



Jason Harris

Engineering Manager, TwitterUIKit | @smeger



Twitter Adaptive UI

Respond, Modify, Rethink



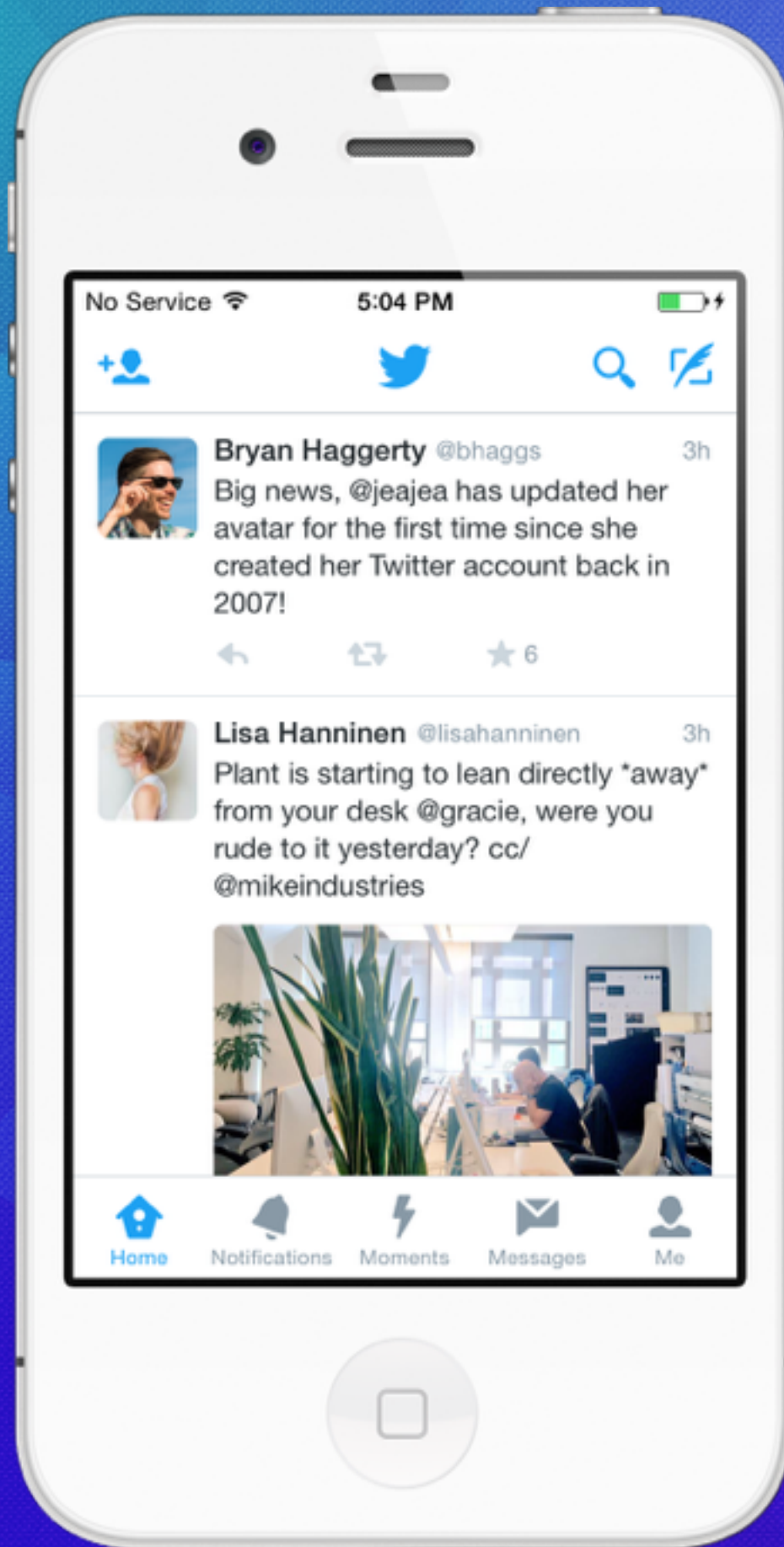
Twitter Adaptive UI

Respond, Modify, Rethink



Twitter Adaptive UI

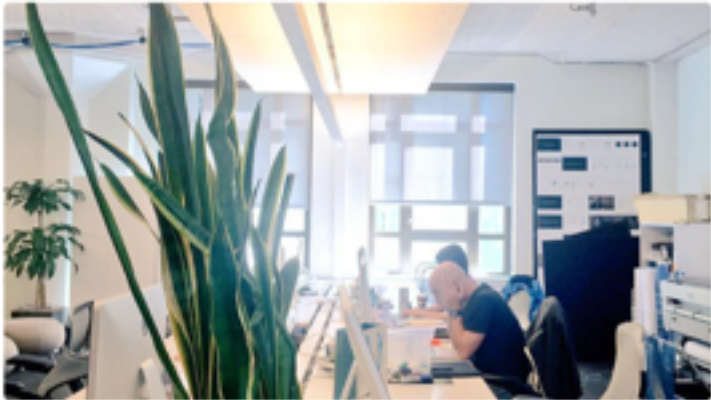
Respond, Modify, Rethink




iPad 5:36 PM 89%

Bryan Haggerty @bhaggs 3h
Big news, @jeajea has updated her avatar for the first time since she created her Twitter account back in 2007!

Lisa Hanninen @isahanninen 4h
Plant is starting to lean directly *away* from your desk @gracie, were you rude to it yesterday? cc/ @mikeindustries




