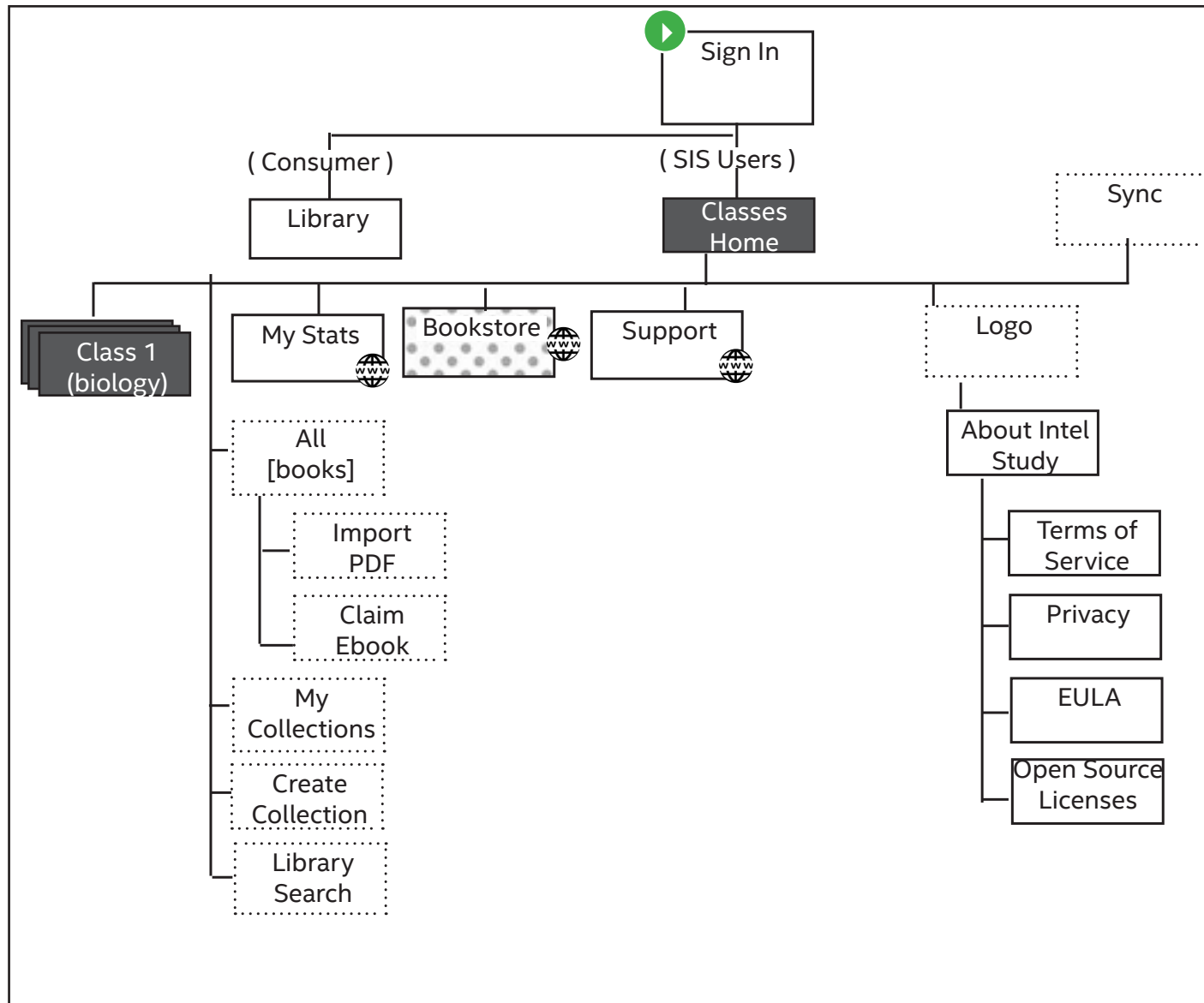


Navigation Improvements

Design Goals (cross platform):

1. Users will see their most relevant content immediately upon logging in.
2. Seamless, consistent, inconspicuous navigation experience. (No spawning new windows or having broken nav experience.)
3. Icons, terminology and content grouping more closely align with users mental model or with industry standards.
4. Feature parity wherever possible
5. Scale to current and future usages based on realistic use cases, previous usability studies and reliable data.

Schematics Sample



Annotations

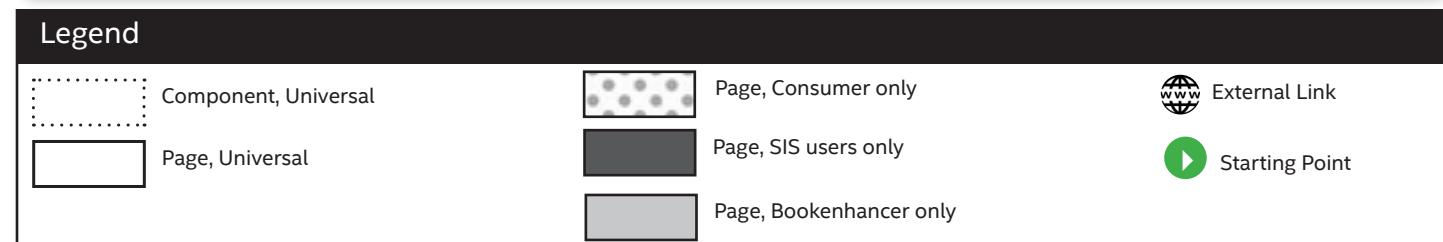
1. Consumer Login destination : (depicted later in spec): all consumers will share a common global nav. Consumers see library by default. When consumer logs in, default to library.

