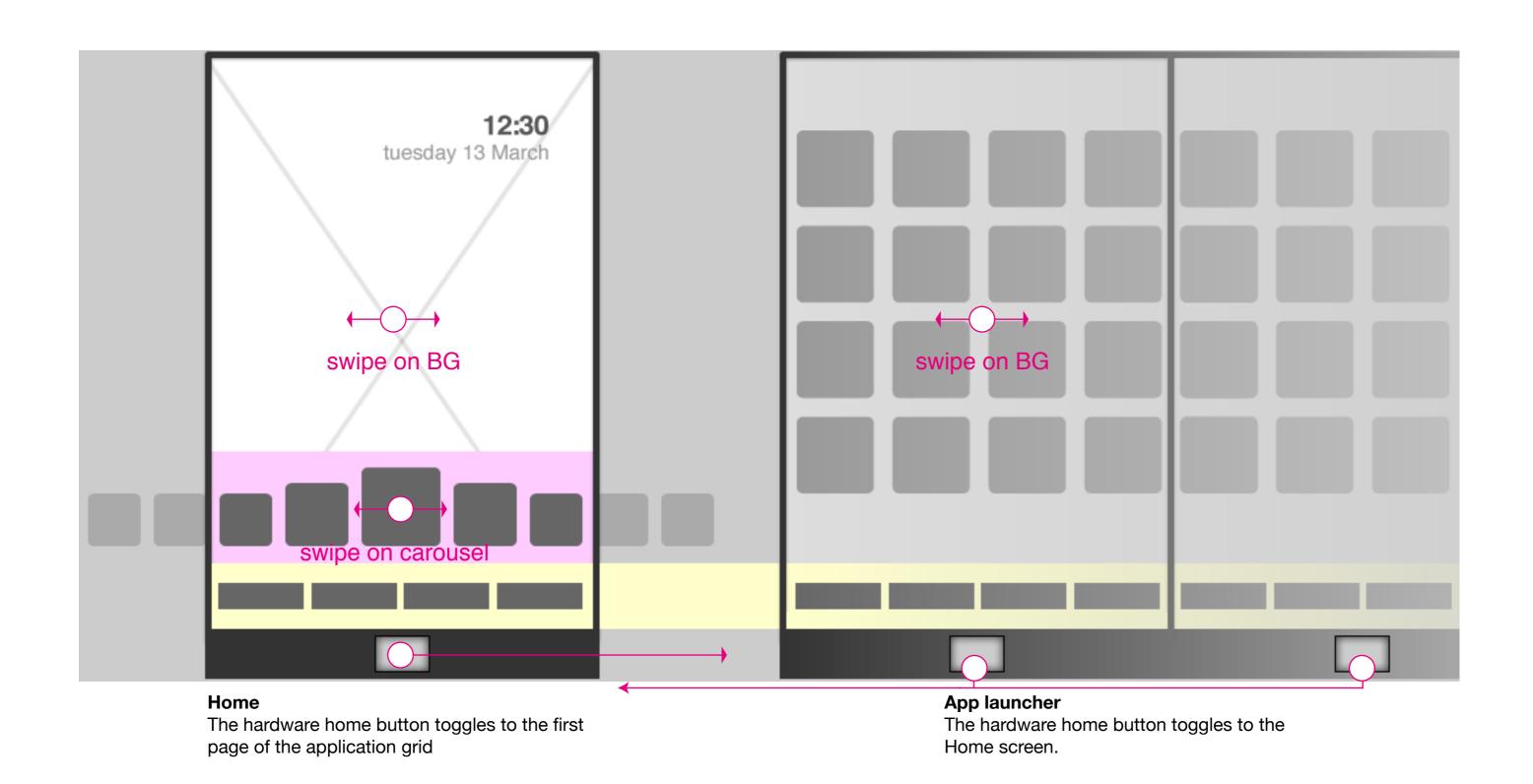
Home: TF Carousel component

Horizontal carousel with dock



HTML5 UX Concepts Paradigm: Homescreen

Carousel: application types and apperance



Homescreen: carousel

Whenever an app is in middle state, an interactive title tool tip will appear after 3/4 seconds

Carousel apps

The carousel will be pre-loaded with five key applications, all providing an ellaborated and beneficial preview for the user. Suggested pre-loaded Telefonica apps are: Email, Calendar and Browser.