Paul Stamatiou @Stammy 4h
Time for a Burma trip?



Myanmar signs peace deal
The government of Myanmar, also kn...
twitter.com

Kory Westerhold @iamkory 4h
Ummm?



Home Notifications Messages Me



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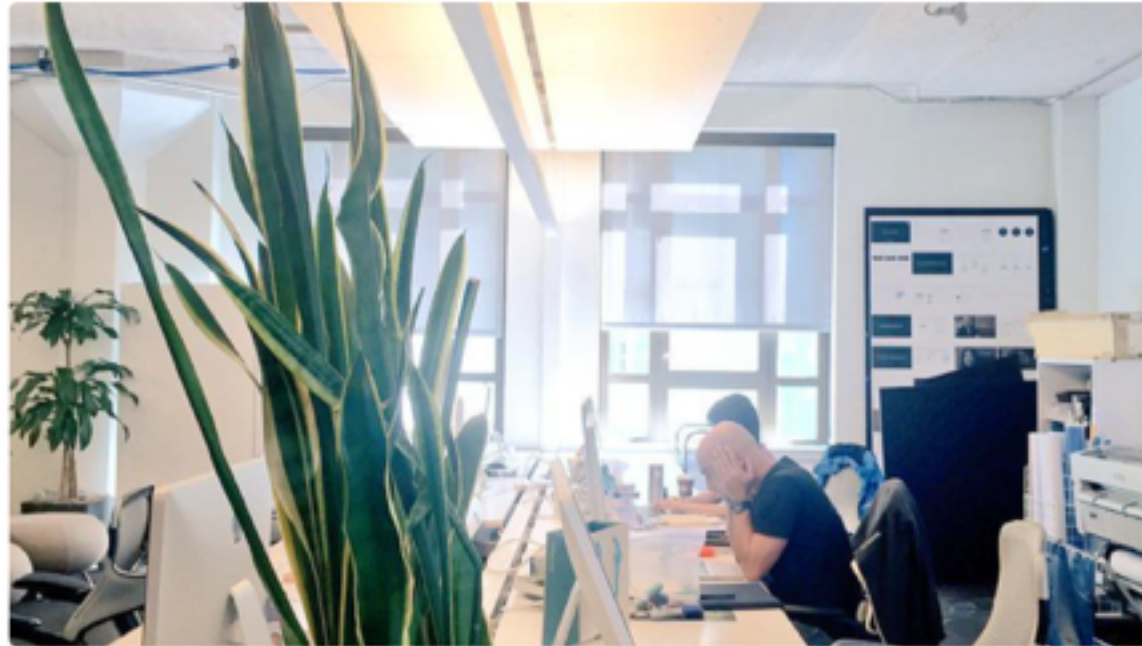
3h



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@lisahanninen

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Paul Stamatiou
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3h



Myanmar signs peace deal
The government of Myanmar, also known as B...





