

Button Usage

Button Usage

Problem

In the current experience, Visier has LOTS of UI inconsistencies (colour, spacing, usage...etc). This was caused by

- 1) designers providing visual spec that were not aligned/off from the style guide,
- 2) developers coded the UI that were not up to spec or
- 3) transition from veyron to vantage.

Although one small inconsistency does not necessarily cause usability issue, these inconsistencies accumulate and ultimate result in our product being confusing and hard to use. This posts a high risk of discouraging the users from using Visier's product and should certainly address with great attention.

Button Usage

Component Audit

Icon buttons

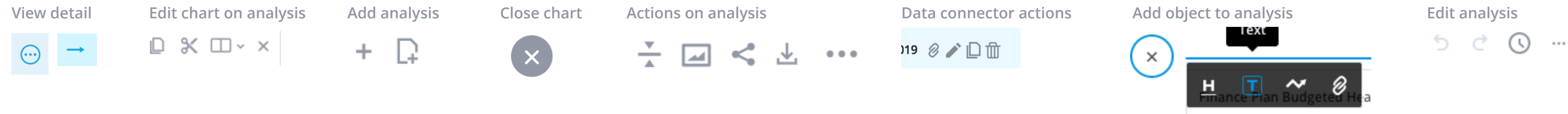
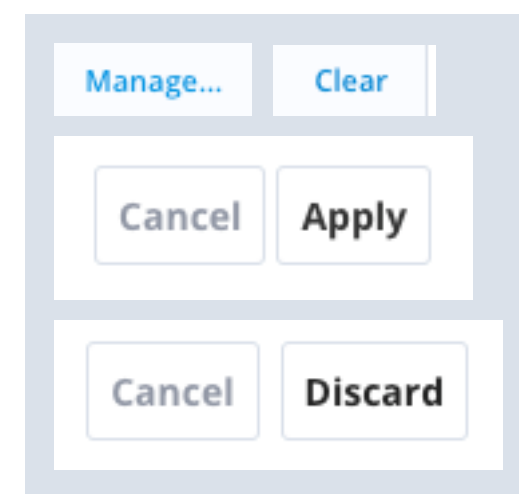


