M-GO Tablet UI Guidelines

functional specification document

Wireframes are meant to inform design and guide development, but
do not guarantee the final layout or placement of design elements.

Version: 1.8

About This Document

This set of UI Guidelines documents features and 'key moments' of the Technicolor product UI for mobile and tablet. It does not represent the final design, but rather, illustrates important behaviors and experience elements that will persist throughout the final design.

Design Patterns
Document the core UI screen patterns used throughout the system and basic navigation models within the UI.

UI Components
Detail the interaction models of individual UI components, specifying intent, behavior, placement, and usage.

Key Screens
Diagram specific screens throughout the UI to illustrate 'key moments' and associated concepts, including annotated footnotes that reference UI components and design models.

Flows
Detail short, single paths through the UI to illustrate a sequence of steps.

Global Behaviors
Document complex interactions that appear throughout the experience.

Brand DNA

Story

Social Discovery

Core Values

Accessibility

Family   (from solo to group interaction)

Community

Relevant Chance

Anticipation

Principles (Feels like...)

Active / Alive

Approachable / Engaging

Light & Pop   (Color & Culture)

Reactive   (feedback)

Playful

Brand Character

Ringleader / Consummate Host

Presenting in a playful and clever way without overtaking the content that is the king.

Tone of Voice

Friendly, witty, intelligent. Should always create the anticipation that leads to a call to action. One step ahead of the user.

Ecosystem

Supported platforms

	smartphone	tablet	PC	SmartTV w/ C3	STB big-screen TV UI
ACCESS LOCATION	Primarily for mobile consumption w/ home consumption secondary.	Primarily for home consumption w/ mobile consumption secondary.	Primarily for home consumption w/ mobile consumption secondary.	Home consumption only.	Home consumption only.
USE MODE	Personal device	Personal device in a family setting	Shared device (?)	Shared device	Shared device
SCREEN ORIENTATION	Portrait (default) Landscape (where relevant)	Landscape (default) Portrait (where relevant)	Landscape (only)	Landscape (default) Portrait (where relevant)	Landscape (only)
DEVELOPMENT	Android (native) iOS (HTML5)	Android (native) iOS (HTML5)	HTML5	HTML5 Android (native)	HTML5 Android (native)
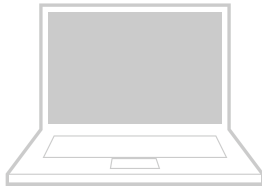
← next phase →

