Movable Pieces

Best Practice: How to Implement Movable Pieces

Where appropriate, allow users to resize and move panels around the user interface. If they are likely to want or need to multitask, give them the chance to switch panels around to suit their comfort and switch up smaller ones to make them larger. They should be able to adjust the size of the screens in a freestyle way, by dragging borders at the sides or shrinking/expanding panels from the corners. Take these steps to give free rein to users so they can interact with sites and screens in a way that keeps them happy:

1 | **Provide the users with small indicators** which inform them of the opportunity to resize panels. Usually, the cursor changes to a horizontal, bi-directional arrow when hovered over the very outer edges of a panel.

2 | Additionally, **provide a 'maximize' square in the top right- or left-hand corner** of the panel, so the user can quickly view a panel in full-screen mode.

3 | When the panel is in full-screen mode, **allow the user to revert back to the previous arrangement**, by switching the 'maximize' icon to a 'restore down' icon. Ensure the previous state is automatically saved; otherwise, 'restore down' will change the customized arrangement.

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4   If you only want to permit a certain level of customization, such as limiting how far along the screen panels can be moved or how small they can be reduced to, then you must **set certain parameters**. Likewise, if you do not want the user to overlap panels, then you must establish some sort of grid in which *all* of the panels can be moved or resized.

5   So as to allow for quick and easy movement, you need to **implement a handle** somewhere on the panels, so the user can grab one and place it somewhere else on the screen.

6   If the users decide they no longer want or need the customized layout, they would benefit from **a 'revert to default' action**. Add this option so it is either visible within the current panel(s) or in a clearly labelled and easily accessed position deeper in the user interface. So, with a click, users can warp back to the way they found things.

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UI Design Patterns for Successful Software

◼☐☐ **Beginner course**

User interface (UI) design patterns can be a designer's best friend, allowing you to build excellent user experiences with structure and speed. When used in the wrong way, however, they can quickly lead to experiences that confuse your users... and no-one wants that! Our course **UI Design Patterns for Successful Software** will equip you with the knowledge required to master UI design patterns and secure them as one of the best attributes in your designer's toolkit. You'll be guided through best practices relating to content organization, navigation, data entry, and social integration—all with detailed templates that you can use in your daily work. You'll also analyze and critique popular websites to see how the best of the best utilize UI design patterns to achieve great UX design. If you found this template useful, then this course is a treasure trove of resources and guidance that will continue to enhance your knowledge of UI design.
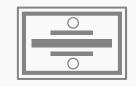
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