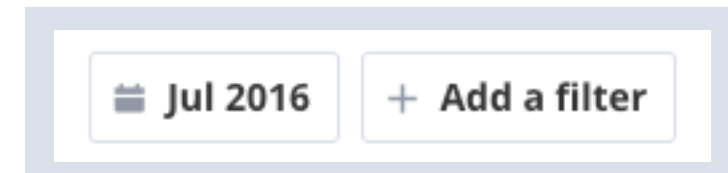
Chart title



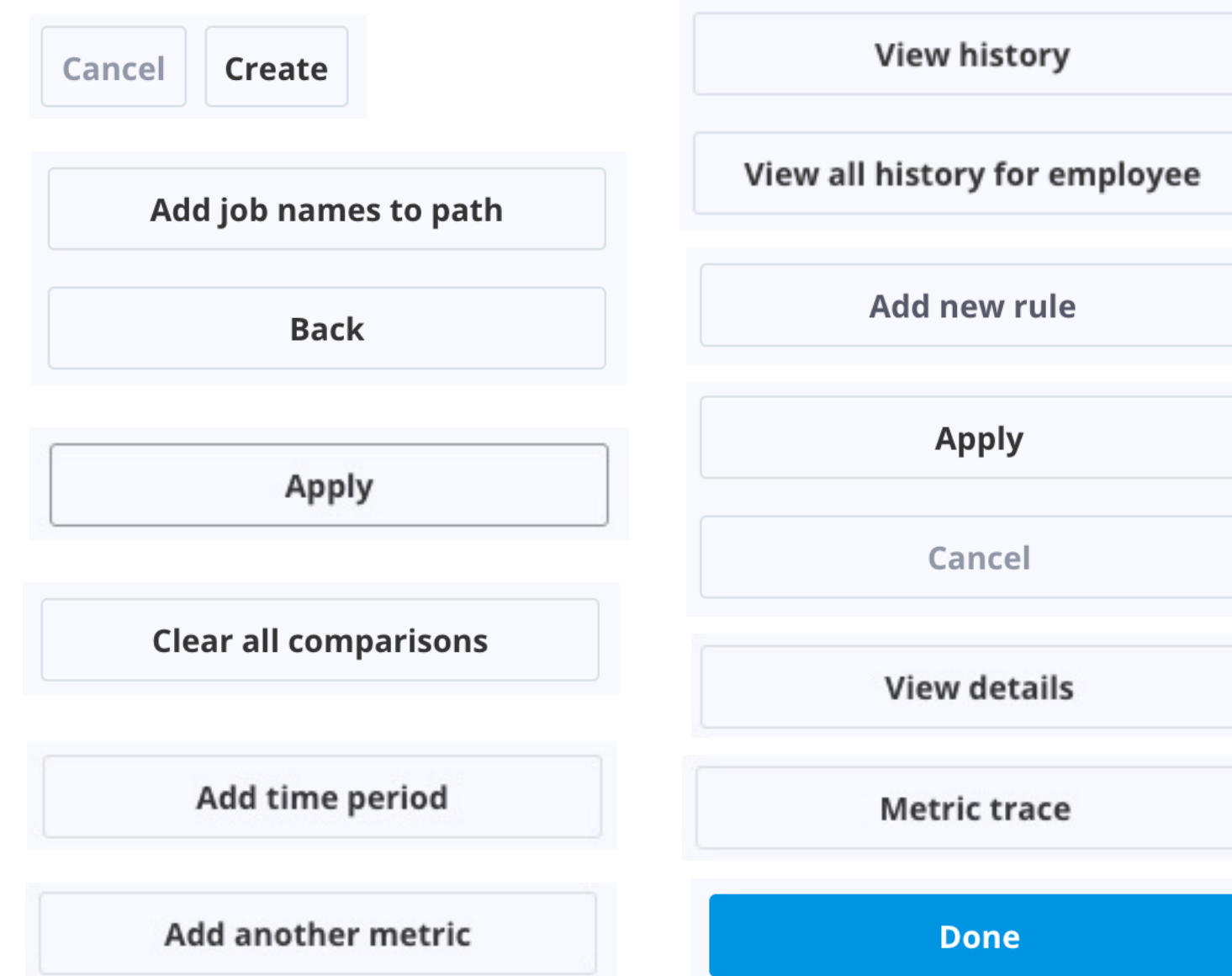
Filter picker



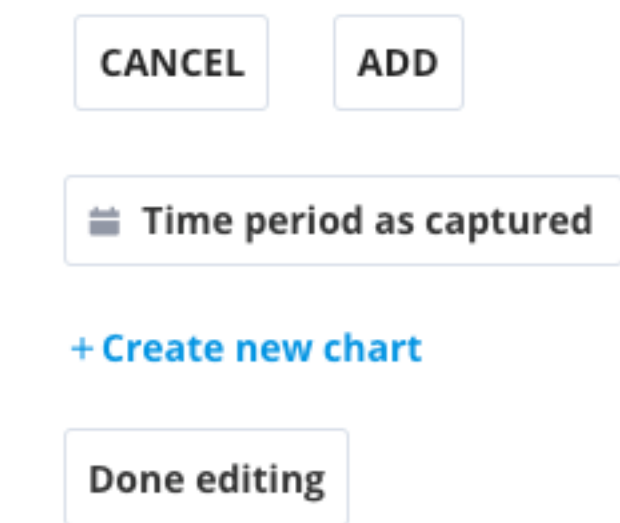
Context bar



Side panel



Analysis room



These are the buttons we currently use from the build, note that not all the buttons are captured in this artboard.

Button Usage

Audit result

Out of all the components, buttons are the most problematic one. Buttons have the largest variety of all kinds, add along with the lack of guidelines on when to use what kind of buttons (primary, secondary, outline...etc), this ultimately results in the inconsistent usage on buttons.

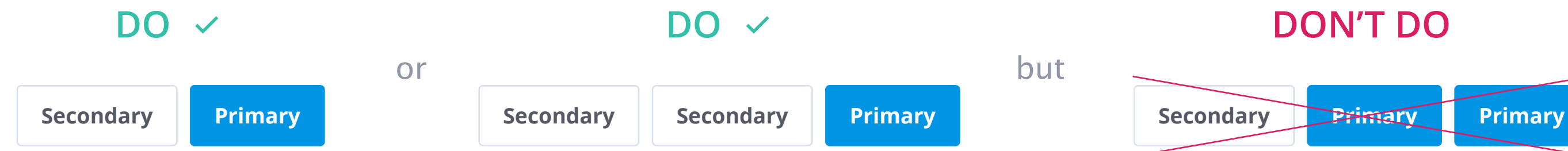
To address the issue, an usage guideline for buttons then become a necessity.