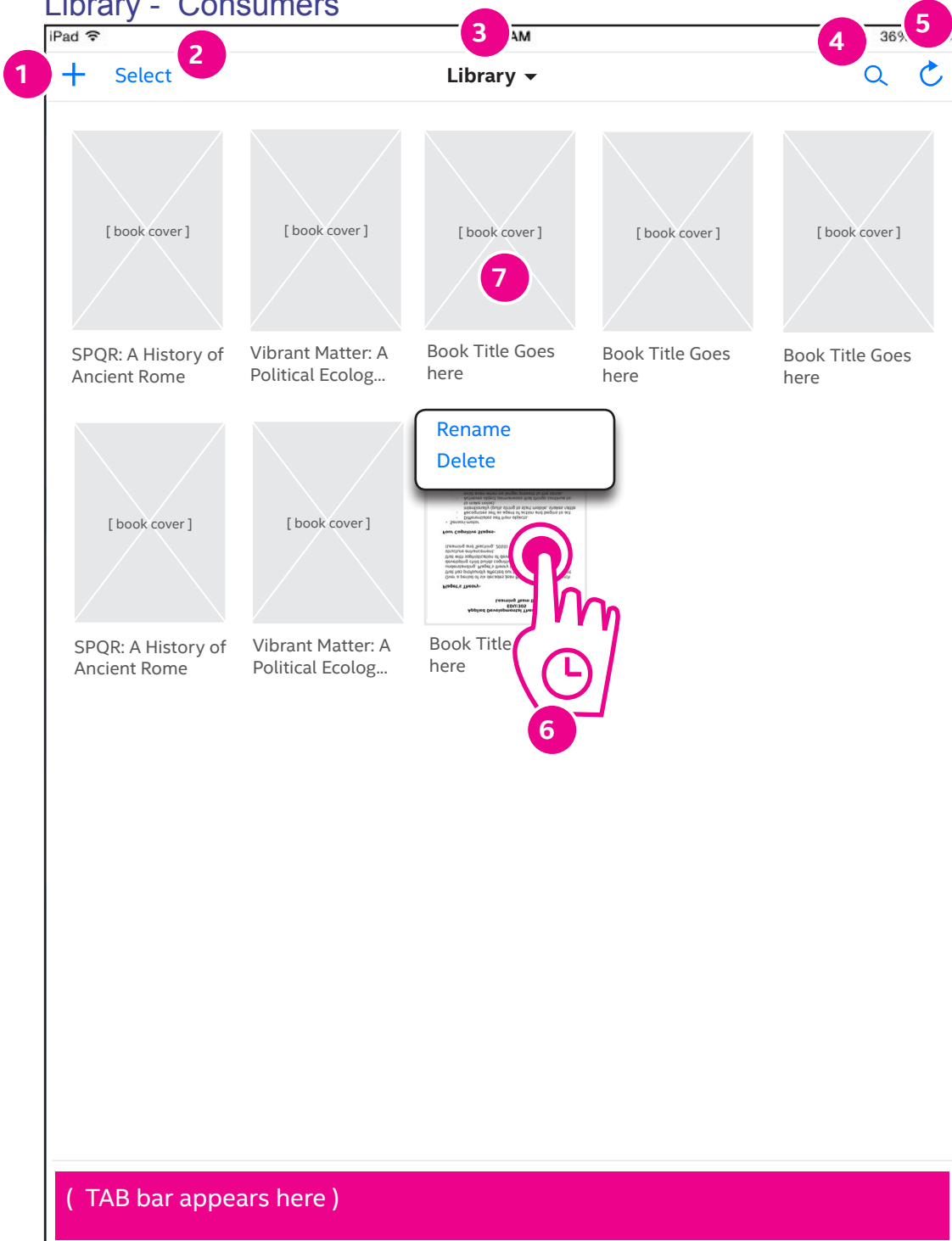
2. SIS global nav (depicted later in spec): all SIS users will share a common global nav. SIS users see the class homepage by default. Bookstore is hidden for SIS users.

3. Bookstore , support page : link to open a web view in the app.

4. Library page contains access to:

- all books
- my collections.

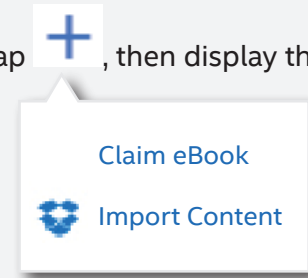




Annotations

LIBRARY TOOL BAR [Guidelines](#)

1. **Add to library** if tap , then display the menu:



2. **Select button:** Goes into select mode.. (defined later in spec)

3. **Library Menu:** If tapped display library menu, (defined elsewhere in spec).

4. **Search icon:** Displays the library search mode. (defined elsewhere in spec)

5. **Refresh icon:** REFreshes/syncs content from server

LIBRARY PAGE CONTENTS

6. **Remove Item:** If user tap and hold on a PDF and also has permission to reAdd to item, display: options on the item.

7. **Books, titles and spacing:** Show 5 books per row. Add book title under the book. Display up to 2 lines of title ; truncate if needed.

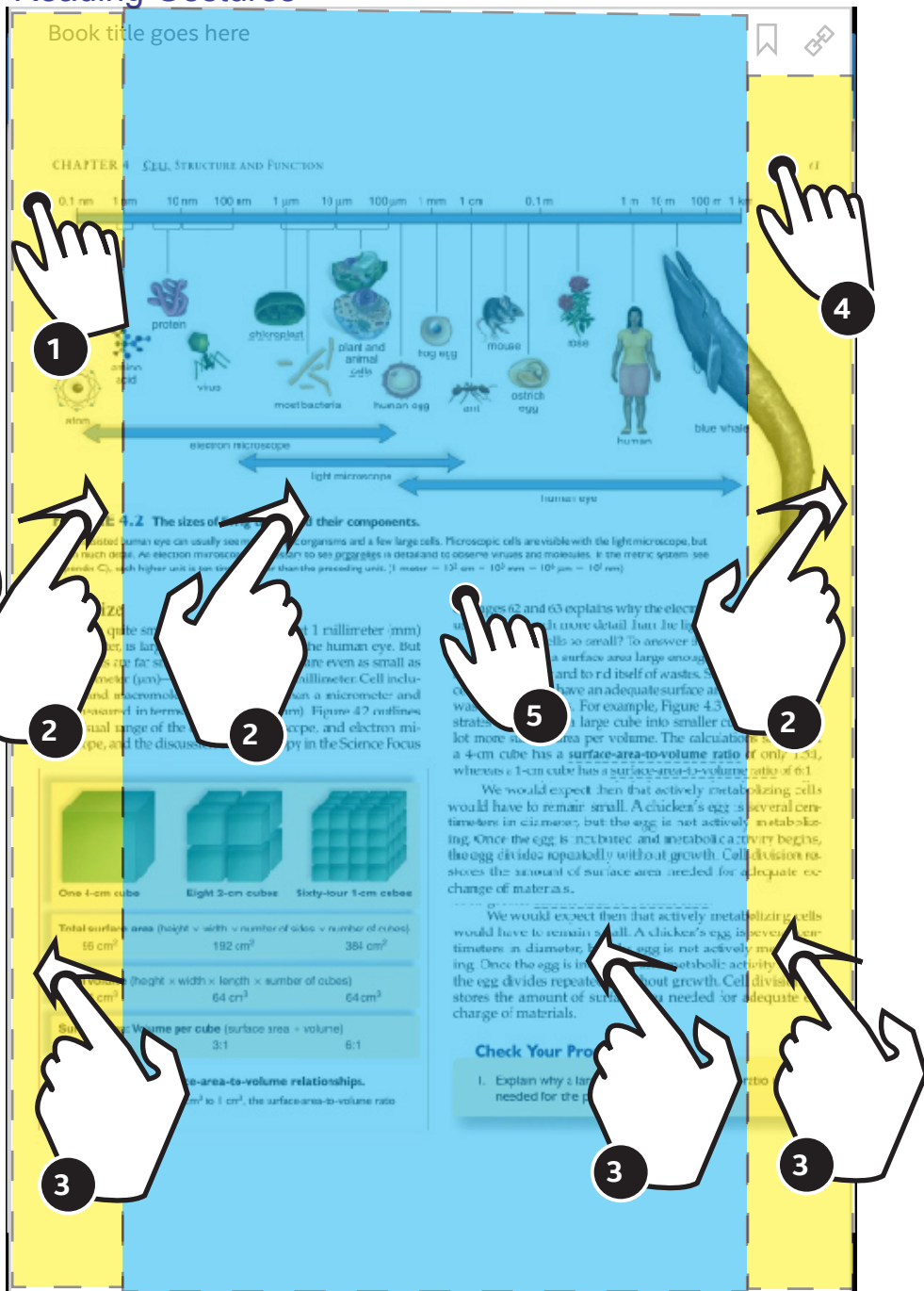
Books should be displayed in order by recently opened first. This rule should apply within each collection.