Architecture

OOBE

LOGIN

PROFILE SELECT

GLOBAL DISCOVERY, RECOMMENDATION & SEARCH

TOOLBAR

SETTINGS

WATCHLIST

PROFILE

MEDIA PLAYER

SEARCH

HOME

FEATURED

CURATED

MOVIES

TV SHOWS

LIVE TV

*

RECORDINGS

REQUIRES SETUP *

MGO PICKS

CURATED

MY LIBRARY

MEDIA DETAILS

MOVIES
TV SERIES
TV EPISODE
CAST/CREW
PUBLIC PROFILES *

*Not for Launch
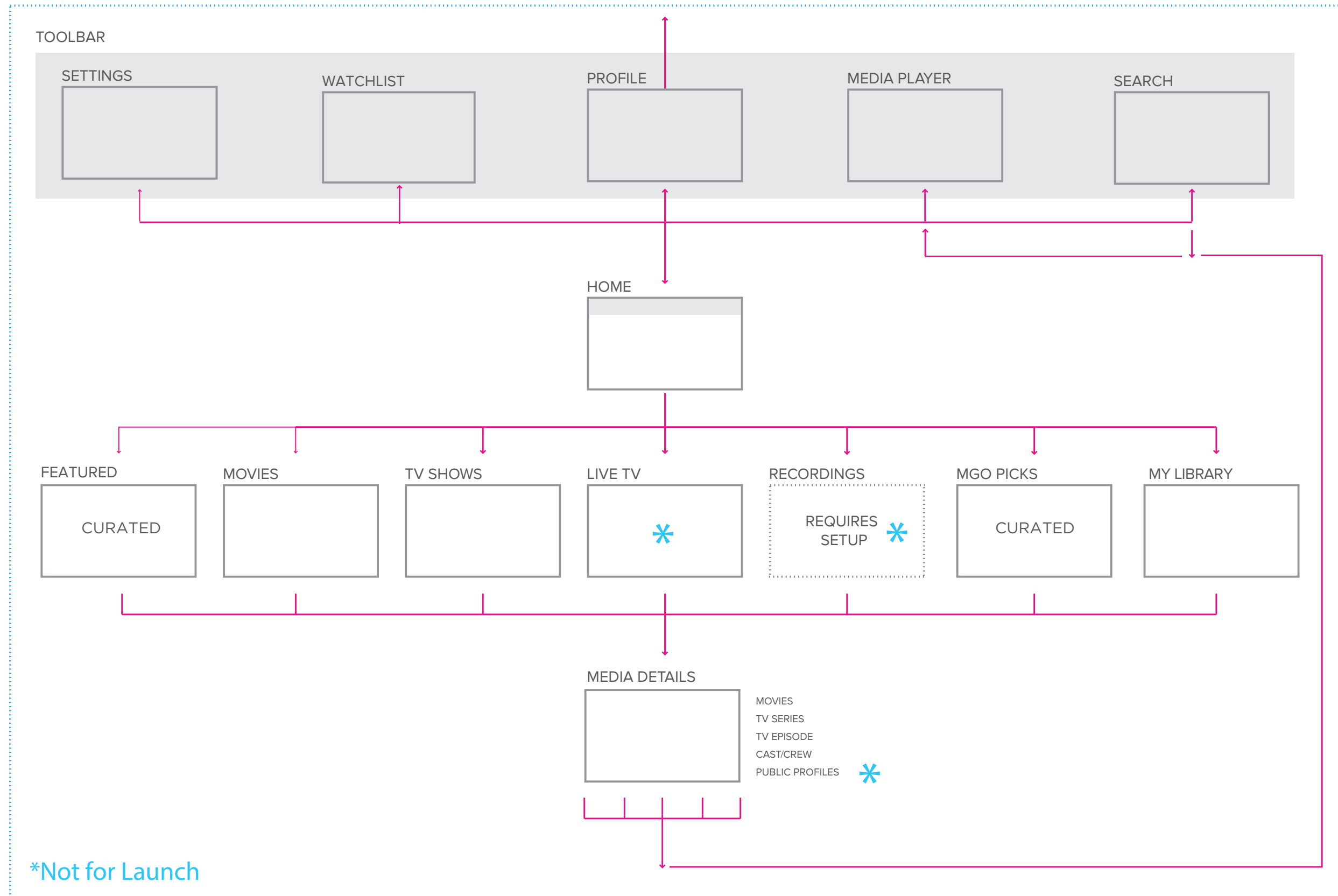
Design Patterns

General Screen Structure
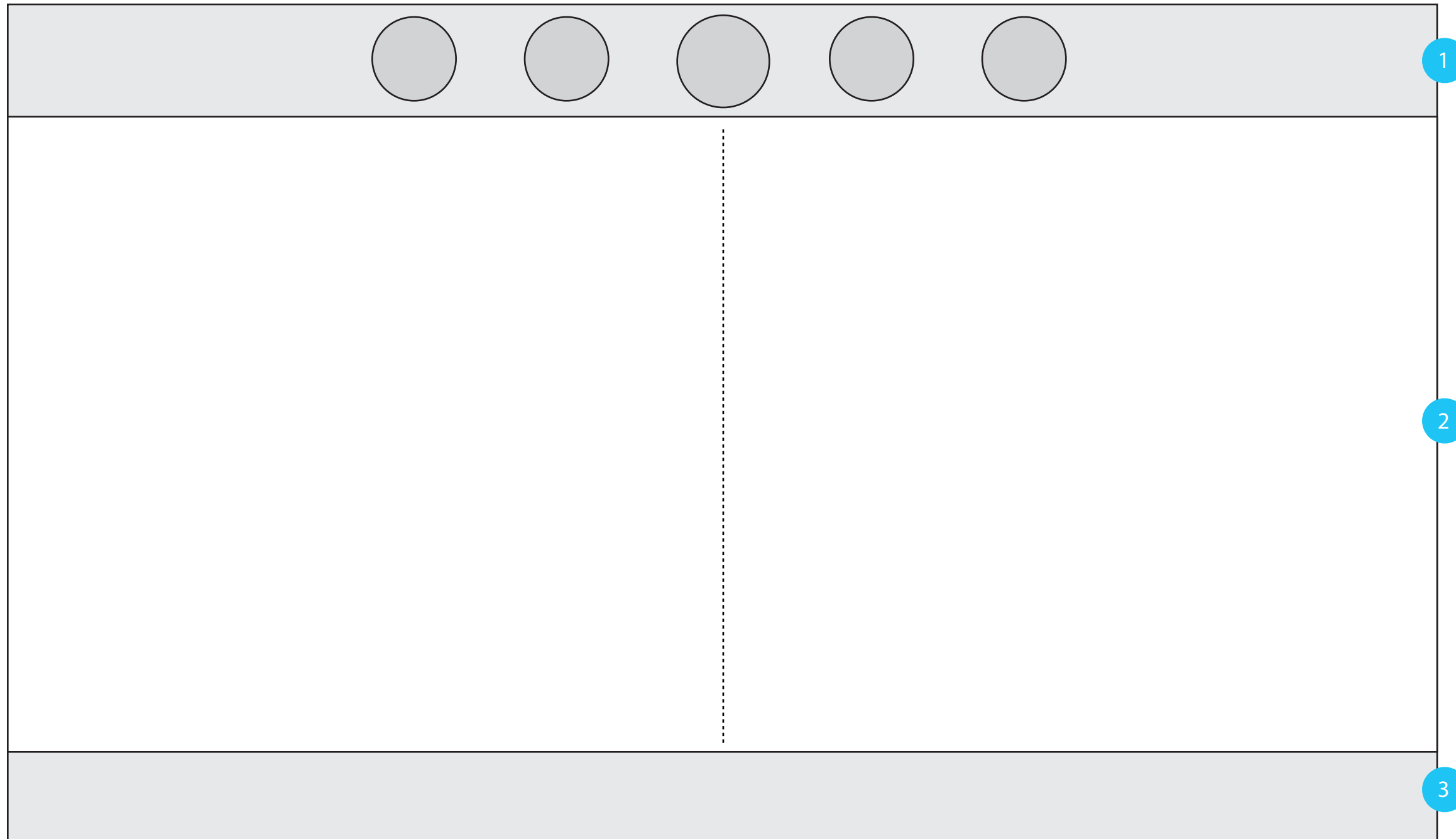
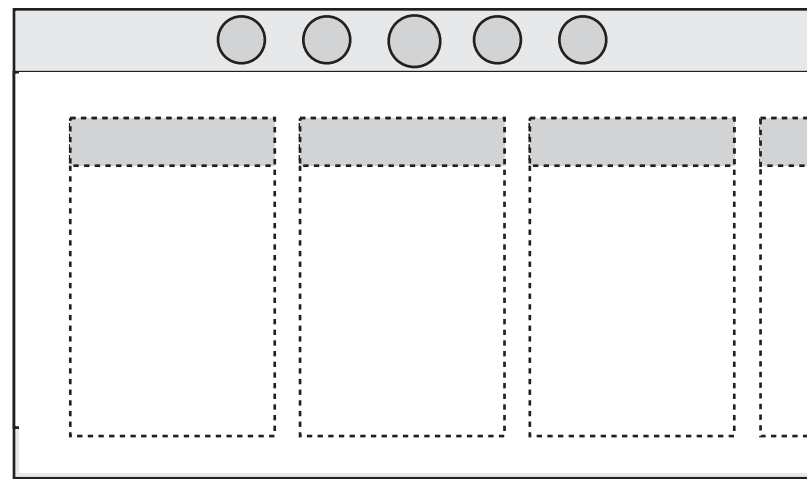**1** Global Toolbar

2 Content Area

Contextual viewing area. Primarily comprised of media groupings: visual collage, grid and list views.

3 Contextual Bar

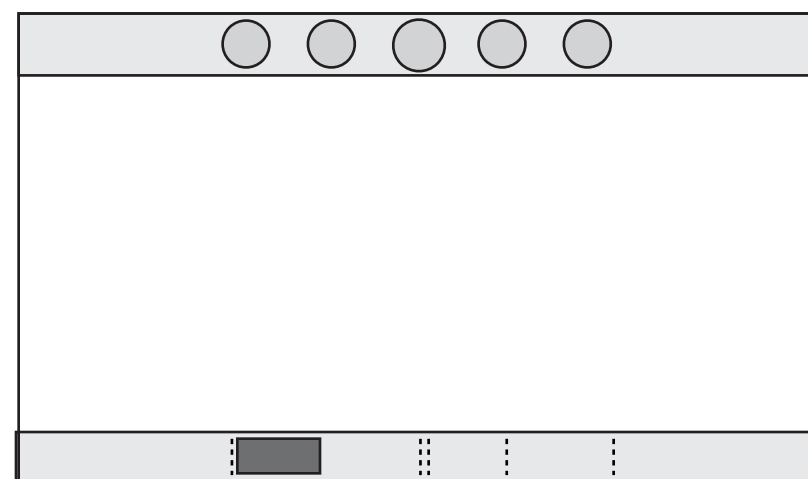Contextual viewing bar with filtering options per section. Not viewed on all screens.
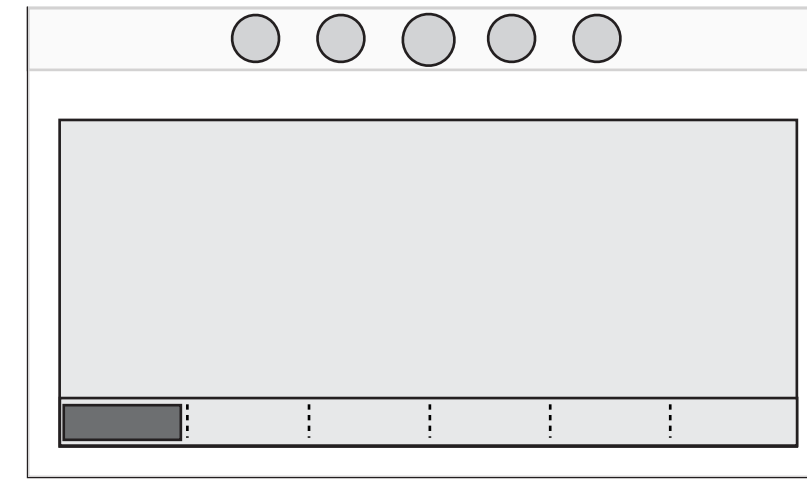
Pattern Library
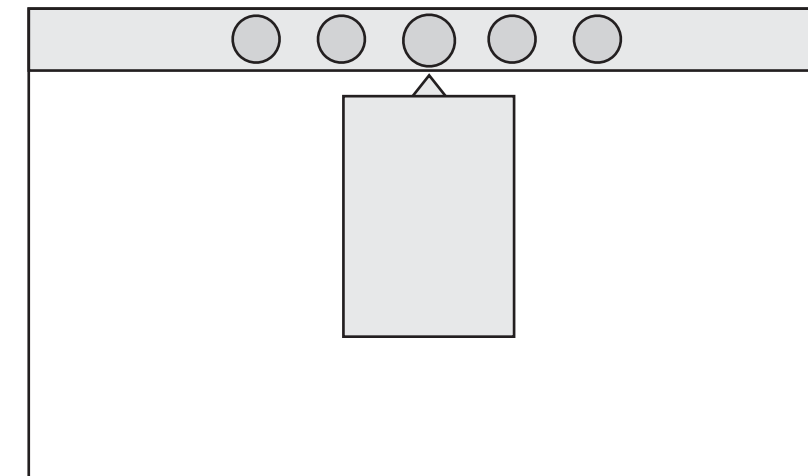
1

Main (Cards)