Pre-loaded special partner apps are "............" and "............". With the possibility of having a total of 9 applications in the carousel, the user will have four empty slots before starting carousel customization. Customizing the carousel, the user can add any of the four application types (presented on previous page), although 3rd party applications might not be the ones that utilizing the preview to the fullest.

The pre-loaded apps should not interfere with the purpose of the four apps in the bottom dock, they should work alongside them.

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TEF customization

Carousel: Time out to activate title tool tip



Homescreen: carousel unfocused

Whenever an app is in middle state, an interactive title tool tip will appear after 3/4 seconds



Homescreen: carousel focused

With the title tool tip visible, the user can tap it (and swipe it upwards) in order to view the preview state of the app.

Description

Unfocused carousel:

Tap any app icon to open it in full app mode.

Focused carousel:

Title tool tip remains visible until user scrolls carousel.

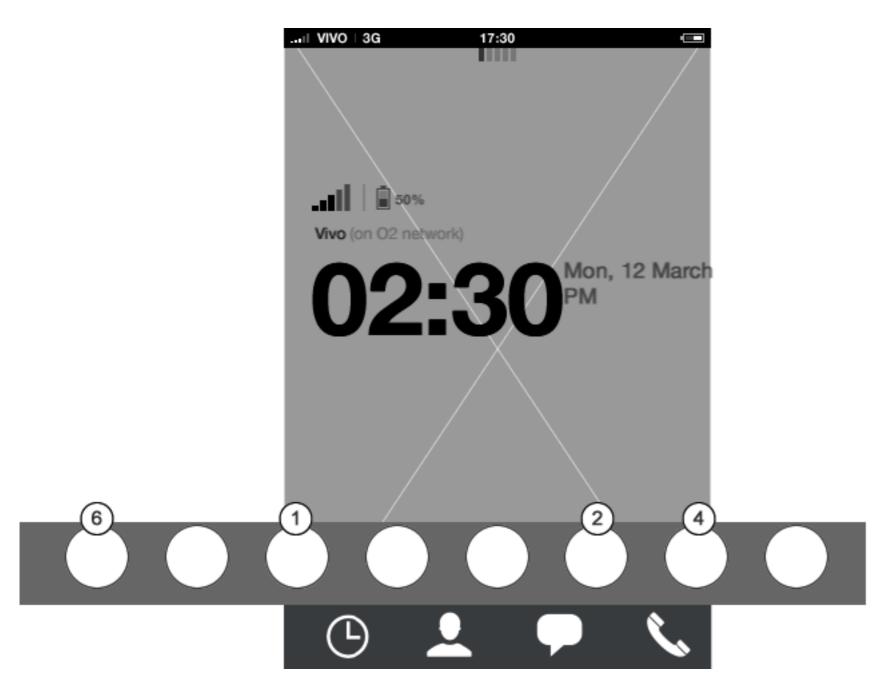
Tap any application in carousel to open it in full app mode.

Swipe upwards or tap tooltip to reveal preview.

Note that whenever a carousel application doesn't have a preview, its tooltip title will have a different texture in order to indicate that it cannot be tapped/swiped.

Carousel: navigation





Homescreen: carousel

Carousel

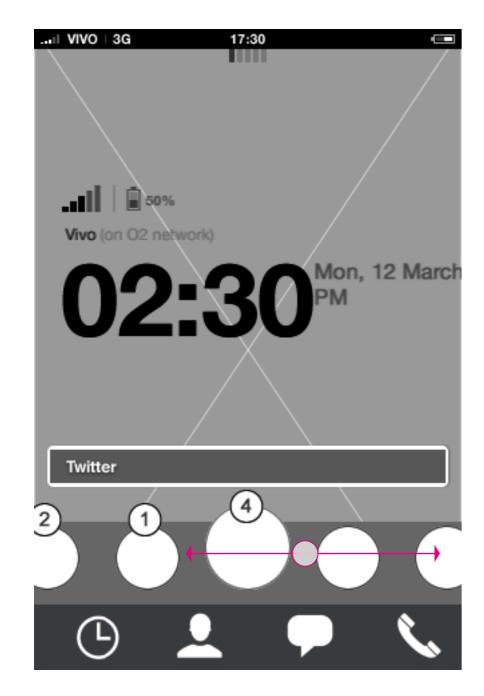
The carousel persists, which means that whatever horizontal position it had, it will remain next time the user access home. The tool tip title will however appear first after 3/4 seconds.