Read and Study

Design Goals (cross platform):

1. Students can read without interruption or clutter.
2. Students can study with ubiquitous active reading tools
3. Students can navigate to a specific page or between a range of pages within a chapter.
4. Students can find relevant information quickly through meaningful search results

Reading Gestures



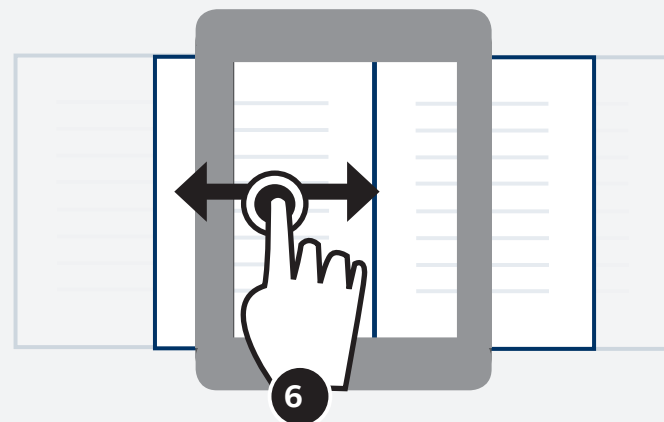
Annotations

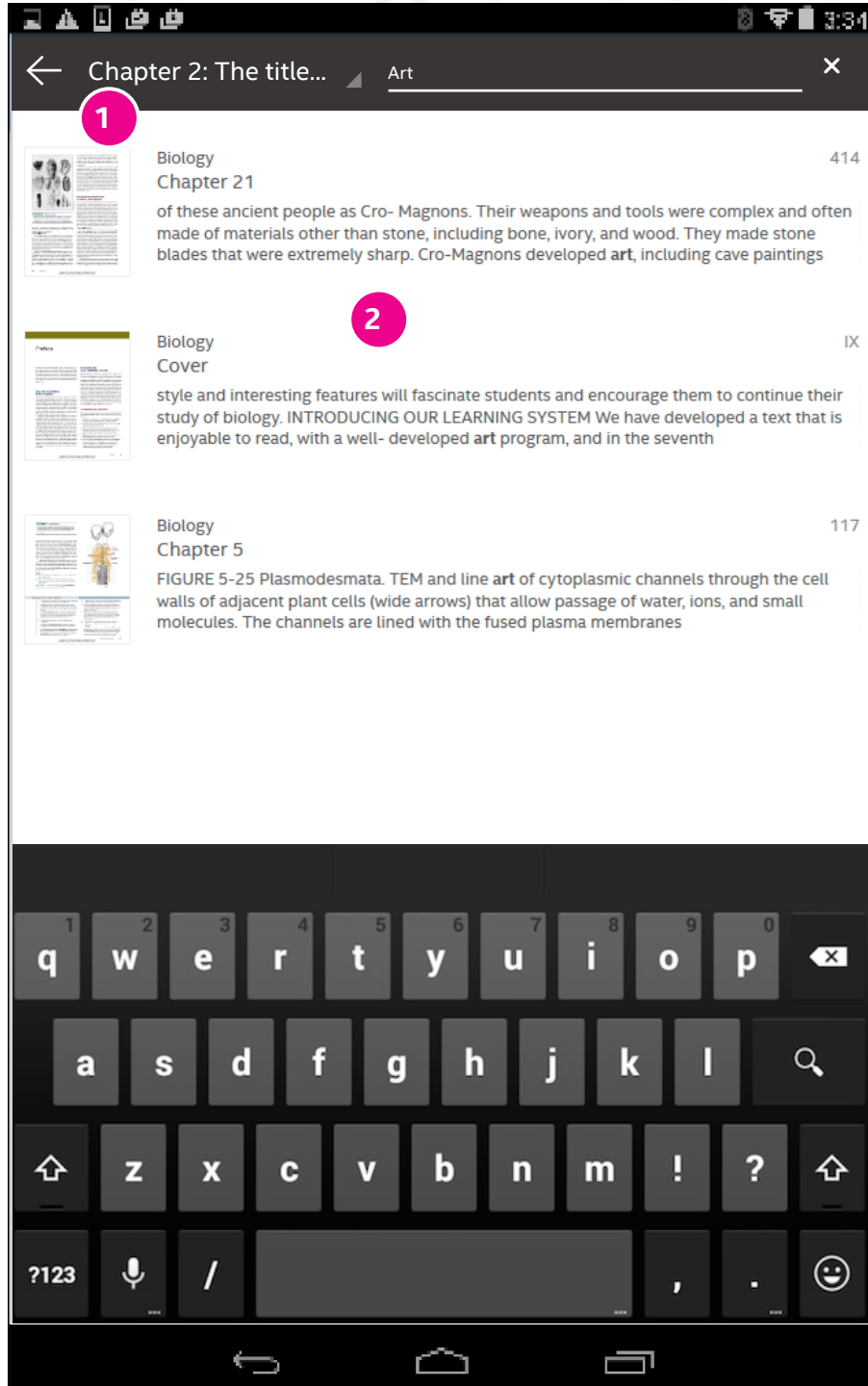
Note: This is for all book formats. Read mode allows the user to read without unnecessary clutter on the page. Read mode is active when a user hides the navigation.