2

Section
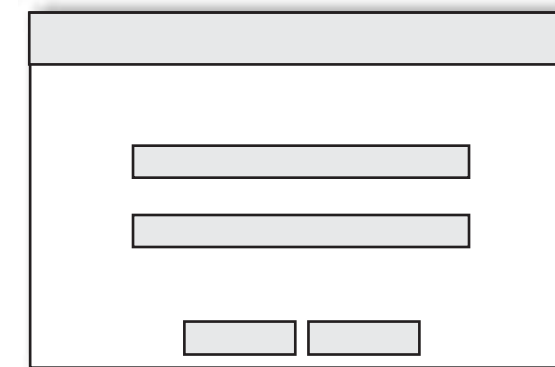
3

Object Detail Overlay
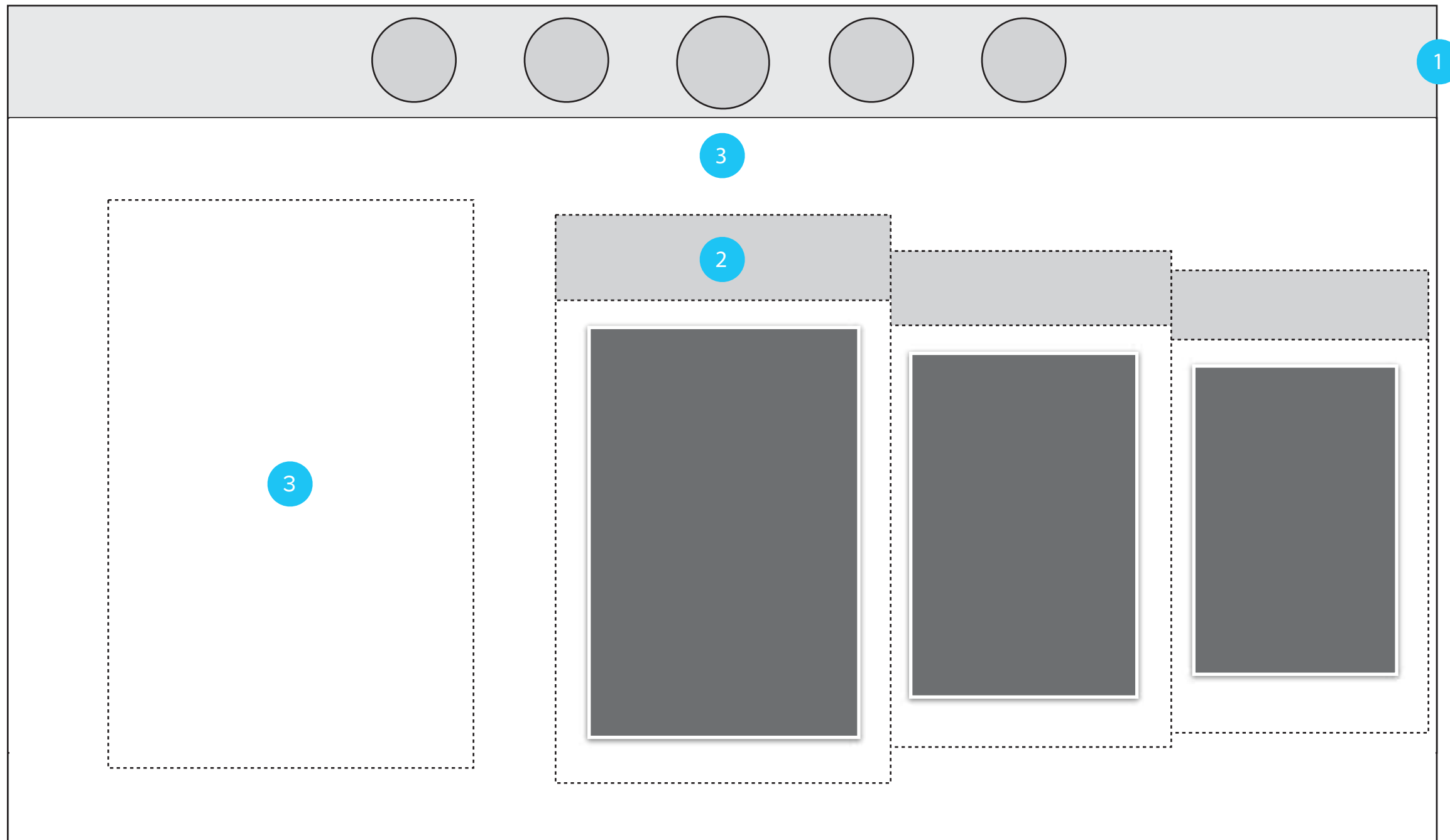
4

Dialog

5

Drop Down

6

Editing Overlay

1. Main   (Cards)

Goals: Surface relevant content. Create a sense of place and provide quick pathways to find what you are looking for.   Needs: Quick Discovery / FInd
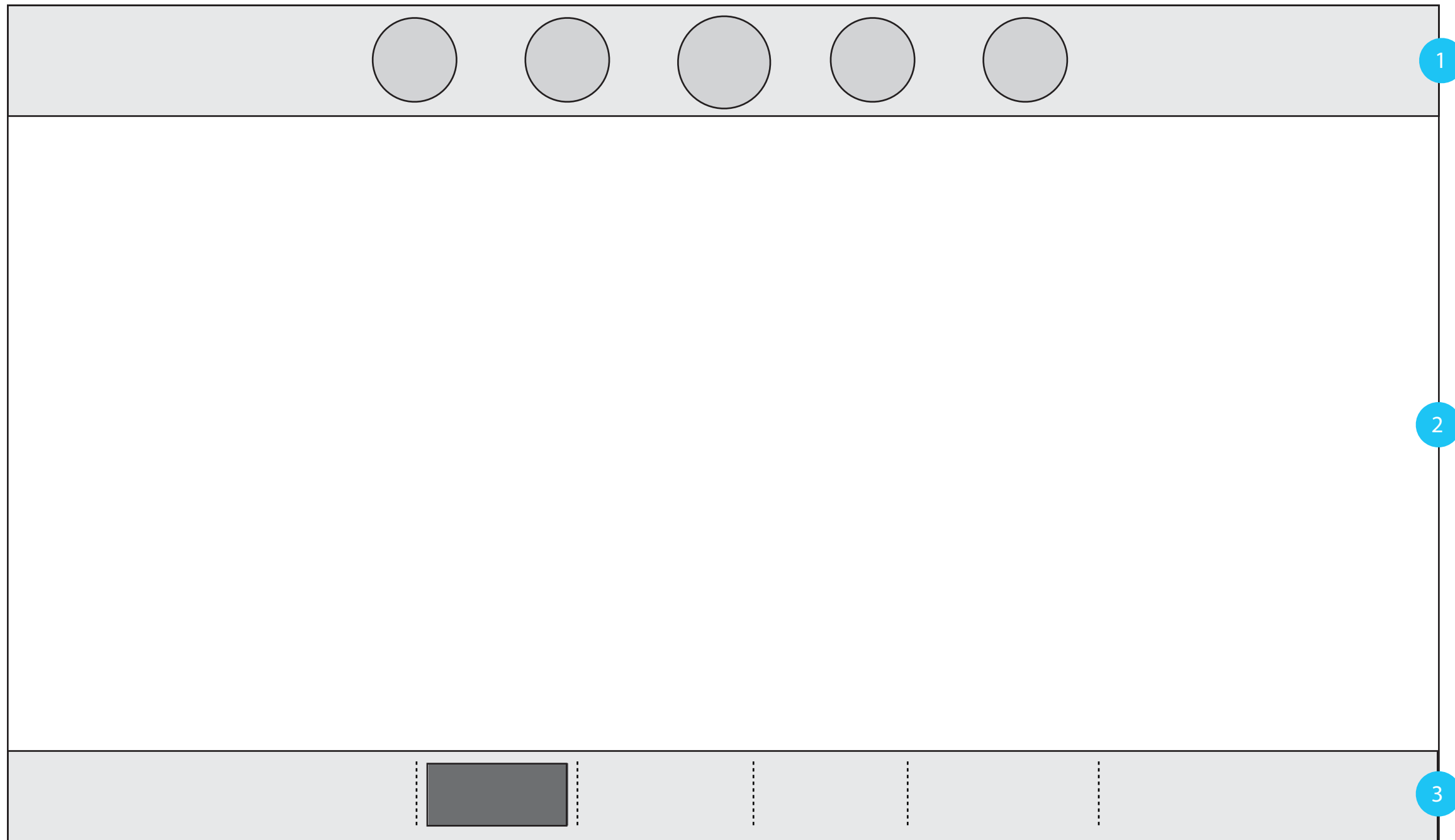

1 Global Toolbar

See UI Components

2 Cards

Featured
Movies
TV Shows
M-GO Picks
My Library

3 Welcome Message/advertising

Updates each time you login. New messages are
provided and cycled in/out to keep experience fresh
and engaging. Text is contextual to individual vs.
group mode.

2. Section

Goals: Present a combination of relevant media for me, and everything available.
Provide a way to narrow and expand my focus.

1 Global Toolbar

See UI Components

2 Content Area

Presentation is contextual to content.
Chose between Visual Collage, Grid, and List.

3 Contextual Bar

Sections are sub-divided into relevant areas (e.g., for you, popular, new, etc).

Users can filter by genre or media type and view

See UI Components for more info.