The carousel doesn't wrap. This means that scrolling horizontally to the very left or right end will put the last carousel item in the middle position. When reaching the very end of the carousel, it will bounce providing affordance that end has been reached.

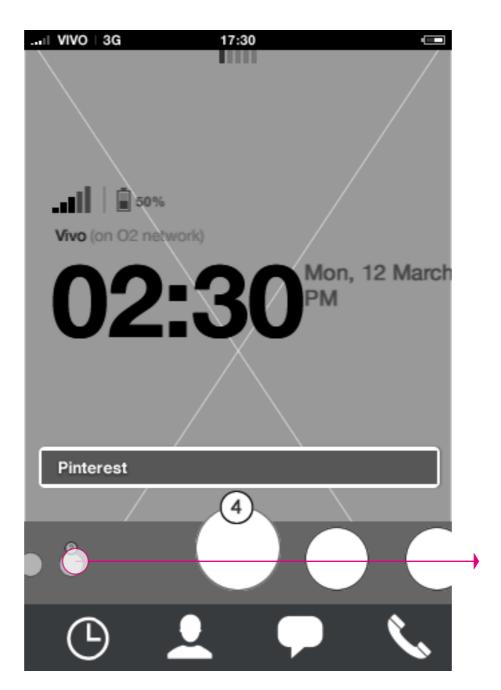
HTML5 UX Concepts Paradigm: Homescreen Paradigm: Homescreen Paradigm: Homescreen Carlo@designzeug.net, April 19, 2012

TEF customization

Carousel: Reaching carousel end



Homescreen: carousel scroll
User can scroll horizontally in carousel



Homescreen: carousel scroll

When reaching the end of the carousel it bounches to give end-of-carousel afforance. In the very end of the carousel the far right side will appear as "far away". Tapping that area, the user will snap to the very far right side of the carousel

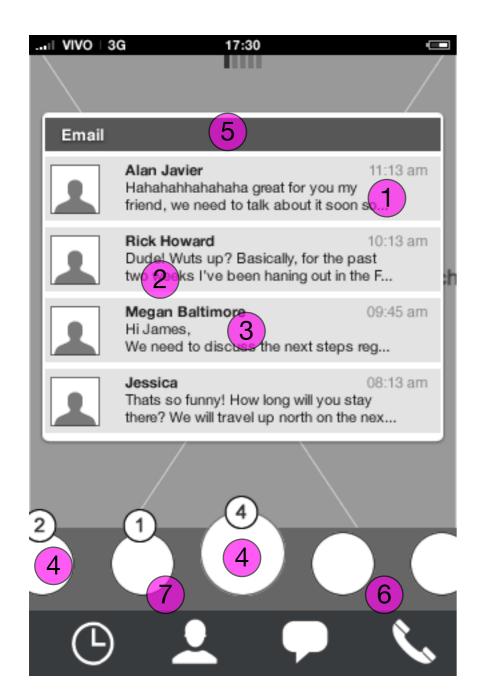


Homescreen: carousel scroll

When reaching the very far right side of the carousel, the user can snap back in the same way to the very far left.

Home screen **Preview**





Homescreen: Carousel open

Preview

When preview is open the following actions can take place:

- 1. Swipe horizontally on preview bubble: Moves focus to next/previous preview with focused carousel app in the middle.
- 2. Tap preview content: Opens full app with selected content.
- 3. Scroll preview downwards: Close preview. (Scrolling upwards holds no action, hence the preview should gently bounce upwards giving this affordance).
- 4. Tap (other) app icon: opens full app.
- 5. Tap title: close preview
- 6. Swipe horizontally on carousel: closes preview.
- 7. Long press anywhere on carousel: Enters edit mode.

Note that the size of the preview is fixed and the content is not scrollable. This means that content needs to adapt to the size of the preview.

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Carousel: Open animation





Homescreen: unfocused carousel

The user can scroll horizontally to put an app in focus.



Homescreen: carousel animation

The selected application will animate into the middle before the preview opens up.