Pagination area = Yellow (26% W)

Navigation area = Blue

1. On single finger-tap display PREVIOUS page
2. On single finger swipe to RIGHT, display PREVIOUS page.
3. On single finger swipe to LEFT, display NEXT page.
4. On single finger-tap display NEXT page
5. On single finger-tap, display the navigation header/footer (defined elsewhere in spec.)
6. (below) On single finger tap-hold-drag LEFT/RIGHT, drag the page in the direction the user is dragging. (same function as today on ipad)

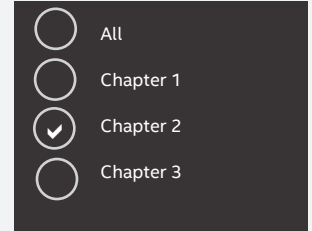




Annotations

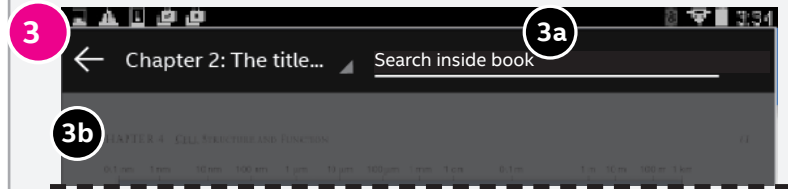
Searching within the book is keyword based, not title based. If user puts a phrase in quotes, allow them to search by exact quoted phrase. Exclude index from results.

1. **Chapter Filter: By default, search only within the chapter.** On tap display chapter selector where user can select one, any or all of the chapters in the book.



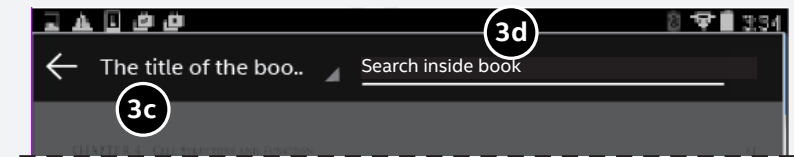
2. **Search results** include page thumbnail, description chapter and page. Keywords/phrases should be highlighted.

3. **Initial state of book search:**



3a. Ghosted text before the search shows this copy. Update copy.

3b. Book page is visually presented so that the search bar is the focus



3c. If "All" or multiple chapter are selected display book title

3d. If "All" or multiple chapter are selected display this ghost text



Note: This is for all book formats. Read mode allows the user to read without unnecessary clutter on the page. Read mode is active when a user hides the navigation.

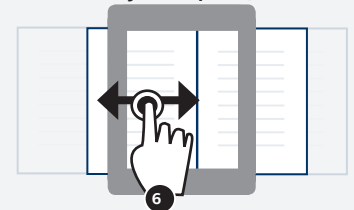
Pagination Area
[Yellow]

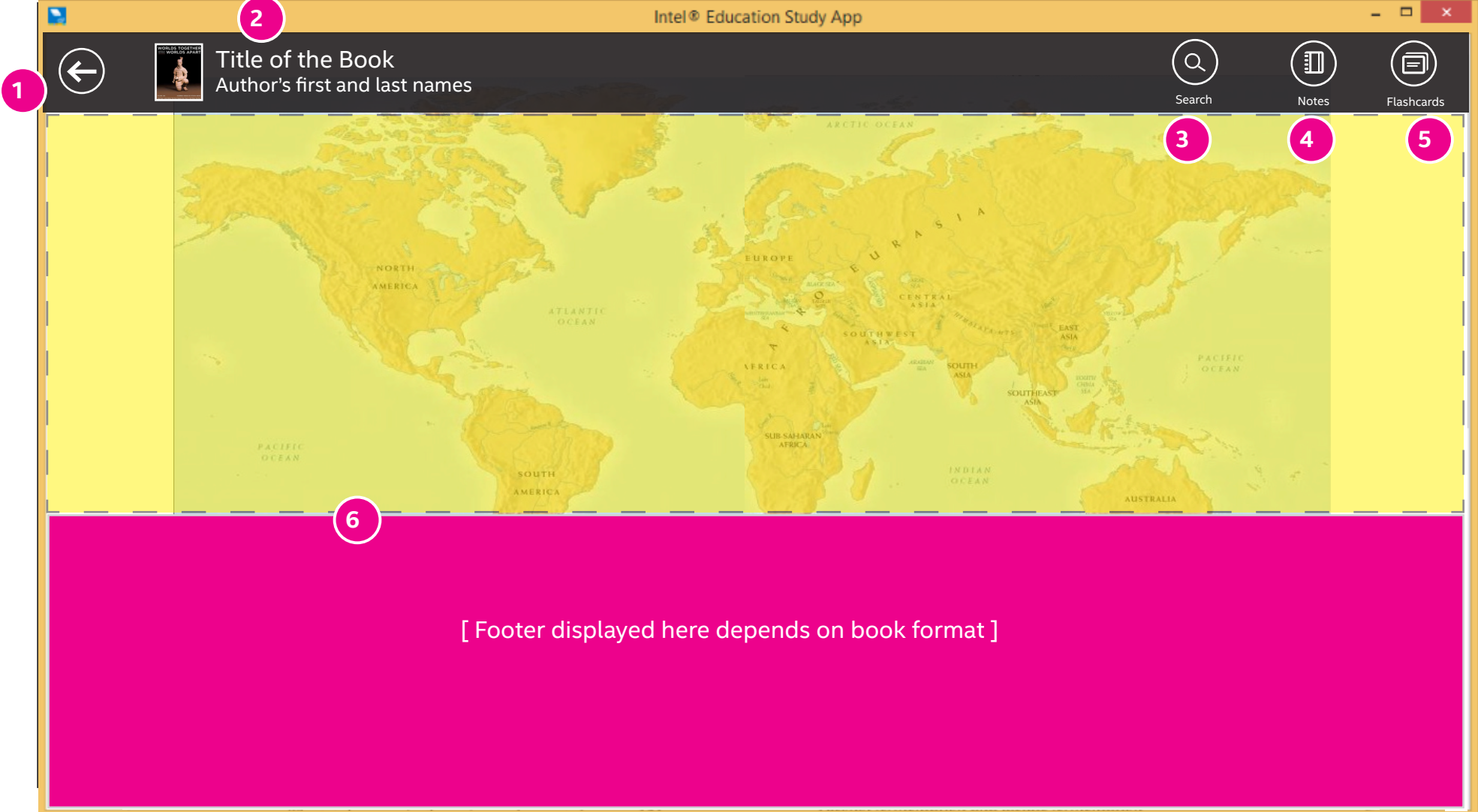
Navigation Area
[Blue]