3. Object Detail Overlay

Goals: Showcase media to consume. Create immersive experience beyond media playback
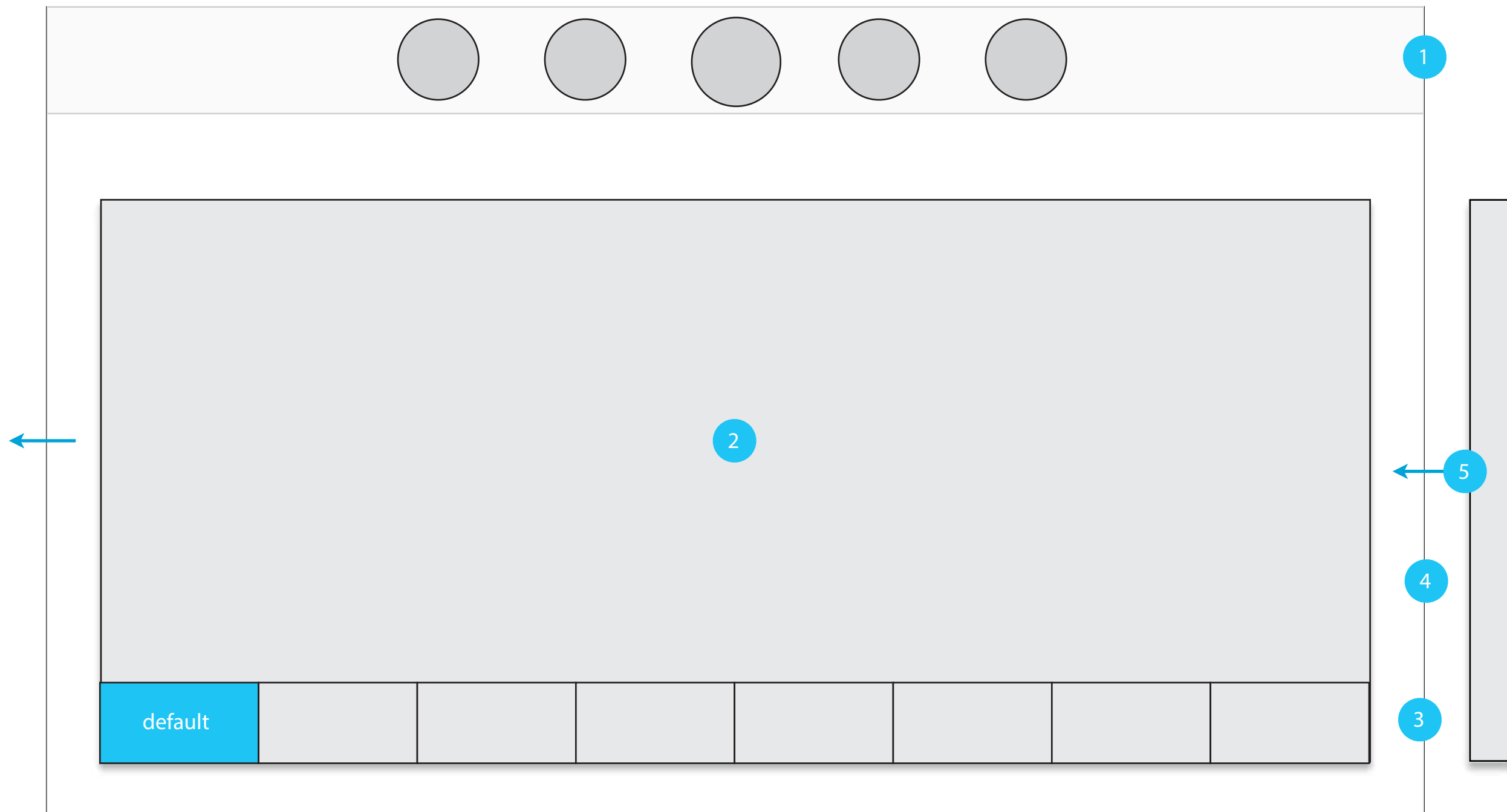

1 Global Toolbar

Buttons in toolbar are active.

2 Content Area

Is contextual to subject. Media types, People, Profiles layouts are tailored to content selected.

3 Navigation Tabs

Area is sub-divided into relevant areas (eg. about, related, bio, etc.).

Sub-sections are limited to   8 MAX   on screen at a time.

4 Overlay

A transparent overlay is applied to the background to provide focus. Tapping anywhere outside of the Content Area will close the menu. Swipe and panning events do not trigger window to close.

5 Secondary Menus

Links to secondary, related menus transition on screen from right. Windows are pushed off and replaced with next menu.

4. Dialog

Goals: Provide focus for quick actions and notifications based on system information.
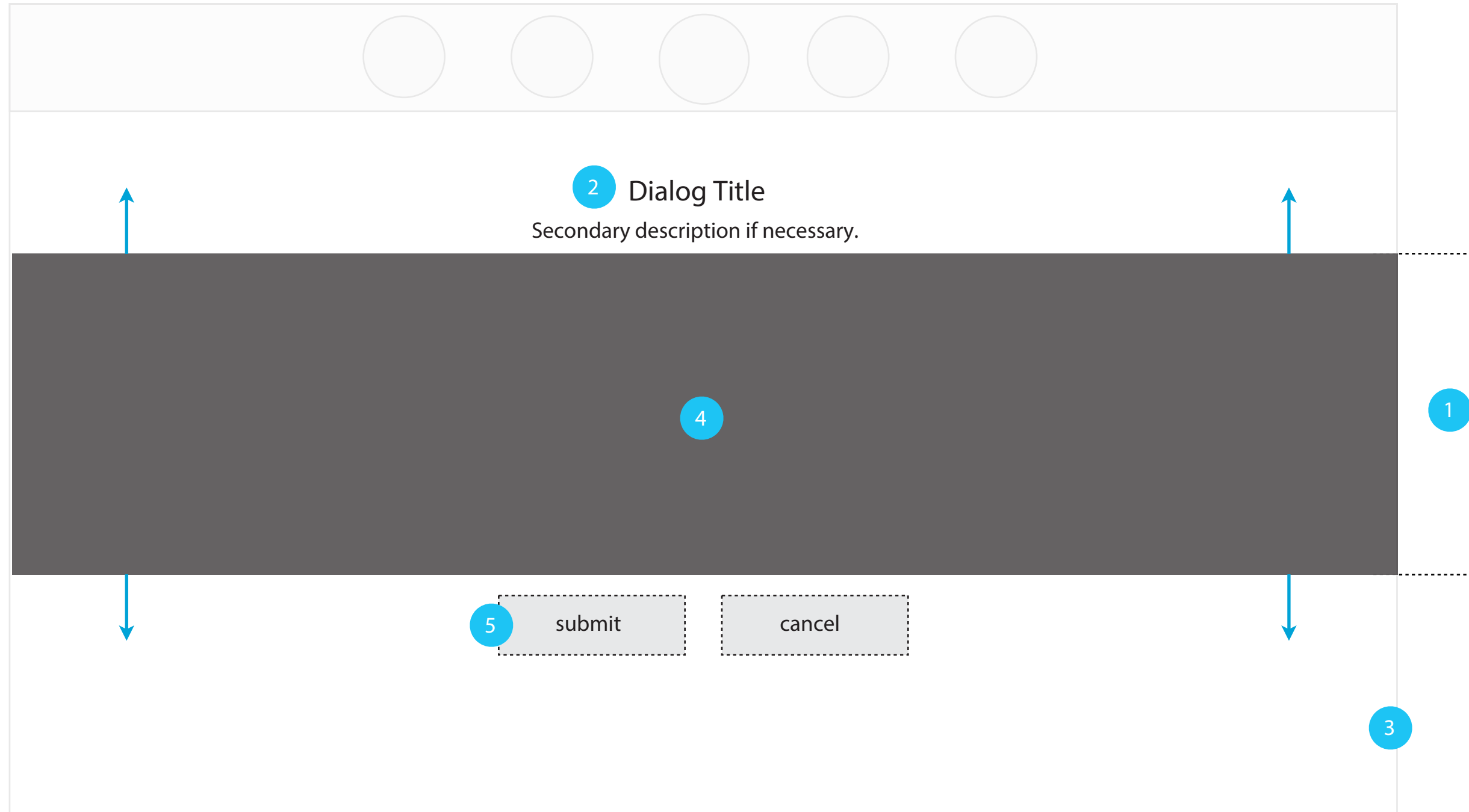
1 Content Area

Area expands in height based on content type. Dialog boxes, notifications and alerts all user this design pattern.

2 Dialog Title

Secondary description if necessary.

2 Title

Describes context and action required by user.

3 Overlay

A transparent overlay is applied to the background to provide focus. Buttons behind overlay are not active.