What Is Adaptive UI?

“Rather than tailoring disconnected designs to each of an ever-increasing number of web devices, we can treat them as facets of the same experience.”

–Ethan Marcotte

alistapart.com/article/responsive-web-design

What is Adaptive UI?

Adaptive UI is not a single *thing*.

It is a series of tools, techniques and APIs for building interfaces that are adaptive.

What does Adaptive UI mean for Twitter?

At Twitter, it is a **strategy**.

It is also a **framework for communicating** between Design and Engineering at Twitter.

What's old is new again

Android apps have been adaptive for a long time. And the Web community has been thinking this way even longer.

Many of the things we'll talk about today are platform agnostic and should help us **think adaptively** for any environment.

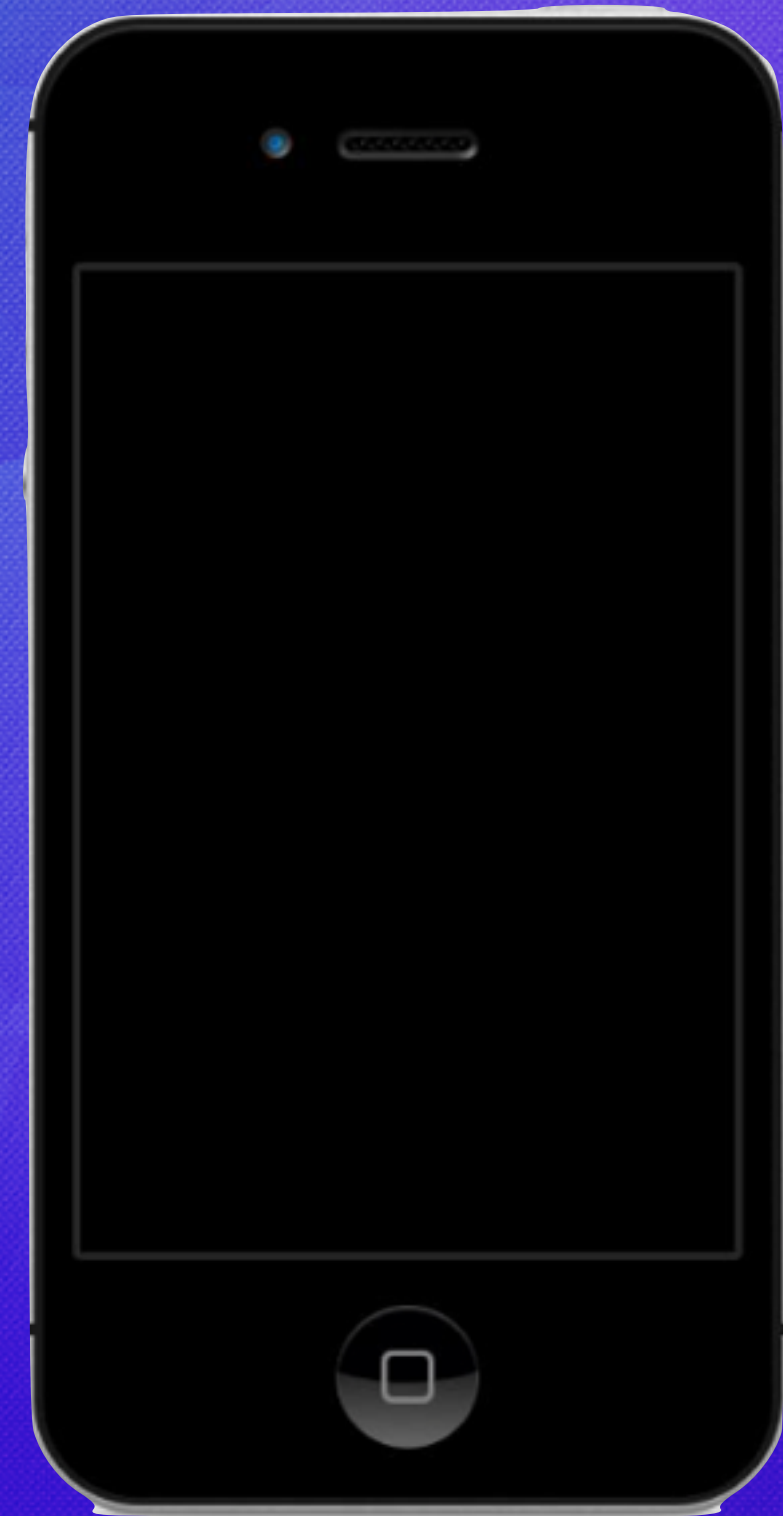
Agenda

- **History** How did we get here?
- **Goals** What are we trying to solve?
- **Thinking Adaptively** Considerations
- **Strategy** Spectrum for problem solving
- **Case Studies** Adaptive UI in practice

History

Designing for a single device:

- iPhone
- Limited variables
- Highly optimized design solutions



History

Designing for specific devices:

- iPhone and iPad
- Limited variables
- Highly differentiated design solutions



History

Designing for a range of devices:

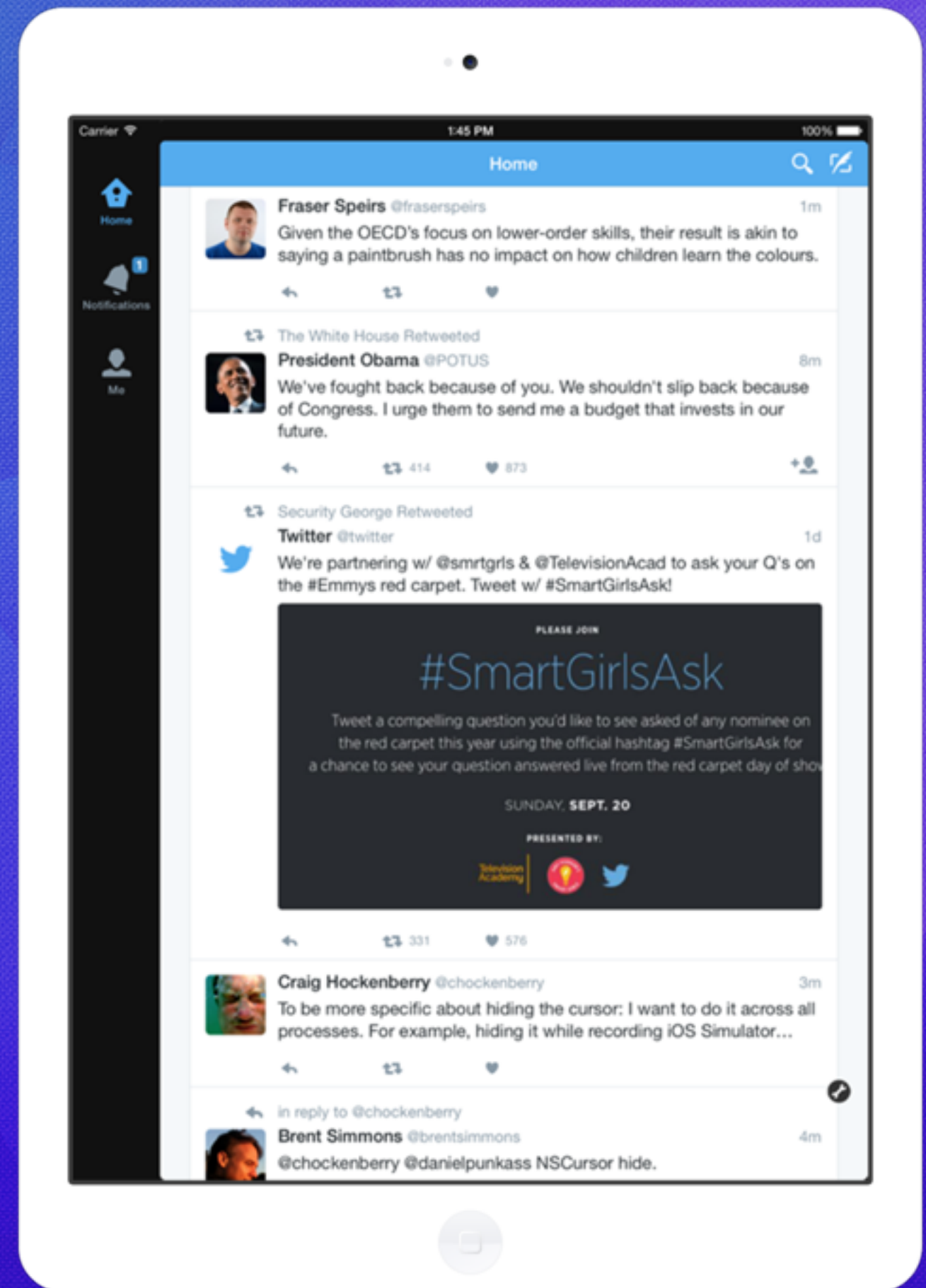
- Many devices
- Many variables



History

And one more thing...

- our iPad app needed lots of love





Intermission

Some Fun Numbers

Some fun numbers so far

- **Major Public Releases** 3 (so far!)
- **Discrete Work Items** over 800
- **Time Required** over 1 year
- **Source Code Files Affected** around 3000
- **Team Size** small



Goals

What are we trying to solve?

Goals

- Present content appropriately on any device
- Respect the user's stated and unstated consumption preferences
- Preserve the intent of our interface



Thinking Adaptively

Considerations

“Implementing Adaptive UI successfully requires thinking about the attributes of the devices, not the devices themselves.”

–Jesse Squires

jessesquires.com/adaptive-user-interfaces/

Implementing Adaptive UI successfully requires **considering the characteristics of the environment**, not the devices themselves.