Button Usage

General Guideline








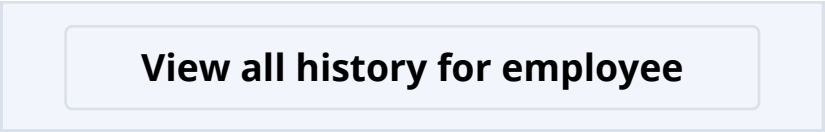

Buttons are used to trigger an action that could cause changes from either the background or foreground of an experience. The form (label, icon, and style) of the buttons is shaped to communicate what will occur when the user clicks or touches it.

Buttons are used primarily on action items. Some examples include Add, Save, Delete, and Sign up. Each page should have only one primary button. Any remaining calls-to-actions should be represented as secondary buttons.



Button Usage

Variations

Button type	Purpose	
<i>Default / Outline buttons</i>	Use when there are multiple buttons with the same label on the same page or when actions do not have primary and secondary differences.	
<i>Primary</i>	For the most prominent call to action on the page.	
<i>Secondary</i>	For the secondary actions on the page. Used in composition with primary button.	
<i>Button with icon</i>	Icons can be used in buttons to better communicate what the button does or to further differentiate from the other buttons.	
<i>Disabled button</i>	Use when the user cannot access the action due to systemic barriers, or user authorization.	
<i>Set of buttons</i>	When an action required by the user has more than one option, always use a negative action (i.e., cancel) button (secondary) paired with a positive action (i.e., apply) button (primary) in that order. Negative action buttons will be on the left; positive action buttons on the right.	
<i>Text button</i>	Use when the action demands attention but does not require primary dominance or when there is a lack of vertical space.	
<i>Full width button</i>	Use when the action can't be explained with just verb. Typically use in side panel.	
<i>Icon button</i>	Use Icon button when there are many non-primary actions or when it is an inline action. For example, editing an object from a list.	

Button Usage

Labels

Button labels should clearly indicate the action of the button. Use active verbs, such as Add or Delete. Use sentence-style capitalization (only the first letter is capitalized).

In some scenarios, use long text string to communicate better of what the action does (i.e., "View all history for employee"). Focus on verb/object construction and reduce unnecessary number of words.

Cancel Create

View all history for employee

Here's one example from A. Cooper's "About Face 3. The Essentials of Interaction Design" on when long labels could be useful:

"Transient applications should have instructions built into their surface. The user may only see the application once a month and will likely forget the meanings and implications of the choices presented. Instead of a button captioned Setup, it's better to make the button large enough to caption it "Set up user preferences." The verb/object construction results in a more easily comprehensible interface, and the results of clicking the button are more predictable."

Button Usage

Icon usage

- Icons should always appear to the left of the text.
- Icons used in buttons must be directly related to the action that the user is taking.
- Icons used in buttons (except for text buttons) must be using lighter colour value (Typcically #9197A5).
- Icons used in Text buttons must be the same colour value as the text.

