

Hello students, I'll be covering a topic from human human computer Interaction Unit 5 Web interface design and my topic is overlays. So in today's session I will be covering overlays, advantages of overlays, the different types of overlays. There are three types of overlays detail overlay, dialogue overlay and input overlay.

After studying today's session, the students will be able to develop meaningful user interfaces, assess the importance of user feedback, design effective HCI for individuals and people with disabilities and

Perform heuristic evaluation of the design.

So let us study what are overlays. Overlay is a lightweight popup. Normally the browser popups are created as a new browser window. But overlays are lightweight. Lightweight overlays are shown within the browser page as an overlay, and the same is explained in the image is given below.

So old style browser popups are undesirable because The browser pop-ups display a new browser window. Now what happens when you display a new browser window is that these windows take time and a sizable chunk of system resources to create, whereas a normal overlays are lightweight.

So what happens in a browser pop up is that browser popups often display browser interface controls.

Example is a URL bar. Again, this is This takes a lot of system memory, so due to security concerns in Internet Explorer 7, the URL bar is a permanent fixture on any browser popup window.

Now by using either flash or Ajax style techniques like dynamic HTML or web application can be present or pop up in a lightweight overlay within the page itself. This has distinct advantages like lightweight overlays are just light, lightweight in Page object. They are inexpensive to create and they are very quick to be displayed. The interface for lightweight overlays is controlled by the web application and not by the browser. And because of this, there is a complete control over the visual style of the overlay. This allows the overlay to become more visually integrated into

the applications interface. Again, now lightweight overlays can be used for asking questions obtaining input. Introducing the features indicating any progress giving instructions or they can be used for revealing

certain information.

Detail overlays can be activated directly by the user. Events like example is like clicking on any action or when you hover on objects. The detail overlay gets activated. Or they can be provided by the web application at various stages in the completion of an action.

Now let us study the types of overlays. First is the detail. The detail our overlay allows and overlay

to present additional information when the user clicks or hovers over the link or a section of the content.

Example is shown in this image. Let's take an example of Netflix. Now in a Netflix information about a

specific movie is displayed whenever the user hovers over the movies. Box shot example is shown in this image. Now toolkits now make it easier to create overlays across different browsers and to request additional information from the server without even refreshing the page.

Now, some best practices went to use detail overlays. Use detail overlays to give a sneak peek at a detail information. This will allow us to avoid unnecessary page transitions to be activated for detail overlays.

Provide a slight delay for activation, probably about half a second. This will avoid the interface behaving like a mousetrap. For how are activated detail overlays provide a simple deactivation example?

Is a simple mouse out? What detail well is make activation and deactivation symmetrical?

That is, don't make it hard to get out of the overlay then it is was to activate it. Once activated avoid lengthy animations or effect that delay showing the detail over. Use howl when clicking the object is reserved for a different action. Example in Yahoo News, clicking on the links take you to the new story page.

Hovering gives you a sneak peek. Use, however, when it is not obvious how to get information, if you use verb to activate the details, you don't need additional user interface controls for activation. Use click if you prefer to make getting details more explicit. Usually you will couple this with a seam or or a button that exposes more detail. Use click if you will be providing additional links besides the overlay.

And try to keep an overlay in place that was specially that was activated by a hover and click a link inside.

It is difficult. Second type of overlay is input overlay. Now input overlay is again a lightweight overlay that brings additional input information for each field that is tapped into. The figure below illustrates an example of an input overlay, how the input is taken. Now when to use input overlay, use input overlays to simplify the visual style of a form. Place additional help in the overlay for input overlays.

Make sure that the only visual change between the field and the LA is the intentional that is making

input field visually boulder.

For input overlays, allow clicking anywhere to deactivate the overlay. 3rd type of overlays dialogue overlay.

Now. Dialogue overlay replaces the old style browser popups. Netflix is a good example of a dialogue overlay. It provides a clear example of a very simple dialogue overall. Always make use of dialogue

overlays instead of browser pop ups. The reason is that dialogue overlays are lightweight and they

consume less of system resources. Avoid unnecessary dialogue overlays as they interrupt users flow.

Don't use an overlay when a simpler in Page interaction would be sufficient. And please avoid JavaScript alert boxes because they don't provide a consistent user experience between the different types of operating systems.

And these are my references Bill Scott and treason, name of the book is designing web interfaces or really 2019, and this is for Unit 5 only.