Mönster för
återanvändning & förnyelse
av lyckade designlösningar
Åke Walldius, MDI-gruppen, aakew@csc.kth.se

Exempel från följande mönstersamlingar
C Alexander et al., A Pattern Language
E Gamma et al., Design Patterns, Elements of re-usable object oriented software
J Tidwell, “Common Ground” & “Designing Interfaces”
M van Welie, “Dutch collection”
D van Duyne et al., The Design of Sites
M Manns et al., Fearless Change
E Guy, Designing Activity with Patterns
M Leacock et al., Implementing a Pattern Library
Å Walldius et al., User-driven software quality labelling
B Johansson, Bridging the gap between users and business concepts
T O’Reilly, What is Web 2.0 - Design Patterns and Business Models

41 Work Community ** (from A Pattern Language)
What are design patterns and why use them?

"Each pattern describes a problem which occurs over and over again in our environment, and then describes the core solution to that problem, in such a way that you can use the solution a million times over, without ever doing it the same way twice." (Christopher Alexander)

Design guidelines contextualised and illustrated
Compiled in handbooks
For grasping complexity - variation and change
What are design patterns and why use them?

“Each pattern describes a problem which occurs over and over again in our environment, and then describes the core solution to that problem, in such a way that you can use the solution a million times over, without ever doing it the same way twice.” (Christopher Alexander)

Design guidelines contextualised and illustrated
Compiled in handbooks
For grasping complexity - variation and change

There are still many questions:
How to validate design patterns?
How to relate patterns on different levels?
How to use them practically - when, and with which other methods?

Reusable patterns of proven value
Facade, one of the 23 design patterns in OOP

Navigable Spaces (http://www.mit.edu/~jtidwell/interaction_patterns.html)

Examples:
- The WWW and other hypertext systems
- Myst Museum exhibit in a set of physical rooms
- Set of applications in a suite, as with the PalmPilot or a network computer

Context: The artifact contains a large amount of content – too much to be reasonably presented in a single view. This content can be organized into distinct conceptual spaces or working surfaces which are semantically linked to each other, so that it is natural and meaningful to go from one to another.

Problem: How can you present the content so that a user can explore it at their own pace, in a way which is comprehensible and engaging to the user?

Solution: Create the illusion that the working surfaces are spaces, or places the user can “go” into and out of. Start out with at least one top-level or “home” space, to which the user can easily return (Clear Entry Points). In each space, clearly indicate how you get to the next space(s), such as by underlined text, buttons, images of doors, architectural features, etc. (...
Navigable Spaces (contin.)

Resulting Context: As pointed out above, Map of Navigable Spaces should be one of the first patterns you deal with, even if you explicitly choose not to use one; the same for Go Back One Step and Go Back to a Safe Place. To help show where the links are in the space, you can use Pointer Shows Affordance to give additional information about where they go, use Short Description.

People using the WWW tend to depend upon their browser’s Interaction History (the links you’ve most recently visited, in chronological order) to get around. Not surprisingly, they also depend upon their Bookmarks to keep track of places they want to go back to. These two patterns might be especially important in any large or unbounded set of Navigable Spaces, particularly if a map is impractical.

Martijn van Welie: (www.Welie.com)

Site Types
- My Site
- Portal
- Commerce Site
- Community Site
- Branded Promo Site
- Corporate Site
- News Site
- Web-based Application
- Multinational Site
- Artist Site

Martijn van Welie:

Ecommerce
- Shopping cart
- Login
- Registering
- Product Comparison
- Product Configurator
- Product Advisor
- Premium Content Look
- Newsletter
- Case study
- Testimonials
Genrer på webben (van Duyne, www.designofsites.com)

E-handelsbutiker
Nyhetssida
Föreningskonferenser
Självbetjäningsmyndigheter
Konsumentrörelsenät
Gräsrotsnät

Konsumentrörelsenät (fri översättning & tolkning av van Duyne)

Parallella navigeringsätt
Historik
Kategorisidor
Diskussionsforum
**Konsumentrörelsenät**

**Problem:** ett stort antal olika intressengrupper – konsumenter, nämndemnar, personal, experter och sponsorer – behöver stöd för att utbyta information och för att delta tillsammans i olika aktiviteter.