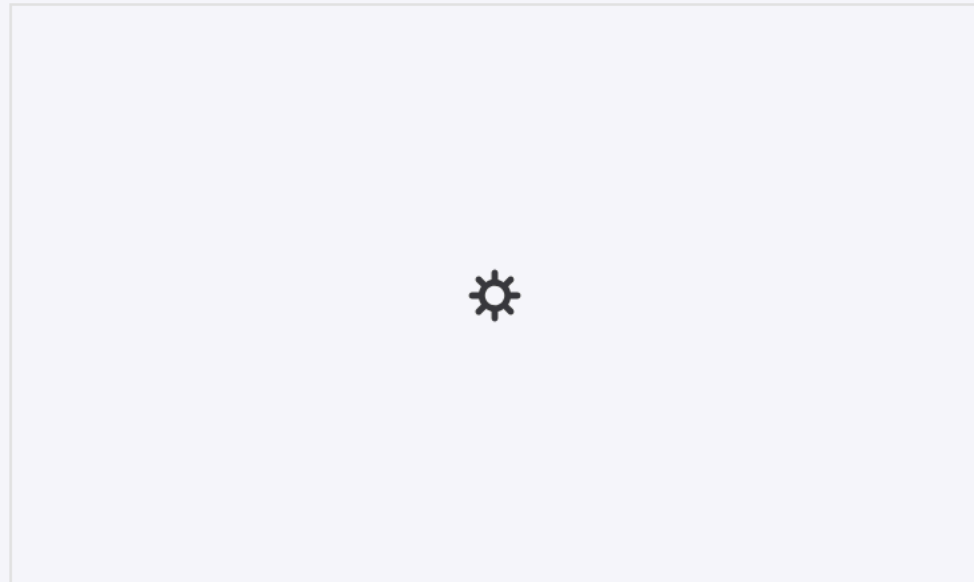


Button Usage

Introduction to icon buttons

Example: Ghost button from Firefox's Photon design system

Ghost







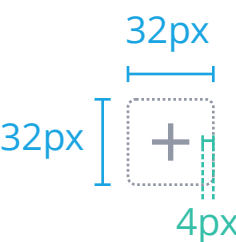
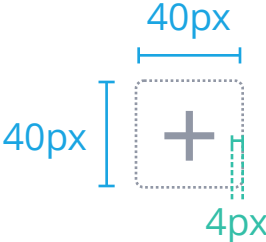

Ghost buttons include an icon with no accompanying text.

If there isn't enough cue that the button is actionable add a background like the default button.

In the current experience of Vantage, lots of actions are represented in an icon form. That being said, we should have a dedicated category for this type of component from our UI library.

Icon Button

Use Icon button when there are many non-primary actions or when it is an inline action. For example, editing an object from a list.

Default	Hover	Outline	Outline Hover
			
Medium	Large	Inline Example	
			

Button Usage

Size variation

Large

Used for prominent call to actions on the page. For instance, creating a new data connector from Export Data.

Google Drive uses large size button for its prominent action - to create new object.

Use large size button for "New data connector" since it is the prominent action on the page.

ACTIVE	DATA CONNECTOR NAME	TIME PERIOD	LAST MODIFIED ↓
<input checked="" type="checkbox"/>	Turnover rate vs Revenue per store for Q4 2015 grouped by State (No subtitle)	Latest complete month	May 12, 2018
<input type="checkbox"/>	Headcount by Time and Location (No subtitle)	Latest month	May 3, 2018
<input type="checkbox"/>	Planned headcount by time and jobs Headcount planned information	Latest month	Apr 24, 2018
<input checked="" type="checkbox"/>	Actual Base Pay Seasonality by Time and Employee > Location (No subtitle)	Latest month	Oct 12, 2017
<input checked="" type="checkbox"/>	Workforce Summary Summary of workforce information	Fixed time	Aug 22, 2017
<input type="checkbox"/>	Headcount by Direct Manager > Job Name & Job Name Description of headcount	Latest month	Jun 15, 2017
<input checked="" type="checkbox"/>	Employee PWD Ratio by Time and Location (No subtitle)	Latest complete month	Apr 1, 2017
<input type="checkbox"/>	Hiring count by location and job title (No subtitle)	Latest complete month	Jan 3, 2017
<input type="checkbox"/>	Hiring count by location and job title (No subtitle)	Latest complete month	Jan 3, 2017