1. On single finger-tap display arrow and go to PREVIOUS page (left of the pink dotted line)
2. On single finger swipe to RIGHT, display PREV. page.
3. On single finger swipe to LEFT, display NEXT page.
4. On single finger-tap display arrow & go to NEXT page

- (right of the pink dotted line)
5. On single finger-swipe UP, display the navigation header/footer (defined elsewhere in spec.)
6. On single finger-swipe DOWN display nav header/footer
7. On single finger swipe UP hide the nav header/footer
8. On single finger swipe DOWN hide the nav header/footer

9. (below) On single finger tap-hold-drag LEFT/RIGHT, drag the page in the direction the user is dragging. (same function as today on ipad)

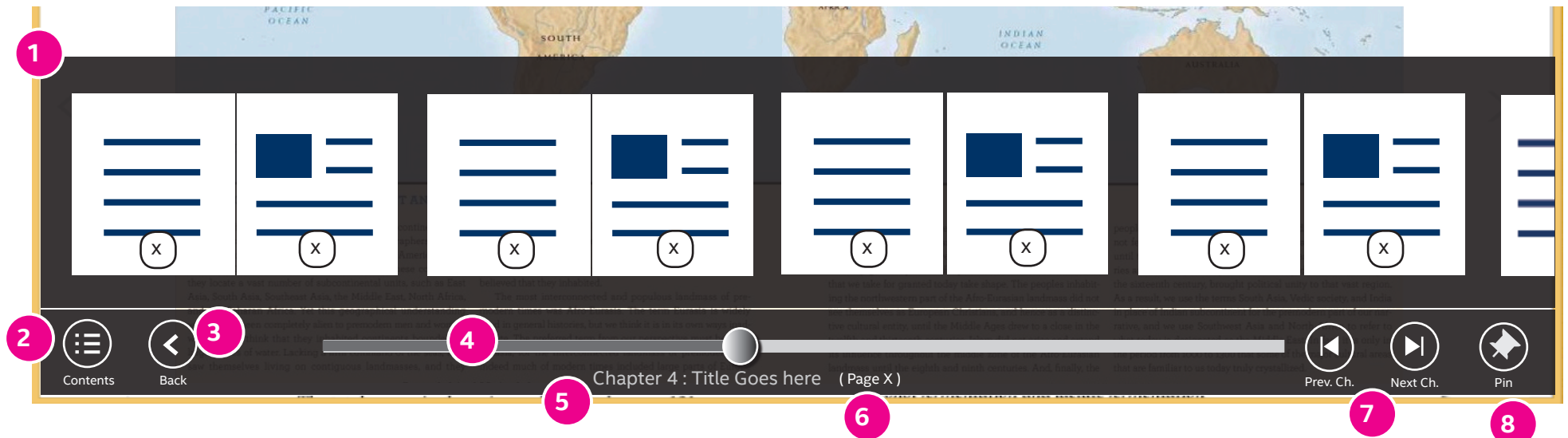




Header

- 1. **Back button:** when clicked, return to the library
- 2. **Book Info:** static display
- 3. **Search Icon:** initiates search (defined later in spec)
- 4. **Journal:** Display journal (defined elsewhere)
- 5. **Flashcards:** Display flashcards. (defined later in spec)
- 6. **Navigation footer:** (defined elsewhere)

[Nav header goes here.]



1. **Thumbnail preview:** always display 2 page view of thumbnail for PDF and fixed layout epub. User can tap on each thumbnail to go to relevant page. For EPUB reflowable, do not display thumbnail.

2. **TOC:** single tap, display TOC (defined elsewhere)

3. **Back button:** if user has previously navigated to a page, on tap, allow them to go back up to pages. If there's no pages to go back to, display this button disabled.

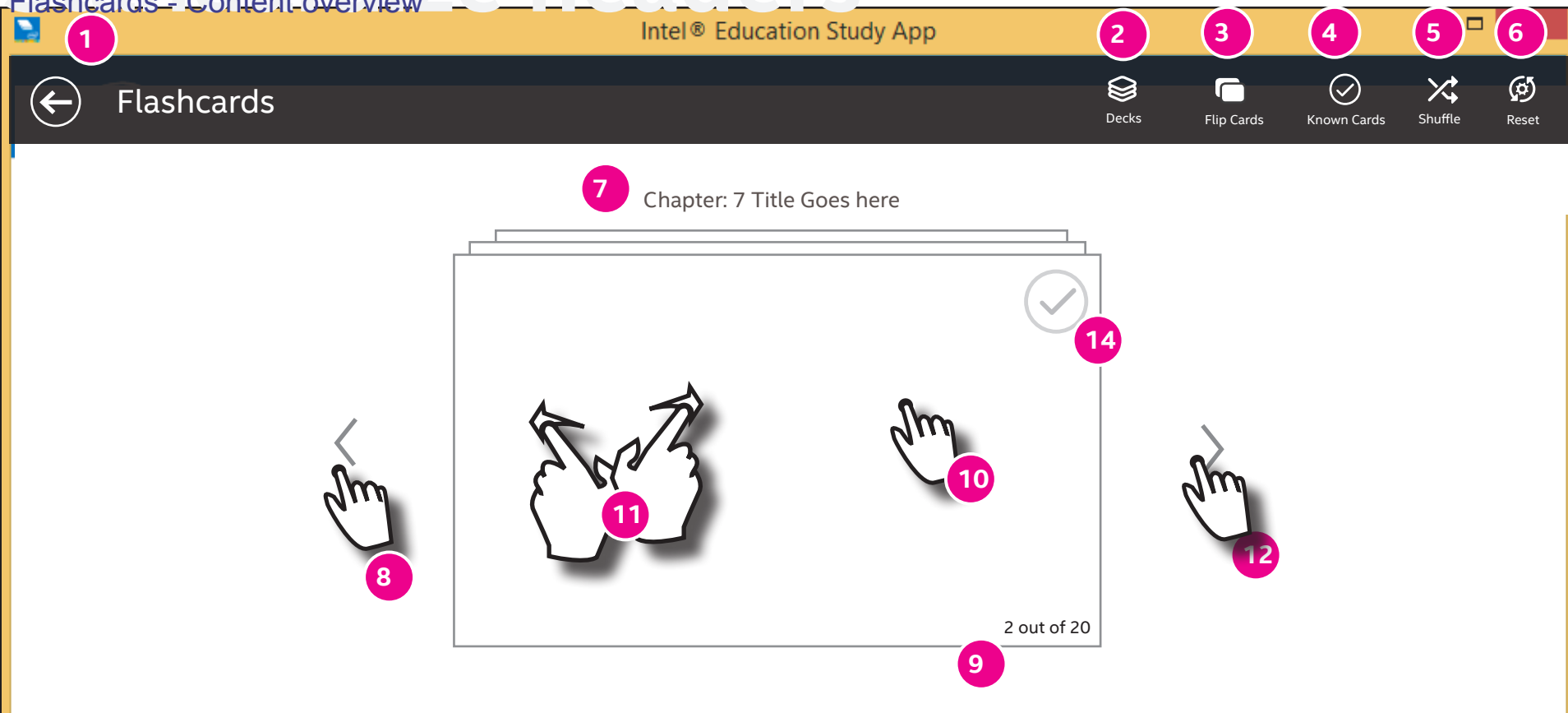
4. **Chapter Scrubber:** (defined elsewhere)