Device



Orientation



Canvas



Size Class



Typography

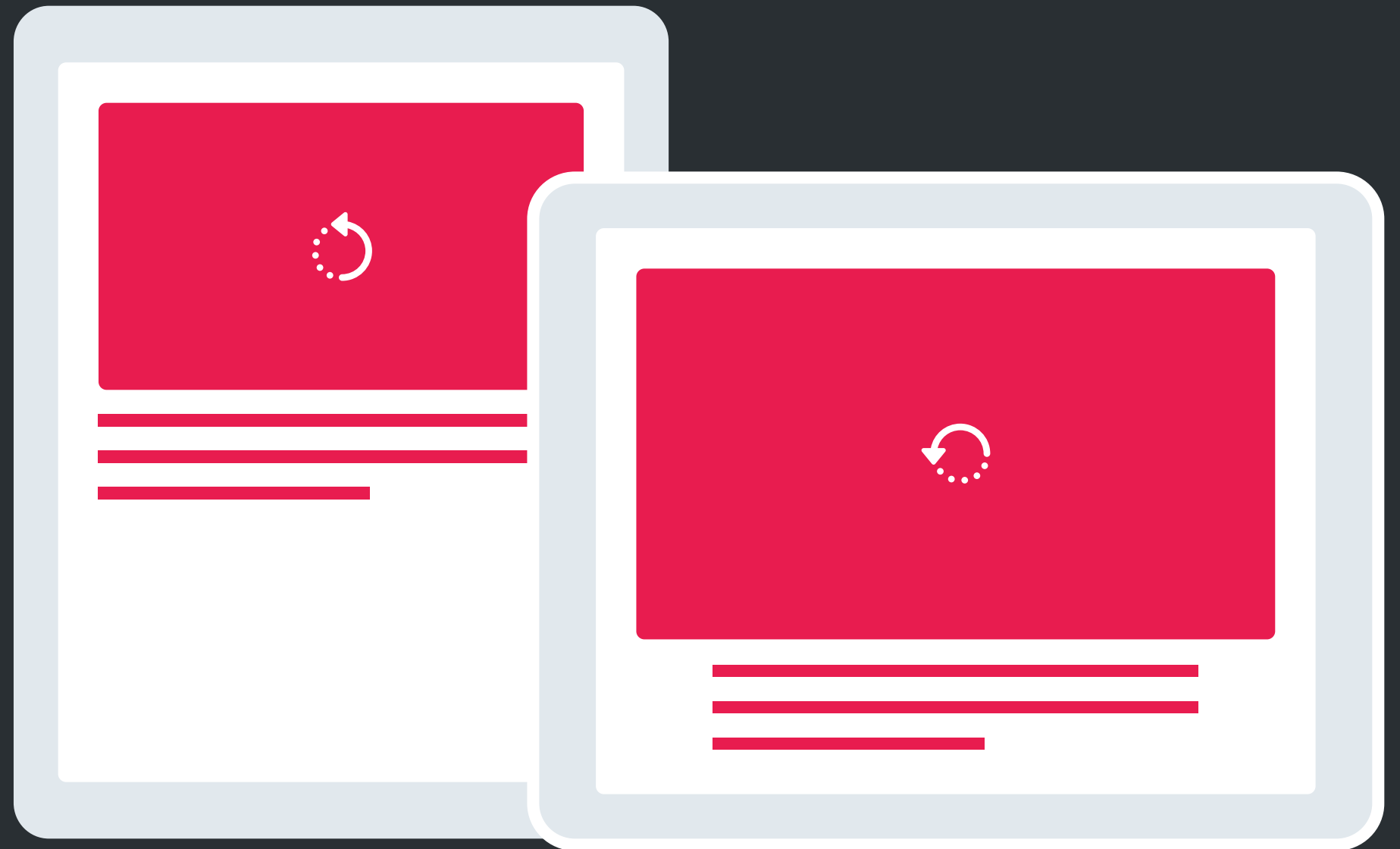
Device

When thinking about devices, consider a general type of device, not a specific model or version.



Orientation

Device orientation is used to describe the relative rotation of a device. It is an attribute that can be changed on-the-fly by the user at any time.