Homescreen: carousel animation

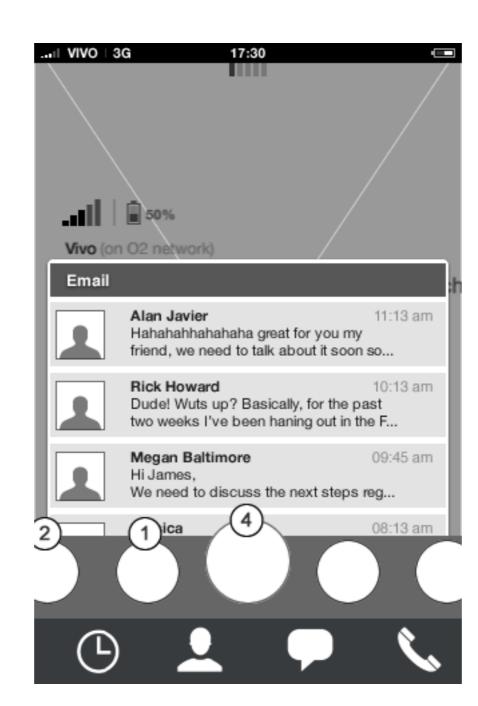
As the selected app is in the middle position, the preview opens upon tap or swipe upwards.

Carousel: Open animation





Homescreen: carousel animation



Homescreen: carousel animation



Homescreen: carousel animation Preview is fully expanded.

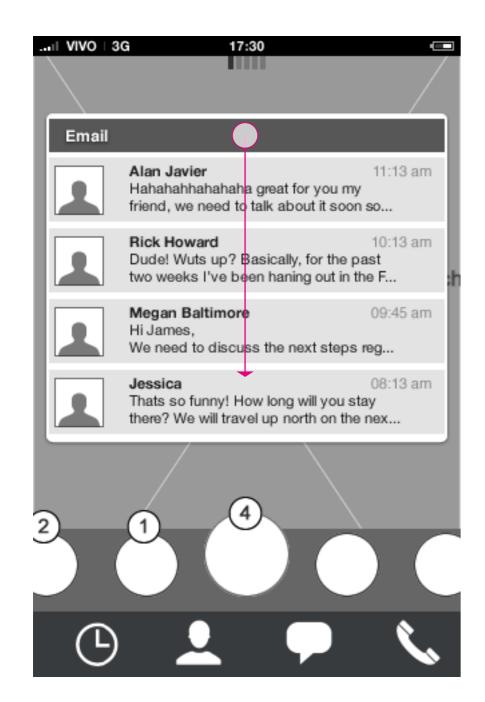
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TEF customization

Carousel: Close Animation



Homescreen: carousel animation

Tapping the close badge icon, the preview animates downwards.



Homescreen: carousel animation

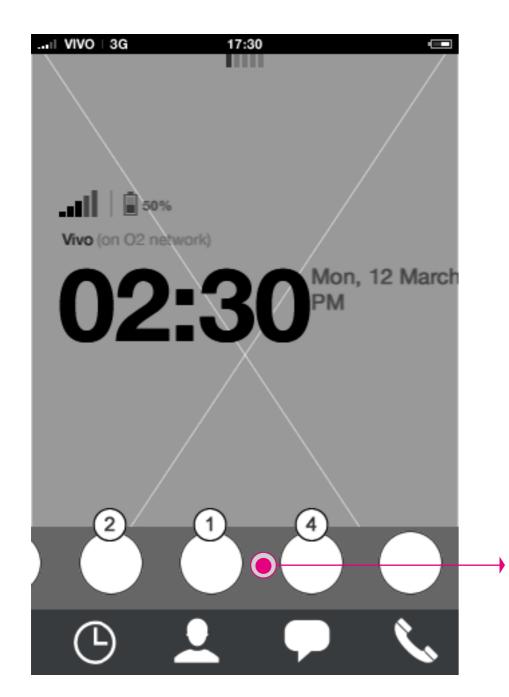


Homescreen: carousel animation

Preview is fully closed and but tool tip title stays. Badge notification stays until user enters the full app.

TEF customization

Edit carousel: re-arrange apps



Homescreen

Long press on the carousel starts edit mode



Homescreen: carousel edit mode

In edit mode the four key apps cannot be modified. Applications can be re-arranged and edit mode menu for each application can be accessed below each app icon.