4 Action area

Buttons and all navigational elements are displayed here. Secondary text can applied here if no action buttons are needed.

5 submit   cancel

5 Commit Buttons

Confirmation of action are present if necessary. Examples include: ok, cancel, view.

Active area for buttons are oversized in this region.

5. Drop Down

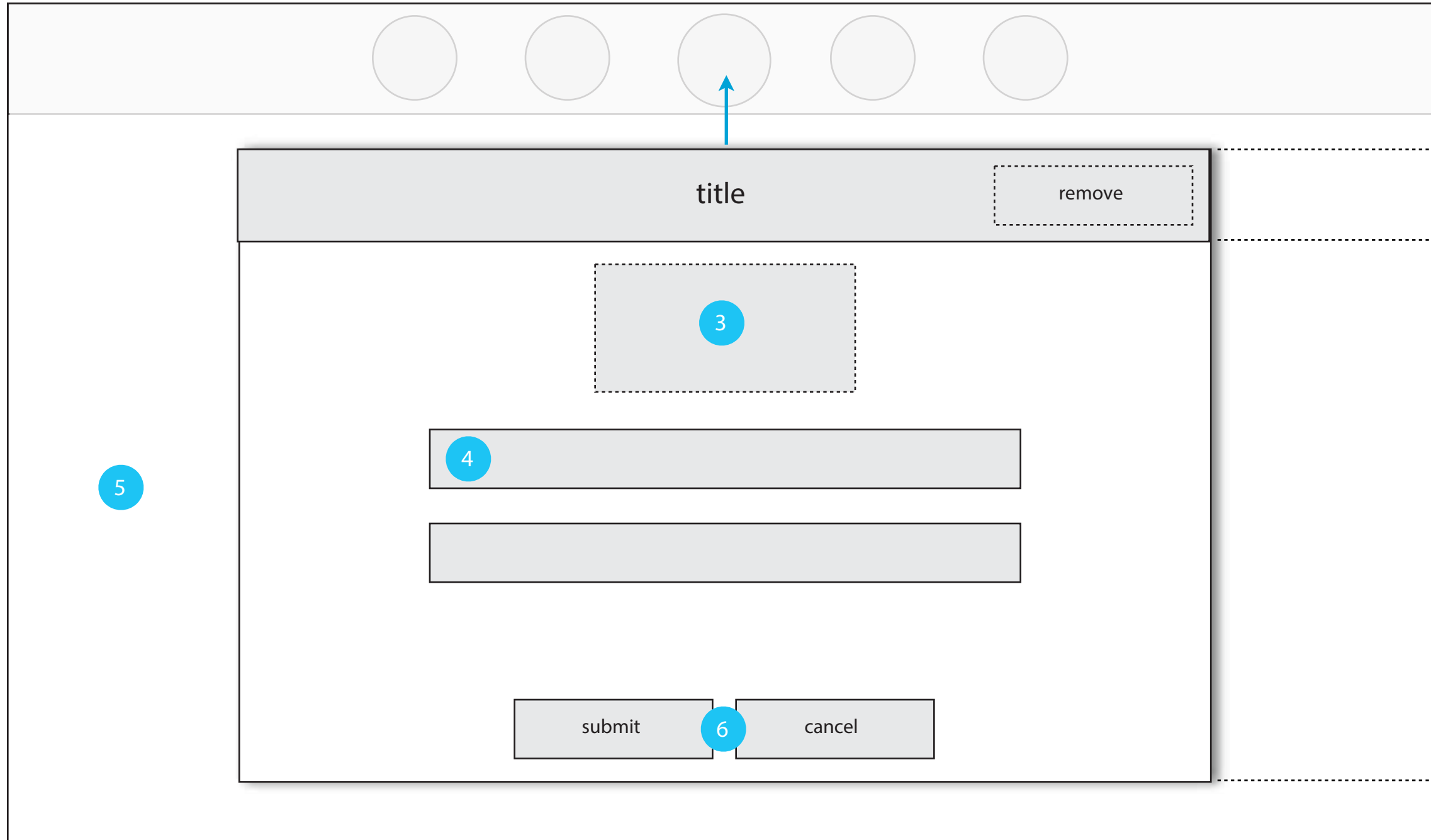Goals: Provide in context of what I am currently doing.
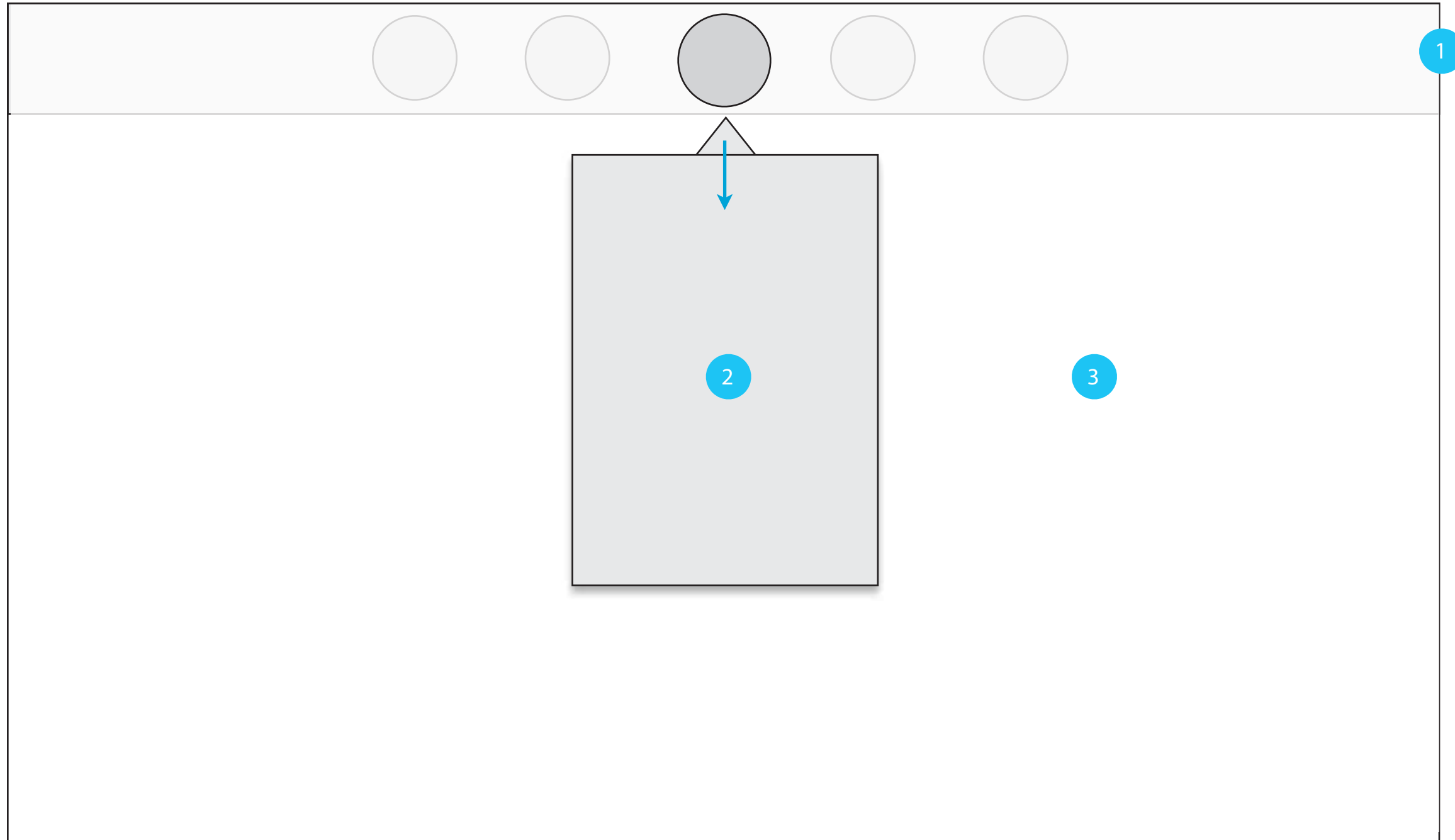
1 Global Toolbar

See UI Components

2 Content Area

Used for menus with less than 10 items. Menu can be panned or swiped vertically if options exceed window area.

3 Non Active

Tapping anywhere outside of the Content Area will close the menu.

6. Editing Overlay

title

remove

3

4

5

submit   6   cancel

1 **Header**

Title and optional remove/delete button. Button is only available after a service has been added.

2 **Content Area**

Is contextual to subject. Logos, descriptions and form fields are displayed in this area.