5. **Current Chapter title**

6. **Current Location:** display current location/page info

7. **Next/Previous chapter:** Next=on single tap load the first page of the next/prev chapter with the next chapters thumbnails visible in the scrubber.

8. **Pin:** if tapped, display this button in a selected state and pin this application to start menu. User can unpin by tapping this icon again.



1. **back/title:** When tapped, return to the book.

2. **Deck Icon:** When tapped, display the deck menu (defined elsewhere)

3. **Term /Definition Toggle:** When tapped, flip the deck over to display either term/definition. Need an on/off state for this icon.

4. **Known Cards:** This is a toggle. On tap, display "cards I know" deck using the same UI. Need an on/off state for this icon.

5. **Shuffle icon:** on tap, shuffle the currently displayed deck. Show some sort of noticeable indicator/animation or notification when the deck has been shuffled.

6. **Reset the deck:** on tap, reset the currently displayed deck. Display

warning same as today.

7. **Selected Deck:** Title of the selected deck (usually the chapter name)

8. **Previous card:** Single tap to display previous card.

9. **Card pagination:** display where user is in the deck.

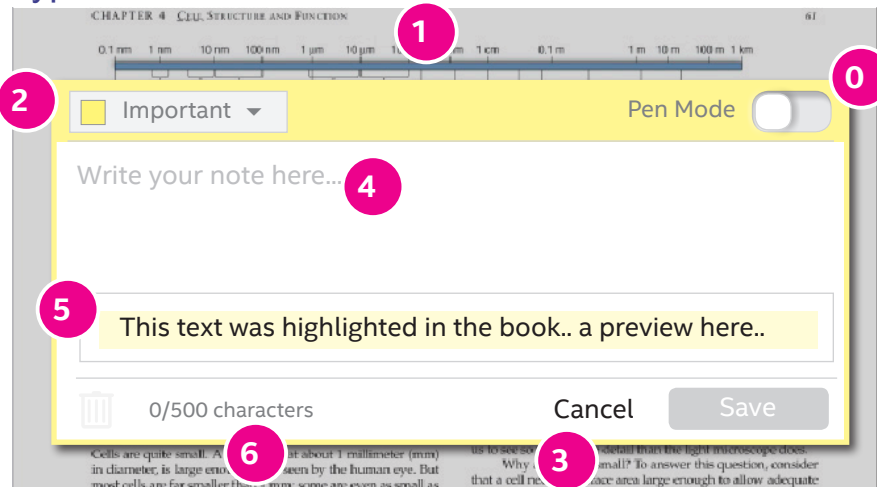
10. **Current card:** Single tap anywhere on the card to flip this individual card over.

11. **Card swipe:** Swipe left or right anywhere on the card to reveal the next/previous card.

12. **Next card:** Single tap to display next card in deck

14. **Known Cards marker:** WHEN tapped, move the current card into the "Known Cards" deck

Typed Note - Create/edit a note



Once highlight has been selected, user can select the highlight tap 'add note' from the context menu. The default is typed note.

0. **Pen Mode:** Toggle between Typed note and pen note (defined elsewhere in spec).

1. **Position:** Note should be positioned well above where the keyboard should appear.

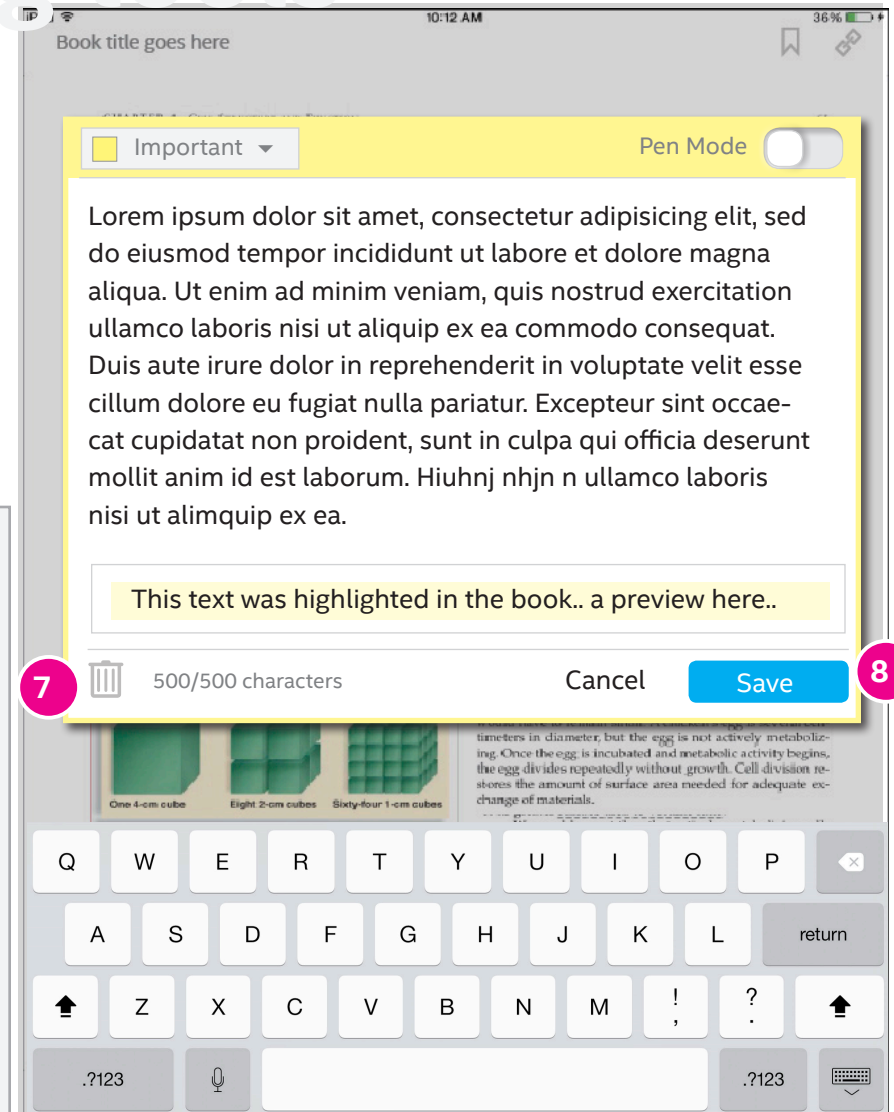
2. **Label dropdown:** if tapped, display the label dropdown.