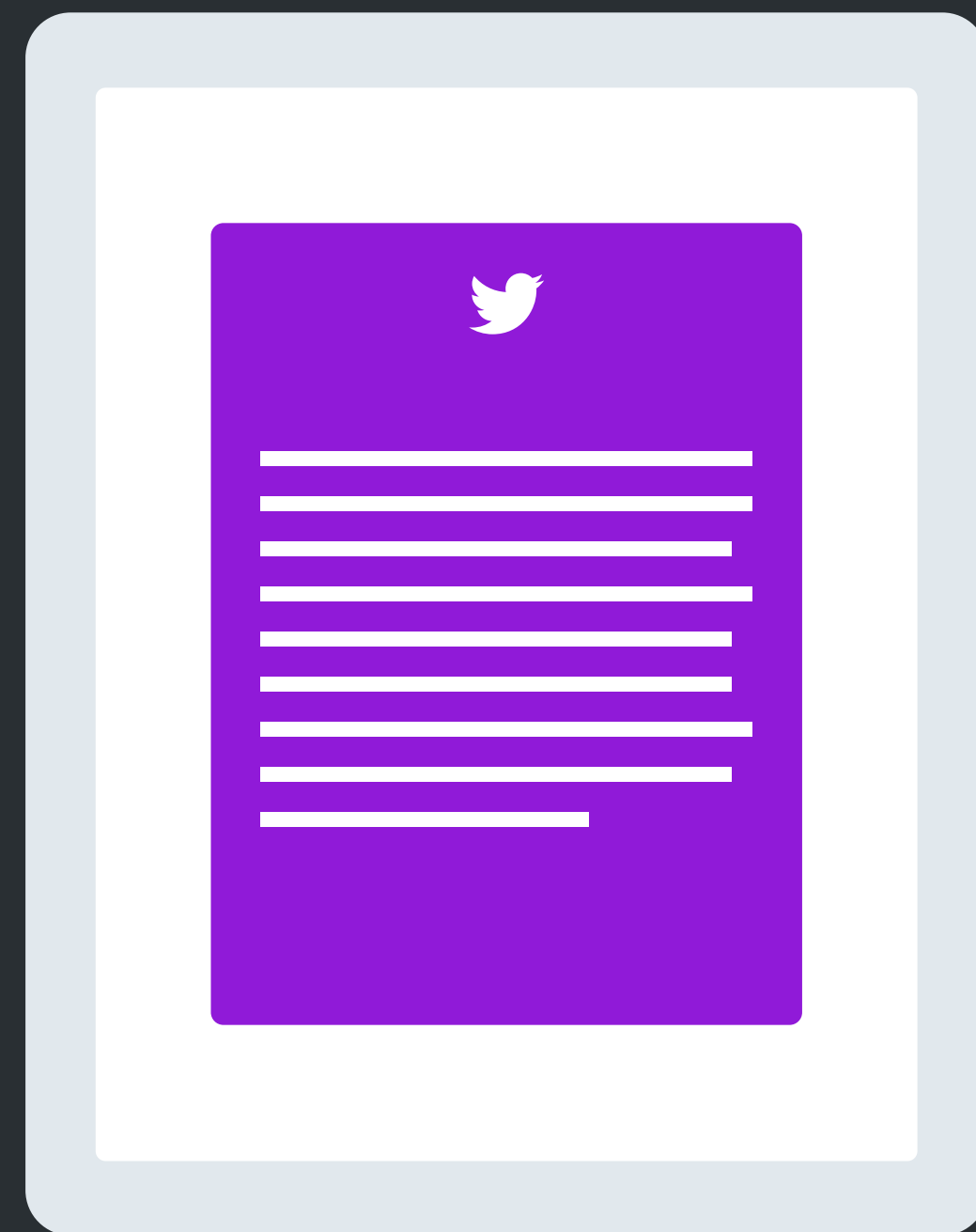
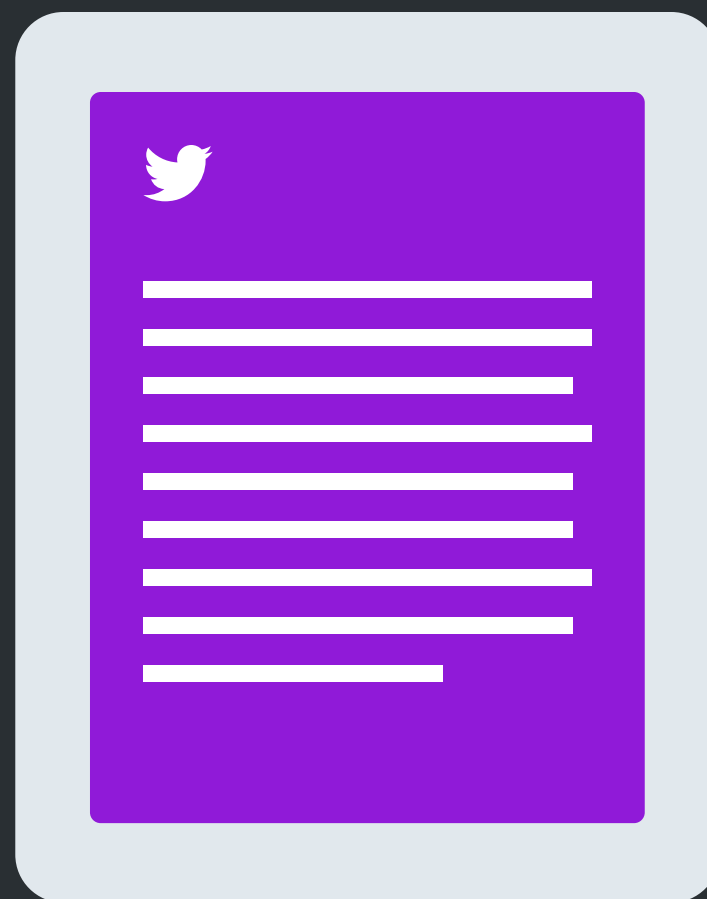
Canvas

The canvas is the drawable area defined by the horizontal and vertical limit.



Size Class

In iOS 8, Apple introduced size classes as a general way to describe the nature of any canvas.



Typography

How we think about typography provides a range of type metrics: **text size, line height, line length,** and more.





Device



Orientation



Canvas



Size Class



Typography

But what about Autolayout?