3 **Logo (optional)**

4 **Form Fields**

5 **Non Active**

6 **Commit Buttons**

Confirmation of action are present if necessary. Examples include: done and cancel

UI Components

# Global Toolbar

Navigation   Profile   Menus
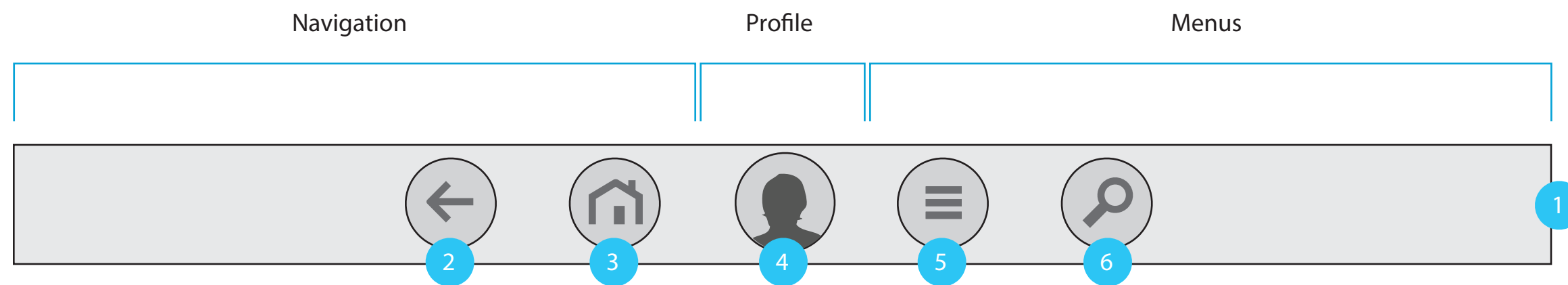
1 Toolbar

Global action and navigation bar overlay.

2 Back

Button returns the user to the previous UI state.

See Global Back Behavior for more info.

3 Home

Takes user to default view on Home screen. Pressing the Home button from inside the Home screen returns cards to the default view.

4 Profile (individual)

Displays current profile logged into system. Single tap on this button displays drop down menu with options

5 Watchlist

The watchlist is where users access titles they may want to purchase later

6 Search

Single tap on this button launches search menu. See Global Behaviors for drag events.

Contextual Bar

Overview

6 MAX

Filters

Example: Movies

	new releases	top 25	for you	genre	
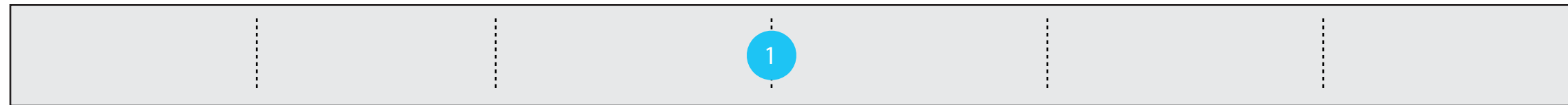
1 Categories

Default: to first position

Area is sub-divided into relevant areas (eg. new, featured, popular, etc.). All is a presentation of entire section of actionable items.
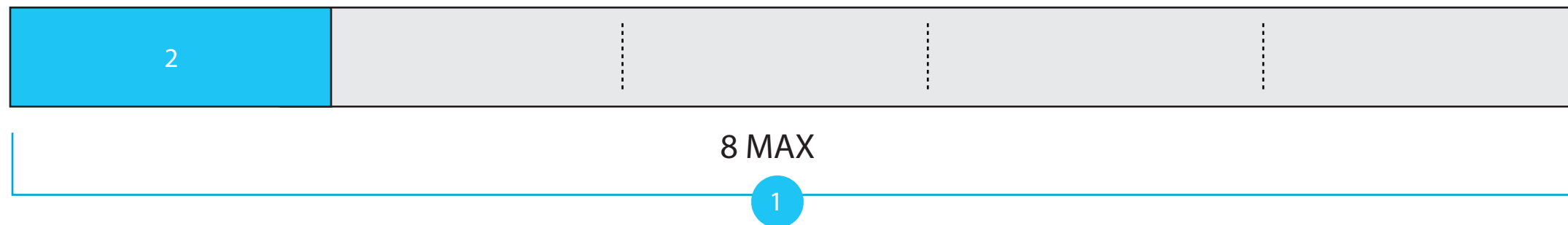
Genres (general)
Default: All
Action & Adventure, Animation, Classics, Comedy, Documentary, Drama, Foreign, Horror, Independent, Kids & Family, Musicals, Romance, Sci_Fi, Sports, Thrillers, Western

Navigation Tabs

Overview

2			

8 MAX

1

1 Navigation Tabs

Area is sub-divided into relevant areas (eg. about, related, bio, etc.). Single tap on tabs changes screen.

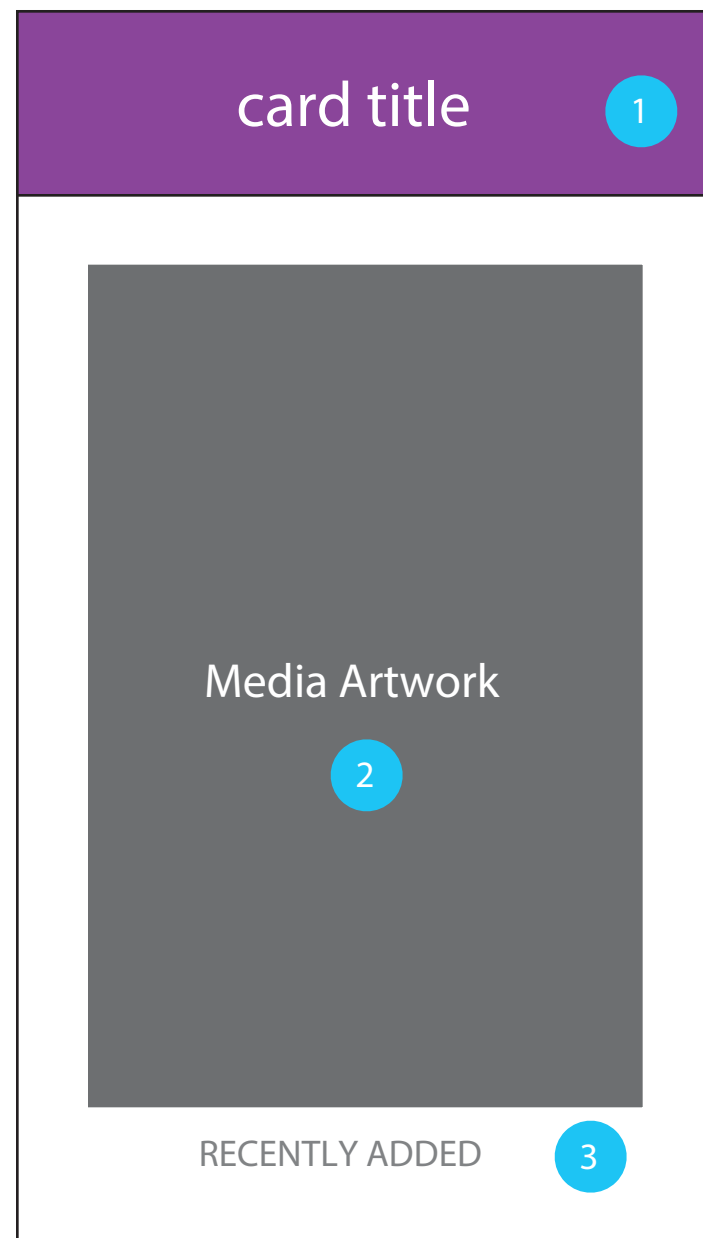Sub-sections are limited to   8 MAX   on screen at a time.

2 Selected Tab

Example: Media Details - Movie

about	related	reviews	people	images	videos

Cards

Basic

card title ①

Media Artwork

②

RECENTLY ADDED ③

Navigation

Single Tap.