3. **Cancel button:** Tapping here or anywhere outside of the note cancels the note without saving. It does not delete the highlight.

4. **Input box:** This is where user types user commentary. Include the ghosted text

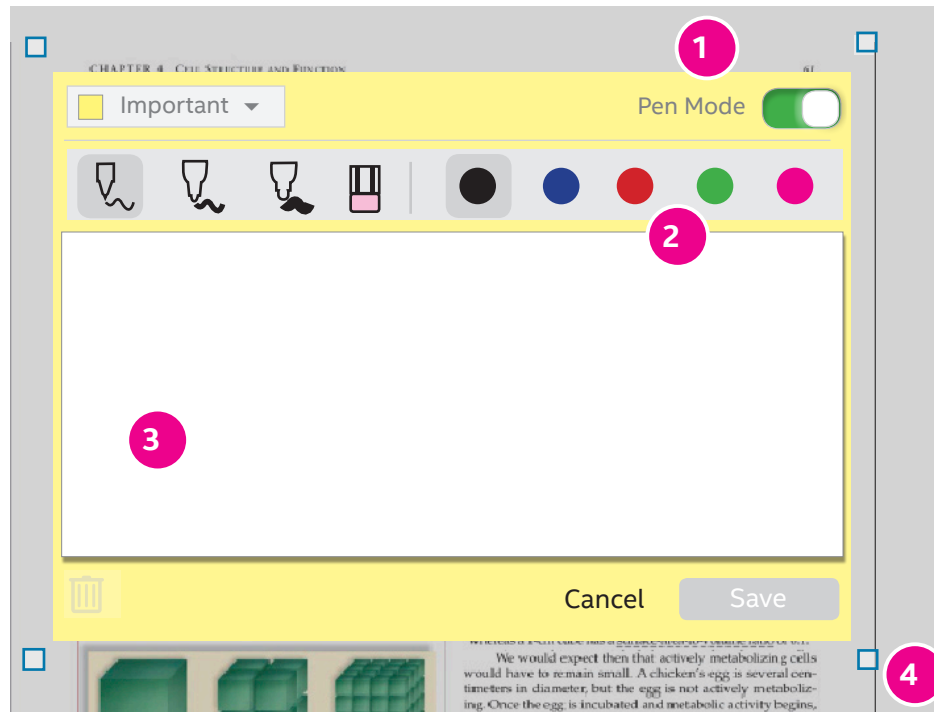
5. **Preview Box:** Defined elsewhere. See (Types of Notes) Defined elsewhere in spec.

6. **Character limit:** display 500 character limit including spaces. User should see the character counting as user types.



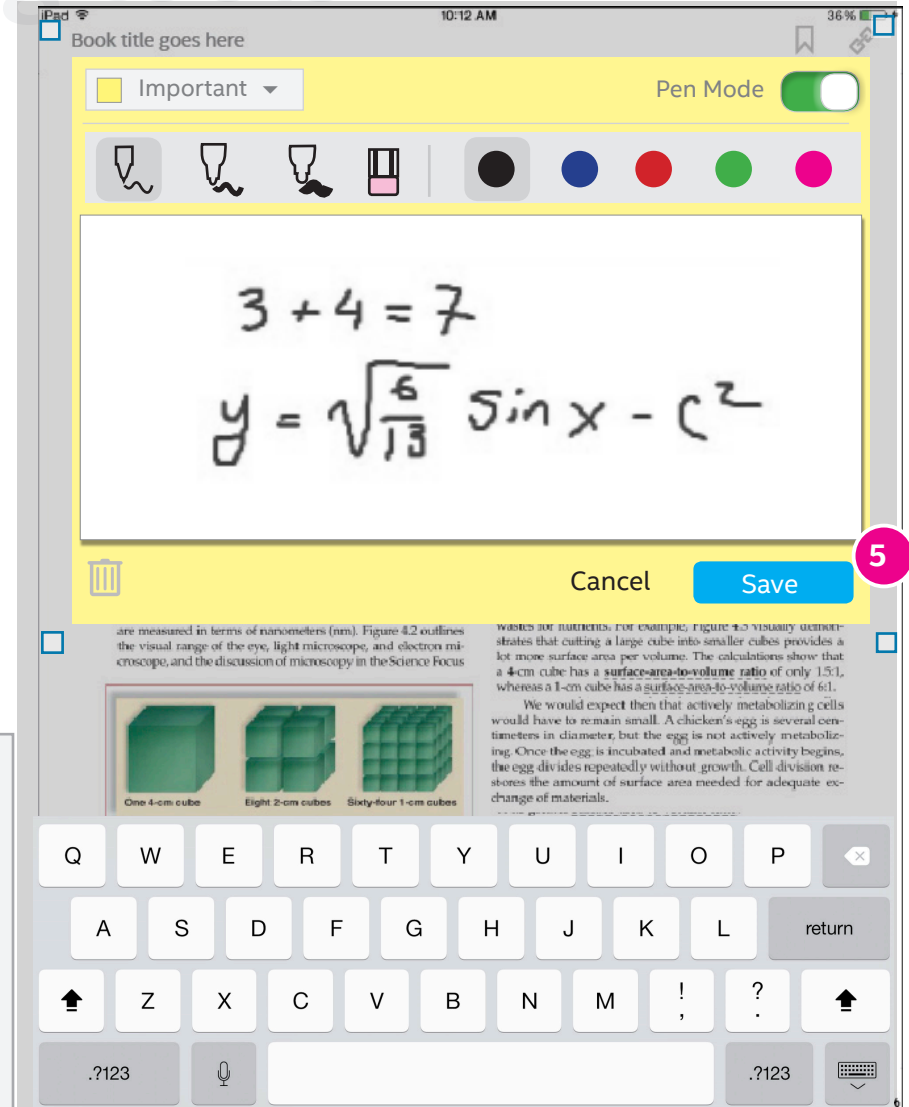
7. **Delete:** If a note has been saved previously this icon is active, otherwise it is inactive. If clicked this deletes the note and the highlight.