Homescreen: carousel edit mode

Re-arranging the order of carousel apps is done through drag and drop. (For more details see edit mode document)

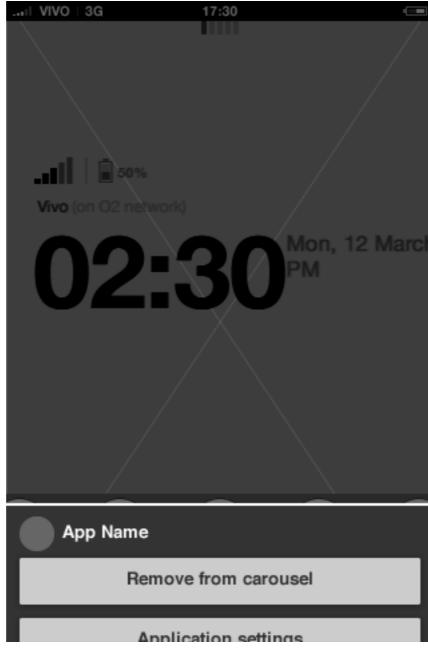
Edit carousel: menu





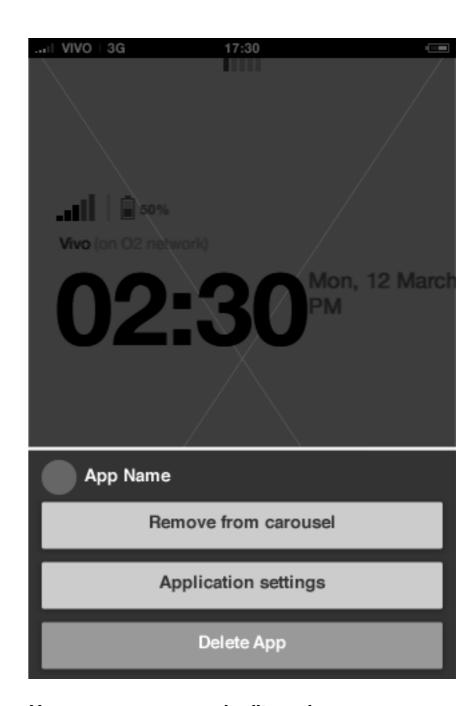
Homescreen: carousel edit mode

Tapping the menu edit icon brings out additional app specific actions.



Homescreen: carousel edit mode

The app specific actions animates up from the bottom of the screen.

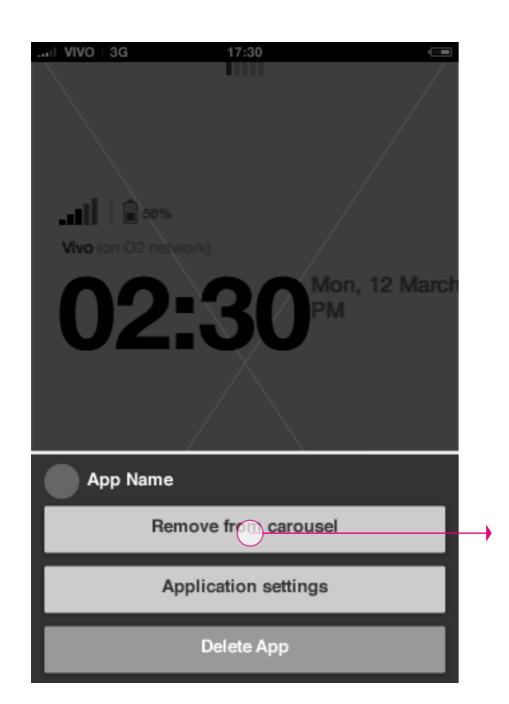


Homescreen: carousel edit mode

The menu can hold multiple application specific edit actions, and is closed by tapping outside the menu.

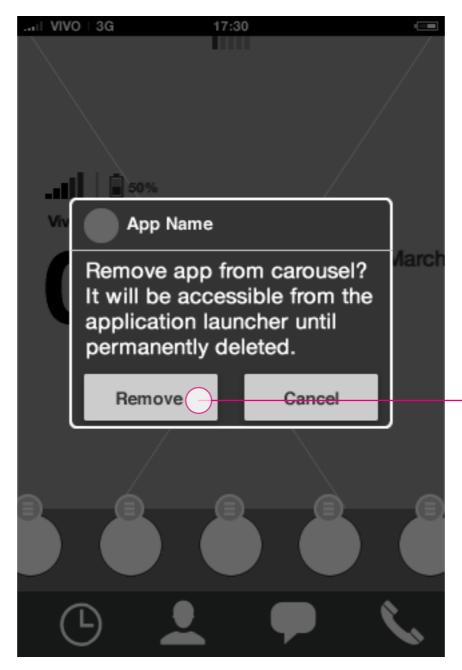
TEF customization

Edit carousel: remove from carousel



Homescreen: carousel edit mode

Tapping remove from carousel button brings out a confirmation dialogue.