→ section

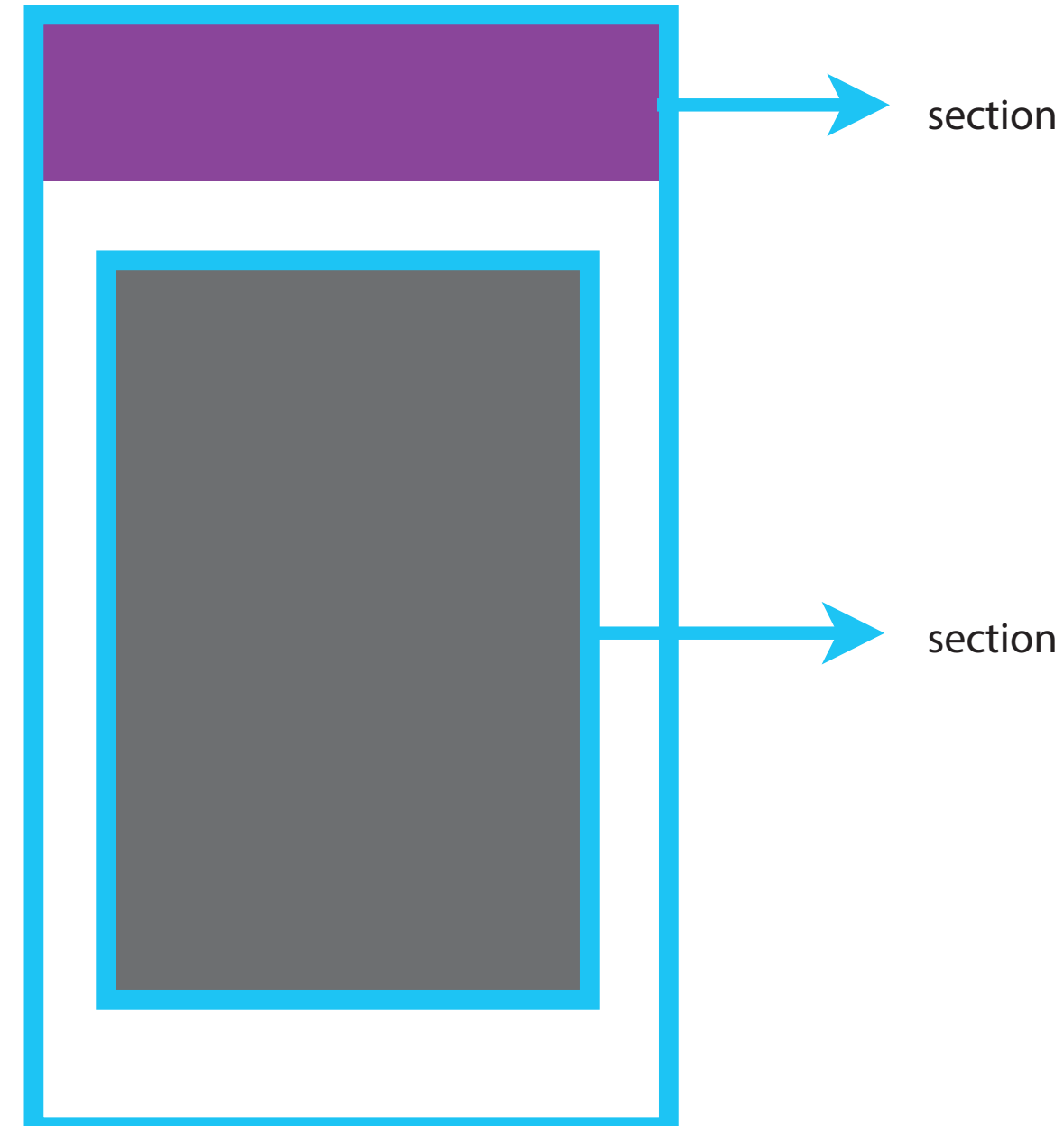② → section
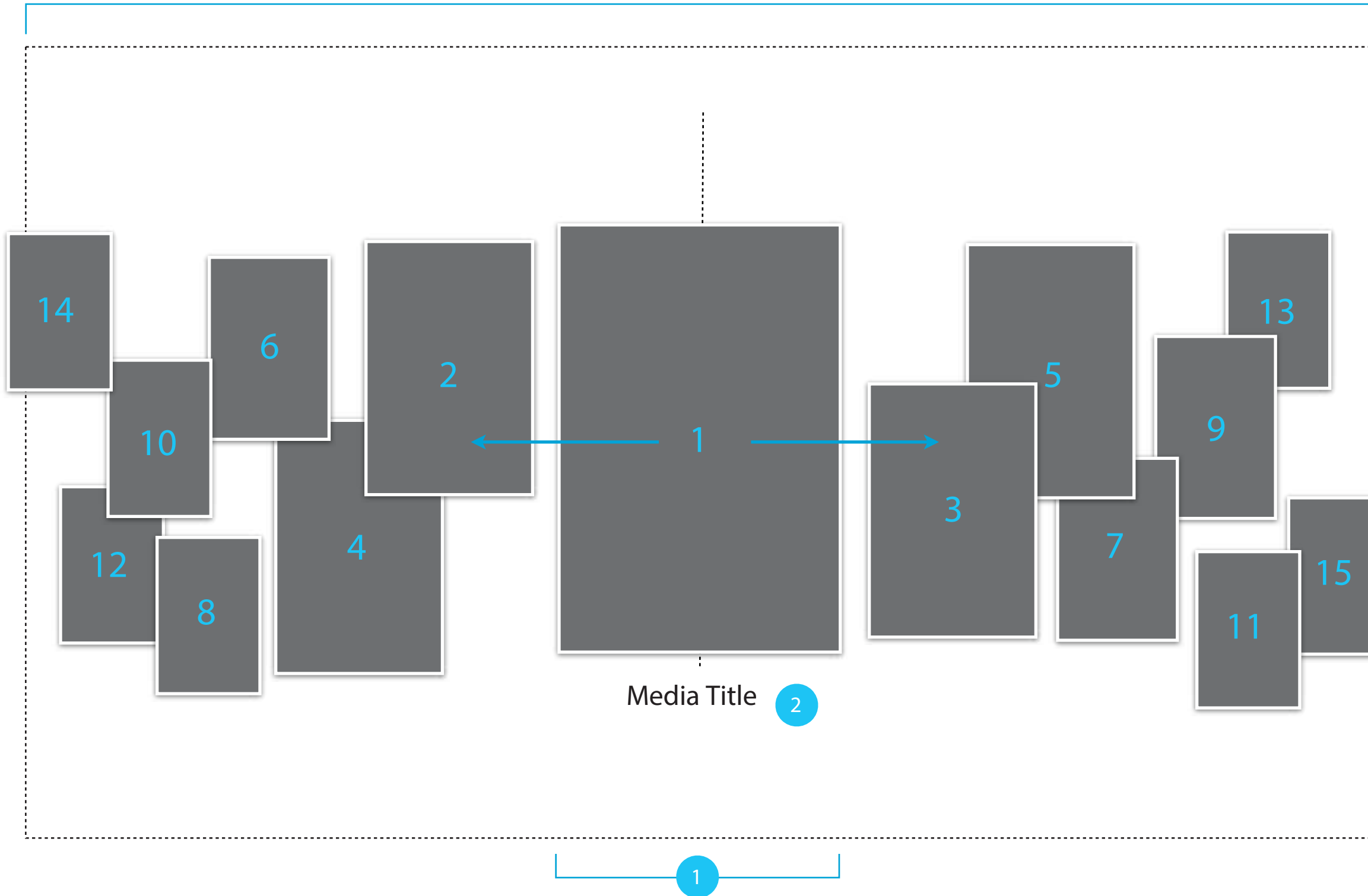
① **Card Header**

When out of center, tapping in this area advances card to center position.

② **Media Artwork**

Artwork changes based on:

Current Profile (individual)

Shared Experience (group)

Automatically every login & session. Media is also refreshed on the hour and every half hour.

③ **Badge**

Conditional to section. Not actionable.

Visual Collage

15 viewable on screen

Media Title **2**

1 Center Focus

Item in center position loads from card on Home Page. Bringing a media object into the center displays the media title, rating and contextual badging if available.

Navigation is horizontal: swipe & panning left and right.