Button

Button

Button

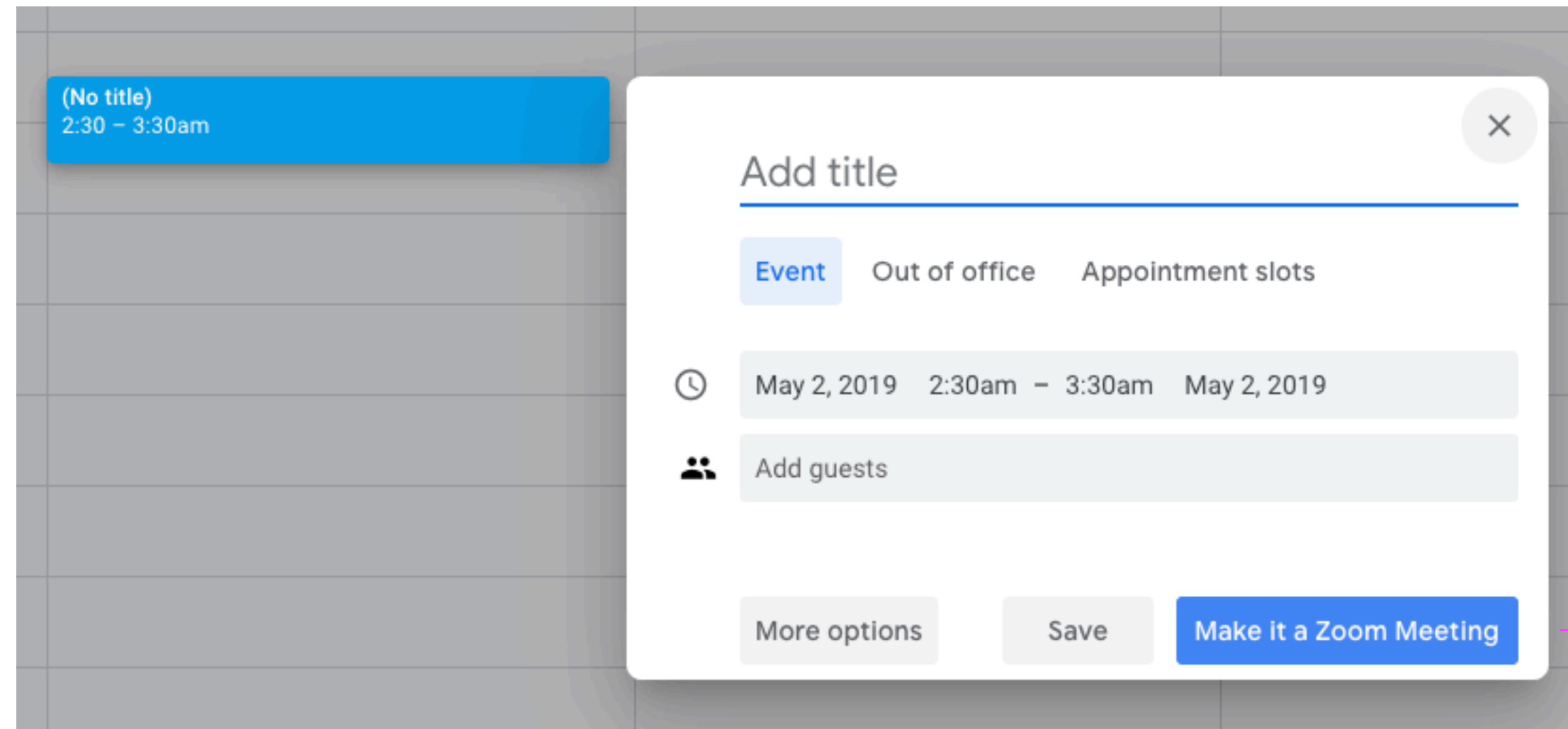
Button Usage

Size variation

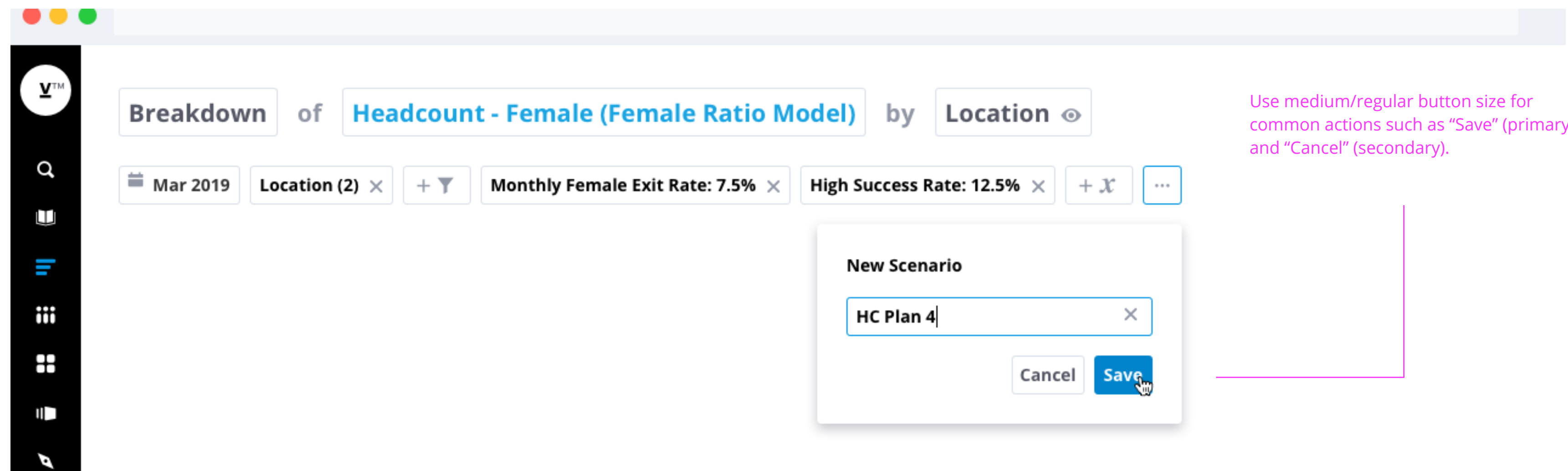
Medium/Standard

Used for default sizing and common actions. For example primary action such as Save and secondary action such as Cancel.