Homescreen: carousel edit mode

The confirmation dialogue is used for the user to confirm



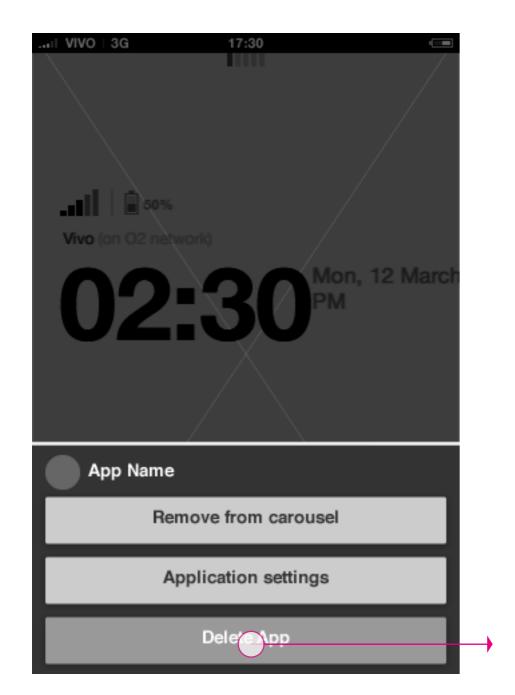
Homescreen: carousel edit mode

After confirming the action, the carousel animates away the removed app and fills out the empty application slot with apps to the right. The removed app will get the first empty slot in the application launcher.

HTML5 UX Concepts Paradigm: Homescreen Paradigm: Ho

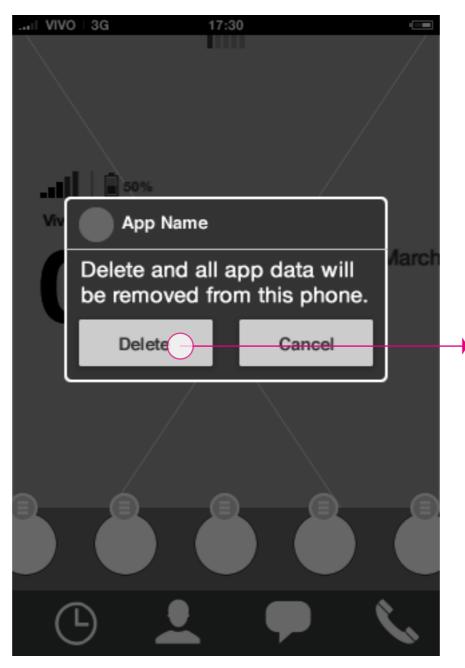
TEF customization

Edit carousel: delete app



Homescreen: carousel edit mode

Tapping delete app button brings out a confirmation dialogue.



Homescreen: carousel edit mode

The confirmation dialogue is used for the user to confirm



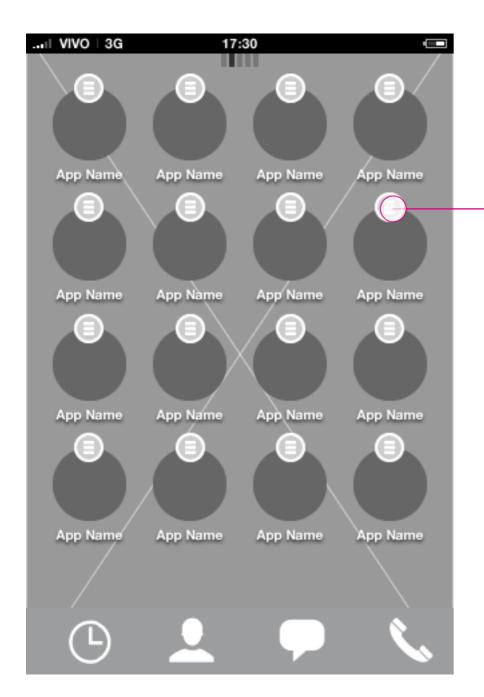
Homescreen: carousel edit mode

After confirming the action, the carousel animates away the deleted app and fills out the empty application slot with apps to the right.