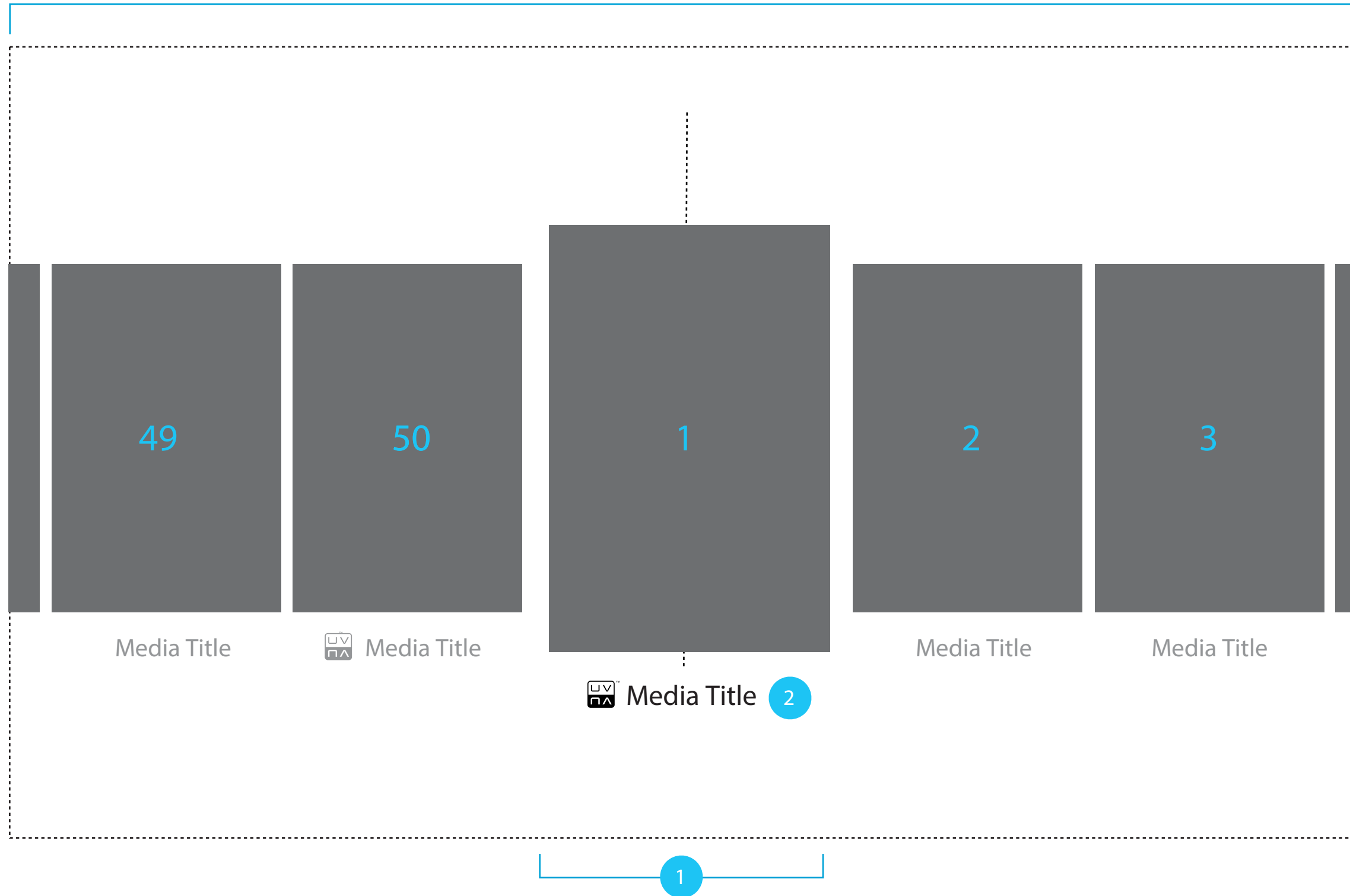Badges on media only appear while in center position.

2 Title

Movies : Title

Shows : Title + Season #, Ep # +

Media Grid

7 max viewable on screen

| 49 | 50 | 1 | 2 | 3 |

Media Title

[UV] Media Title

[UV] Media Title 2

Media Title

Media Title

1

1 Center Focus

The item in center position loads
from card on Home Page. Cards are
placed in linear order for example from L to R:
1,2,3,4,5,6,7,8,9 ... Bringing a media object
into the center displays the media title, and
contextual badging if available (ie: UV badge).
The design should be flexible enough so that
the number of items within the list can
change easily based on retrievable data.
All titles on the screen should be selectable,
not just the one in center focus. The only acception
to this rule is for televisions where the center focus
item is the only selectable item.

Navigation is horizontal:
User should be able to use cursor, keyboard,
or finger to pan the list left and right.

Badges on media only appear
while in center position

2 Title & badging

Movies : badging +Title

Shows : badging +Title + Season #, Episode #

note* - in this view badging can also be displayed
under non center focused items in the list.
badging should not specific to just uv.
uv is used as an example in this document.
the badge should be set as an opitional
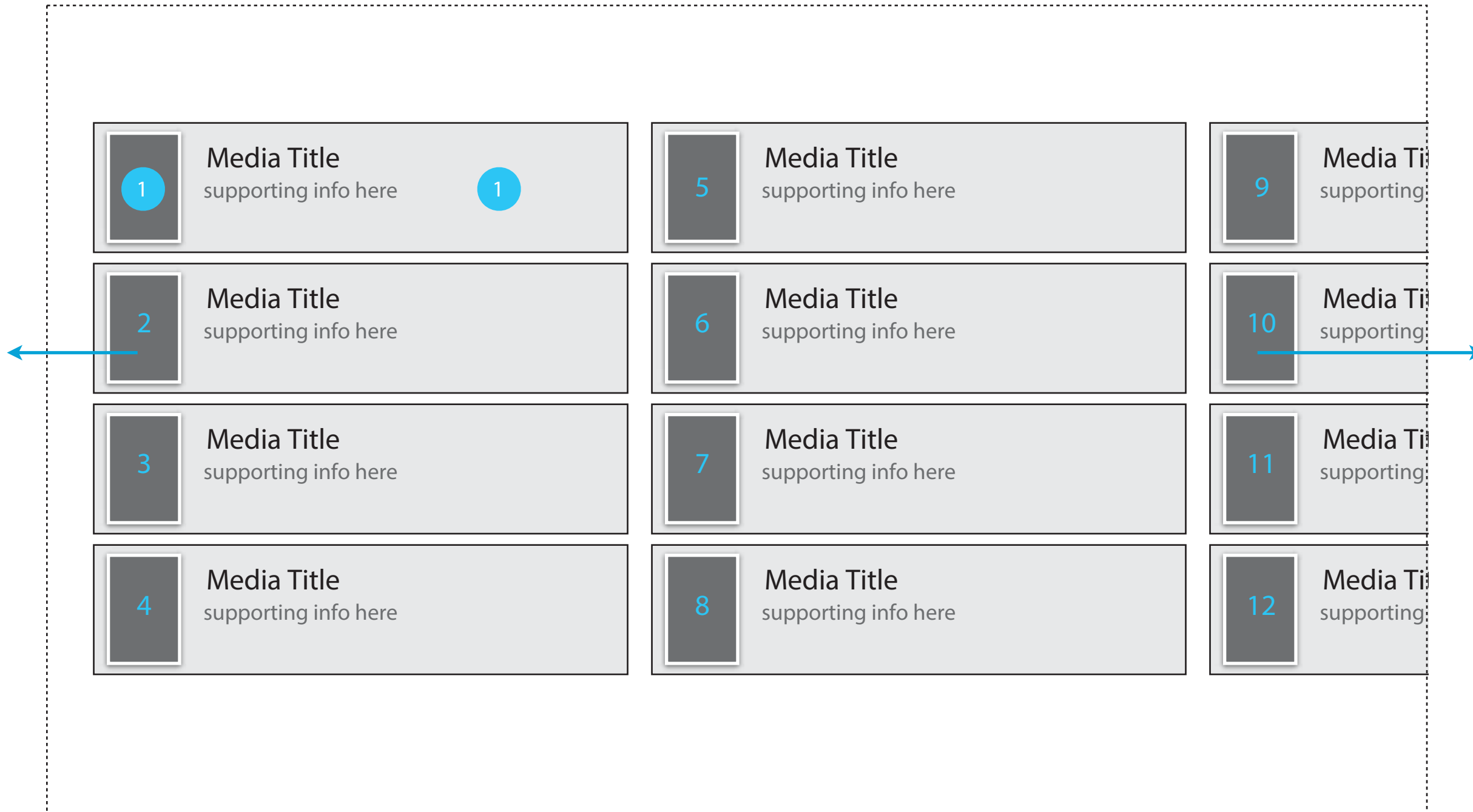value based upon asset type.

example:
uv mgo offer - has uv badge
uv non mgo offer - has uv badge
mgo offer non uv - has no badge
rentals - has rental badge

Horizontal List

1 Media Title supporting info here **1**	**5** Media Title supporting info here
2 Media Title supporting info here	**6** Media Title supporting info here
3 Media Title supporting info here	**7** Media Title supporting info here
4 Media Title supporting info here	**8** Media Title supporting info here

9 Media Ti... supporting...

10 Media Ti... supporting...

11 Media Ti... supporting...

12 Media Ti... supporting...

1 List Item

List view on tablet is presented in columns. Items can be navigated by swiping or panning left to right.

Single tap in this area takes user to Media Details section.