8. **Save:** button becomes active if user has typed or edited the note.

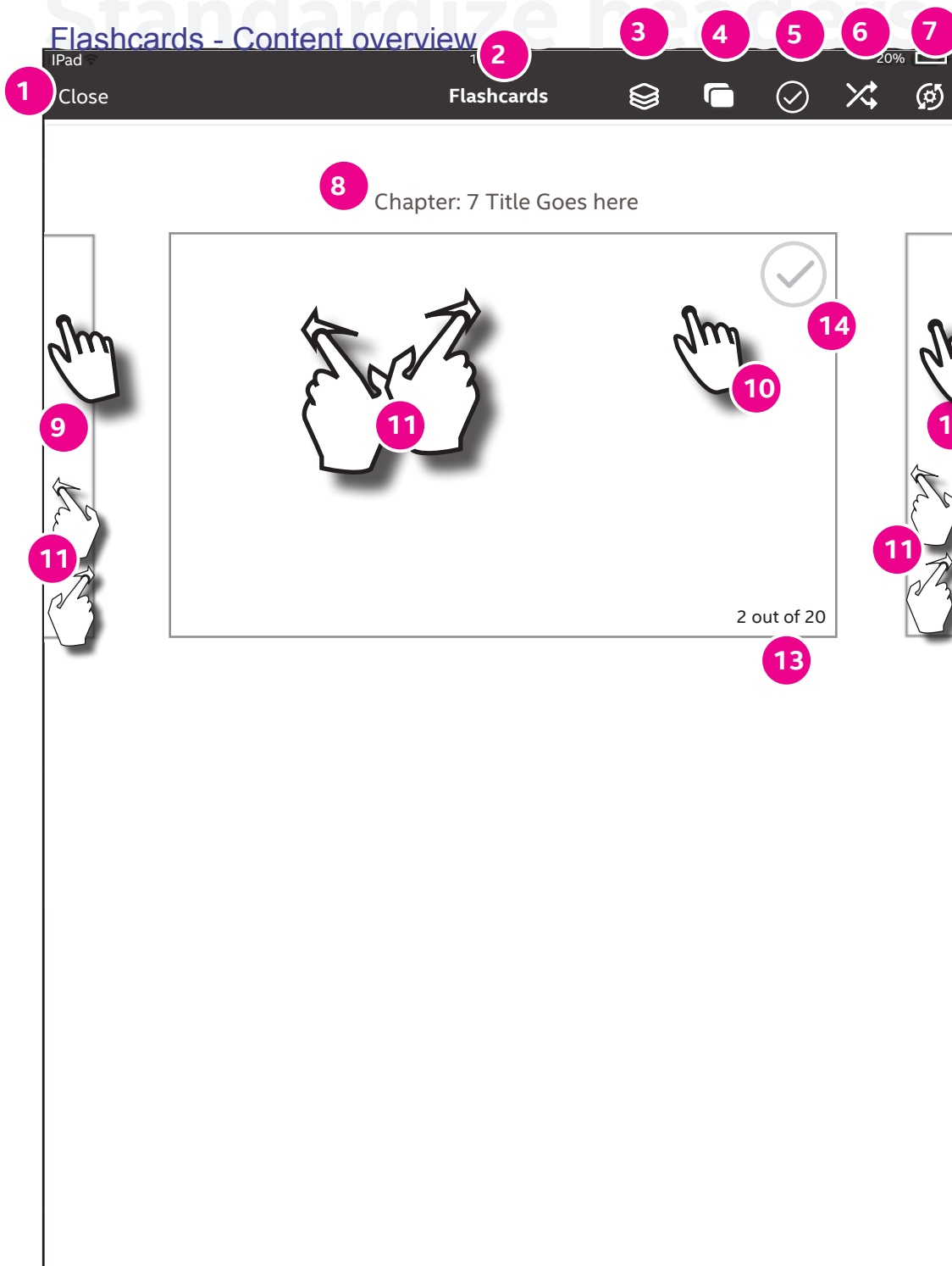


Once user has added a note, they can optionally switch to pen mode by tapping the pen mode toggle.

1. **Pen Mode toggle:** Pen mode displays/hides the “pen tool bar,” “paper” and “handles.”
2. **Pen Tool bar:** Included:
 - 3 thicknesses (default is middle) and 1 eraser, 5 pen colors (black is default)
3. **Paper:** This should always be white. User can draw here.
4. **Handles:** Users can tap drag the handles in order to move the note around the screen or resize the note.



5. **Save:** If they switch back and forth between text and pen after they have created both a pen drawing and a text note, do not clear the contents of the note. Whichever mode is visible when the user clicks save is what gets saved. The other content in the other mode is disregarded.



Annotations

1. **Close:** When tapped, return to the book.
2. **Window Title:** Flashcards
3. **Deck Icon:** When tapped, display the deck menu (defined elsewhere)
4. **Term /Definition Toggle:** When tapped, flip the deck over to display either term/definition. Need an on/off state for this icon.
5. **Known Cards:** This is a toggle. On tap, display "cards I know" deck using the same UI. Need an on/off state for this icon.
6. **Shuffle icon:** on tap, shuffle the currently displayed deck. Show some sort of noticeable indicator/animation or notification when the deck has been shuffled.
7. **Reset the deck:** on tap, reset the currently displayed deck. Display warning same as today.
8. **Selected Deck:** Title of the selected deck (usually the chapter name)
9. **Previous card:** Single tap to display previous card.
10. **Current card:** Single tap anywhere on the card to flip this individual card over.
11. **Card swipe:** Swipe left or right anywhere on the card to reveal the next/previous card.
12. **Next card:** Single tap to display next card in deck
13. **Card pagination:** display where user is in the deck.
14. **Known Cards marker:** When tapped, move the current card into the "Known Cards" deck