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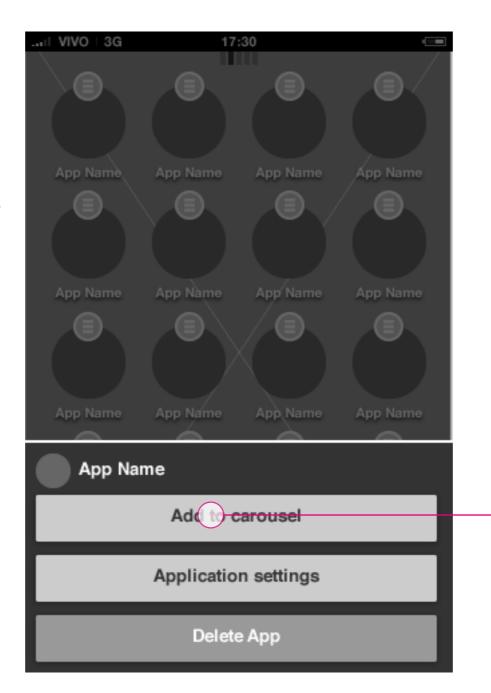
TEF

App launcher: edit mode - add to carousel

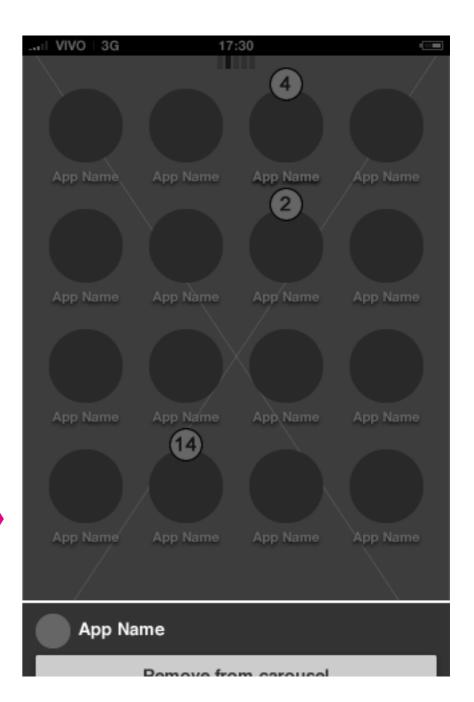


App launcher: edit mode

Tap edit menu for a specific app to take application actions.