Use medium size buttons for any kind of modal experience.



Google Calendar uses medium size buttons for a mix of primary and secondary actions.



Use medium/regular button size for common actions such as "Save" (primary) and "Cancel" (secondary).

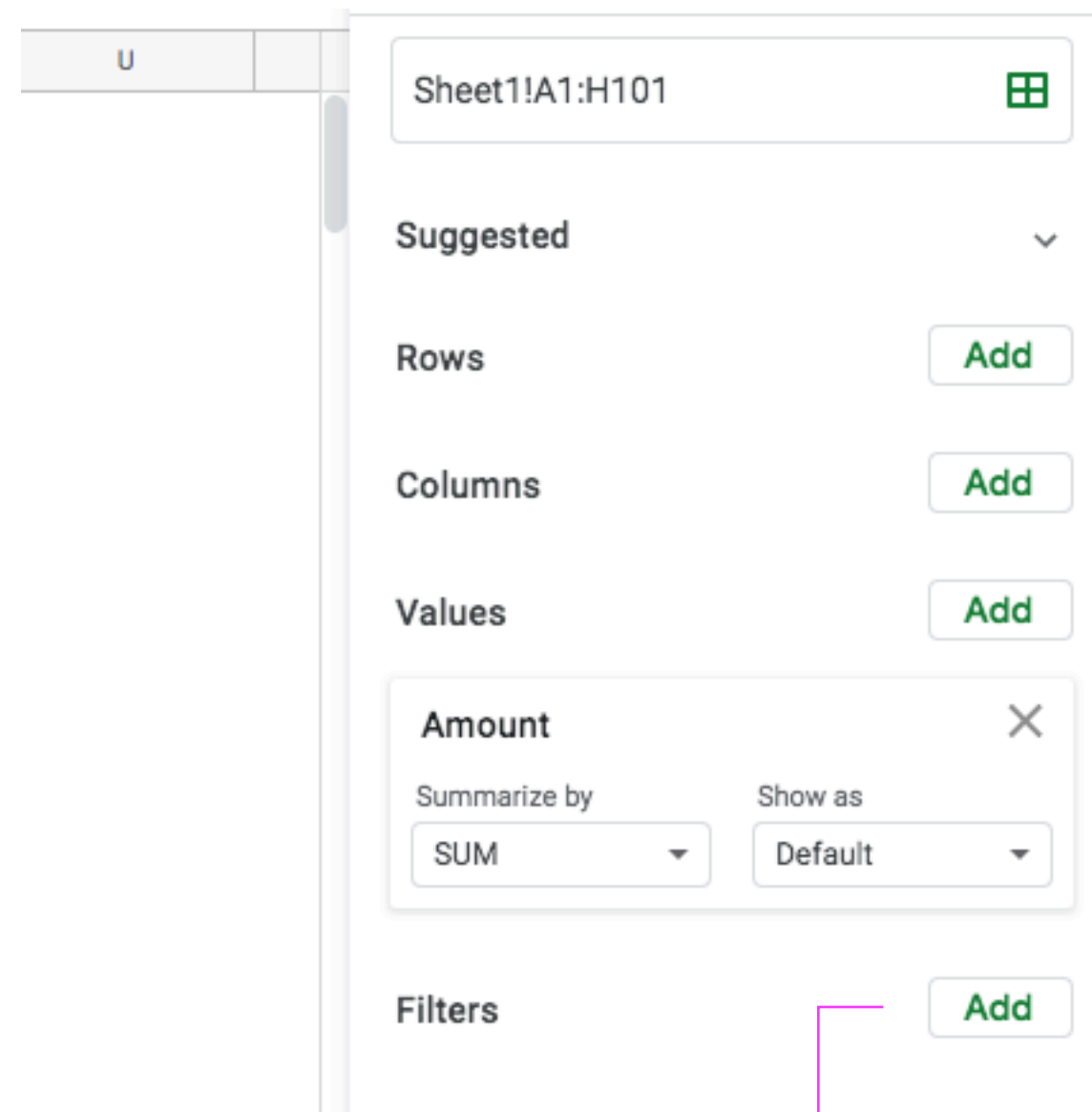


Button Usage

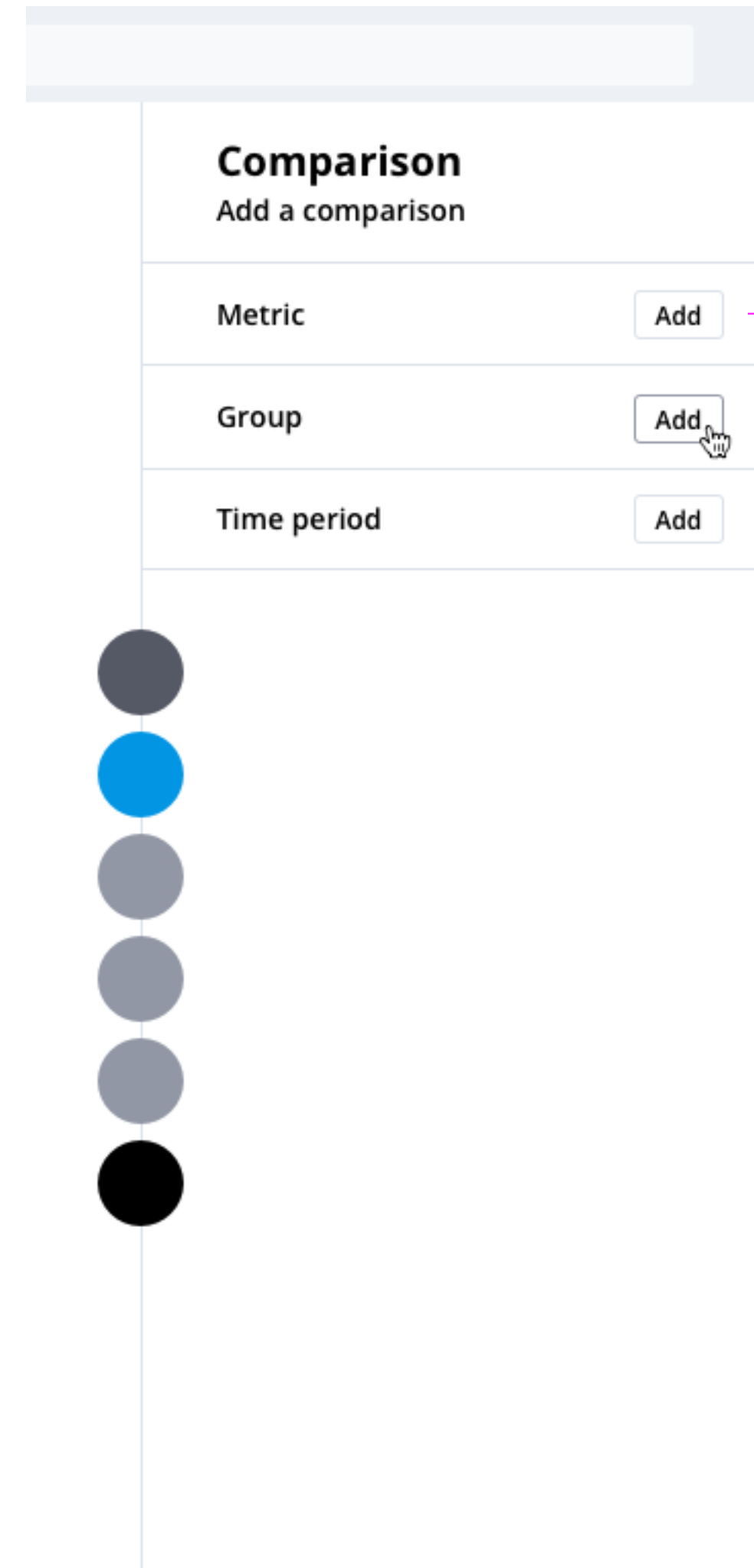
Size variation

Small

High-density displays for frequently used interfaces that enable diverse tasks. For instance, we could have a lot of repeatable actions from side panel such as adding different comparisons



Google Sheets use small button size for their Pivot Table.



Side panel could use smaller buttons for potential high density workflow.