**Lösningen:** öppna kanaler för intressenterna att anmäla sitt deltagande i aktiviteter och att bidra med dokument för samordning och uppföljning.

---

**Diskussionsforum**

**Problem:** Diskussioner kan bli engagerande för många besökare, men de blir lätt oöverbländbara om de inte stöds av administrativa verktyg och engagerat arbete.

**Lösningen:** ge informativa länkar dit...
- erbjud läsning av inlägg innan registrering
- ge tydliga regler för diskussionen
- skapa enkla formulär för inlägg
- skapa mekanism för godkända bort inlägg
- stöd sortering av inläggen efter namn

---

**Fearless change: patterns for introducing new ideas**

If change is the only guarantee in life, why is it so hard to do?

As this book points out, people are not so much resistant to change itself as they are to being changed.

Mary Lynn and Linda have successfully used the pattern form to capture and present the recurring lessons of successful change efforts and have placed a powerful knowledge resource in the hands of their readers.

Alan O’Callaghan, Software Technology Research Laboratory, De Montfort University, United Kingdom.

Understanding and agreeing on the problem
We made use of existing research.
We wrote a lightweight product requirements document (PRD).

Developing a workflow
We defined processes for communication.
Generating organizational buy-in (evangelizing)
We involved the contributors and consumers of the content.
We gathered representatives of the different teams.
We defined the content to make it predictable.
We made the content findable.

We seeded the library with content.

Using the pattern library as a body of standards
We decided on a ratings scale.
We assembled a review team.
We continue to avoid being labeled as the "standards police."
We decided to separate out visual design and code from the pattern library.
Example of concise pattern definitions (Master thesis, in progress, Benny Johansson, aug 2009)

A PERSONAL WELL SUPPORTED BANKING SERVICE

- The bank's customers can receive a personalized service for their financial needs.
- The system provides a comprehensive view of the customer's financial situation.
- The system offers tools for financial planning and analysis.
- The system allows the customer to monitor and control their financial transactions.
- The system provides access to a wide range of financial products and services.

A CUSTOMER SUPPORTED BANKING SERVICE

- The customer's needs are understood and satisfied.
- The customer receives personalized service.
- The system offers tools for financial planning and analysis.
- The system allows the customer to monitor and control their financial transactions.
- The system provides access to a wide range of financial products and services.

Both systems are well supported and provide comprehensive views of the customer's financial situation, allowing for personalized service and control of financial transactions.

The Long Tail
- the internet's content consist of small sites that offer narrow niches
  *Therefore:* Reach out to the entire web.

User provided data is the Next Intel Inside
- applications are increasingly data-driven
  *Therefore:* Seek to own a unique, hard-to-recreate source of data.

Users Add Value
- the key is that users add their own data to that which you provide
  *Therefore:* Involve your users in adding value to your application.

Network Effects by Default
- only a small percentage of users will add value to your application
  *Therefore:* Set inclusive defaults for aggregating user data as sideeffects.

Some Rights Reserved
- intellectual property protection limits re-use and prevents experiments
  *Therefore:* Follow existing standards and design for "remixability."

The Perpetual Beta
- applications on the internet are not artifacts, they are ongoing services
  *Therefore:* Add features constantly and engage users as realtime testers.
Cooperate, Don’t Control
- Web 2.0 applications are built of a network of cooperating data services.

Therefore: Offer web services interfaces and content syndication, and re-use the data services of others. Support lightweight programming models that allow for loosely-coupled systems.

Software Above the Level of a Single Device
- the PC is no longer the only access device for internet applications

Therefore: integrate services across handheld devices, PCs, and servers.