App launcher: edit mode menu



App launcher: edit mode - add to carousel animation

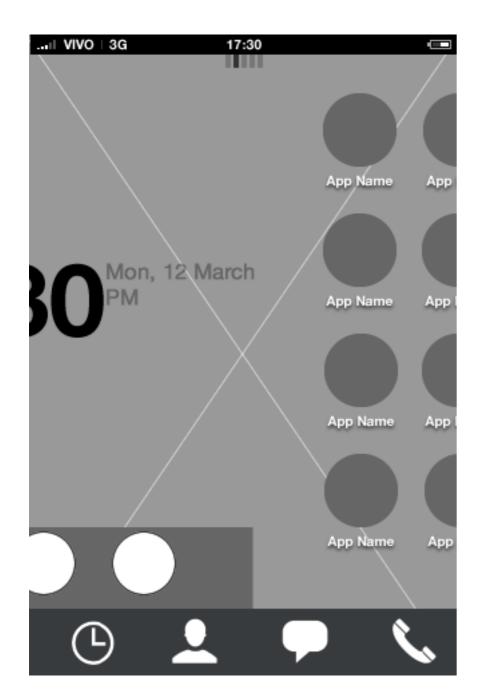
Add to carousel animation started

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TEF customization 2/4

App launcher: edit mode - add to carousel



App launcher: edit mode - add to carousel animation



App launcher: edit mode - add to carousel animation



App launcher: edit mode - add to carousel animation

TEF 3/4

App launcher: edit mode - add to carousel



App launcher: edit mode - add to carousel animation



App launcher: edit mode - add to carousel animation



App launcher: edit mode - add to carousel animation

App launcher: edit mode - add to carousel





App launcher: edit mode - add to carousel animation

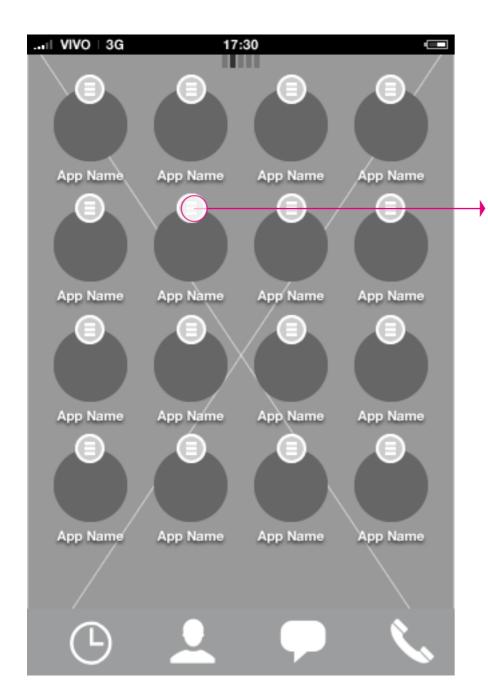


App launcher: edit mode - add to carousel animation

When animation finishes, the application added to the carousel gets in focus and is located in the last available carousel slot. In order to re-position the application, the user needs to enter edit mode.

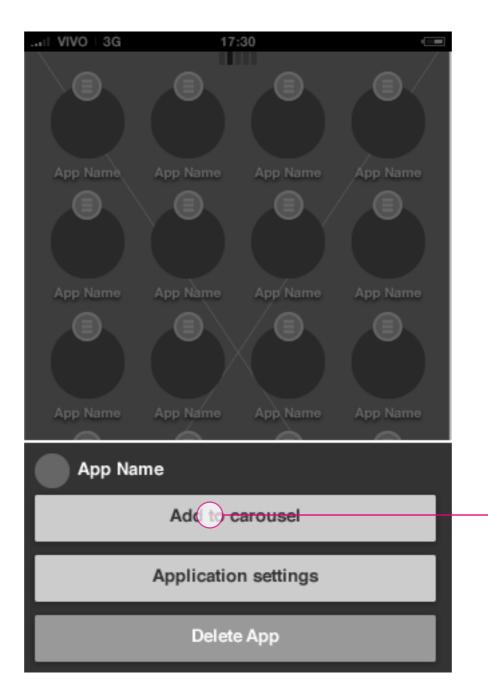


App launcher: edit mode - add to full carousel

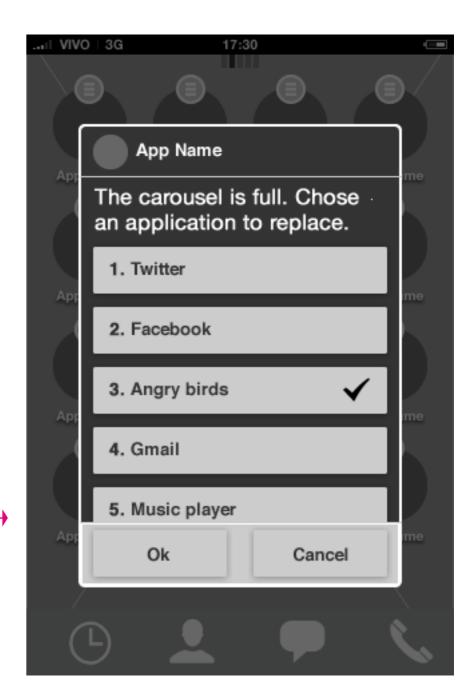


App launcher: edit mode

Tap edit menu for a specific app to take application actions.



App launcher: edit mode menu



App launcher: edit mode - add to carousel

When adding an app when the carousel is full, the user needs to replace an app since only 9 apps can fit the carousel. Upon confirming, the add app animation starts showing the postition of the app.

Idle screen

Badge behavior: Carousel





Homescreen: Preview open

Badge notifications in the carousel will reflect the number of "unmarked" notifications from the application.

Description

Badge notifications in the carousel will reflect the number of "unmarked" notifications from the application.

As different third party applications will be located in the carousel, all with different needs regarding the badge notification, its up to the app to determine the behavior of the badge.

I.E. an email application will require the user to mark individual messages as read in the application. Comparing a third party email application with a turn based game, the game will most likely to prefer to mark the badge notification as read after taking turn in the game.

Based on this rationale, its up to each application to determine the badge behavior.