Strategy

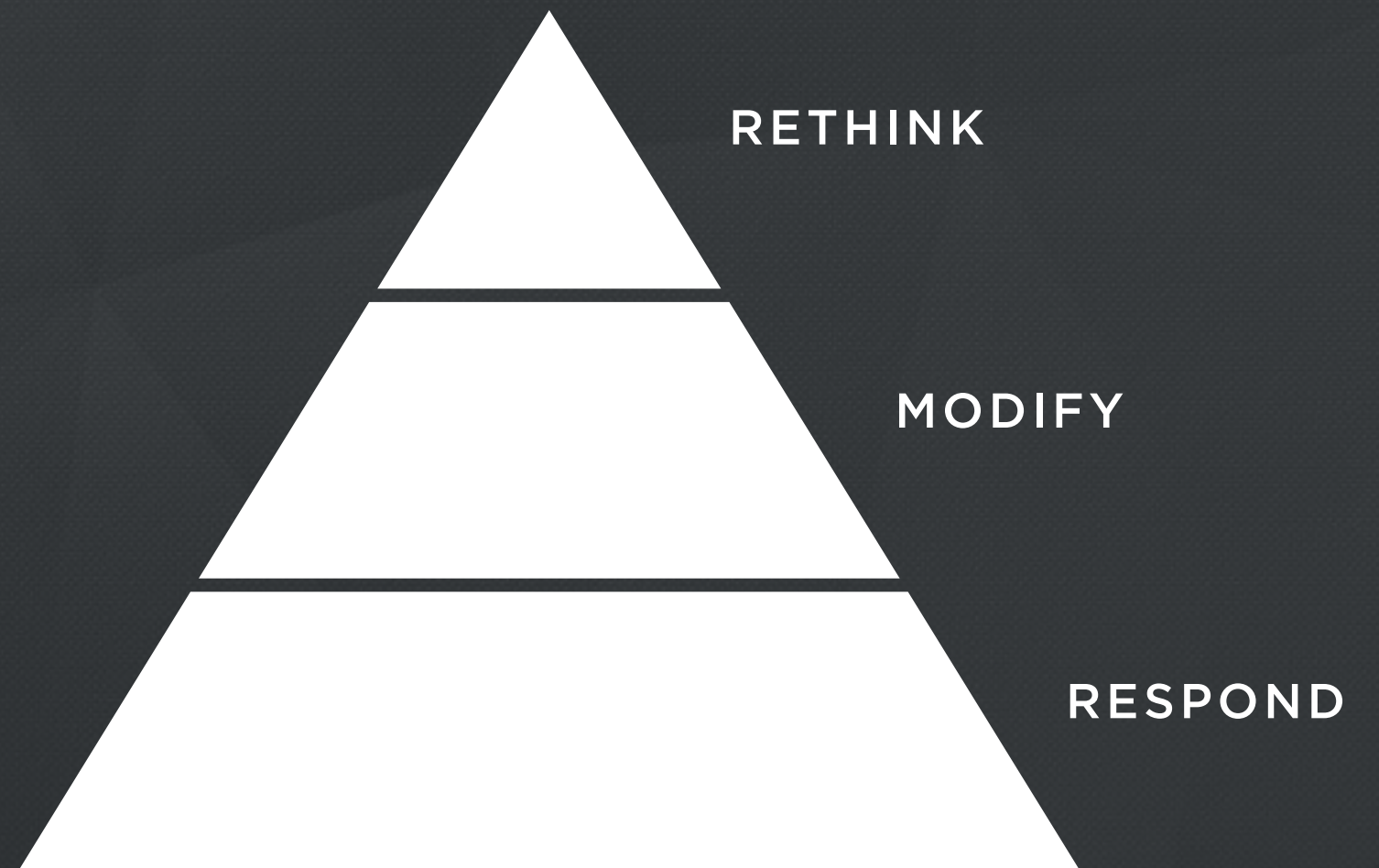
An approach for designing adaptively

Strategy

Adaptive UI is a design strategy that **responds** to the characteristics of an environment, encouraging designers to **modify** the presentation where it makes sense and **rethink** the experience where it matters most.

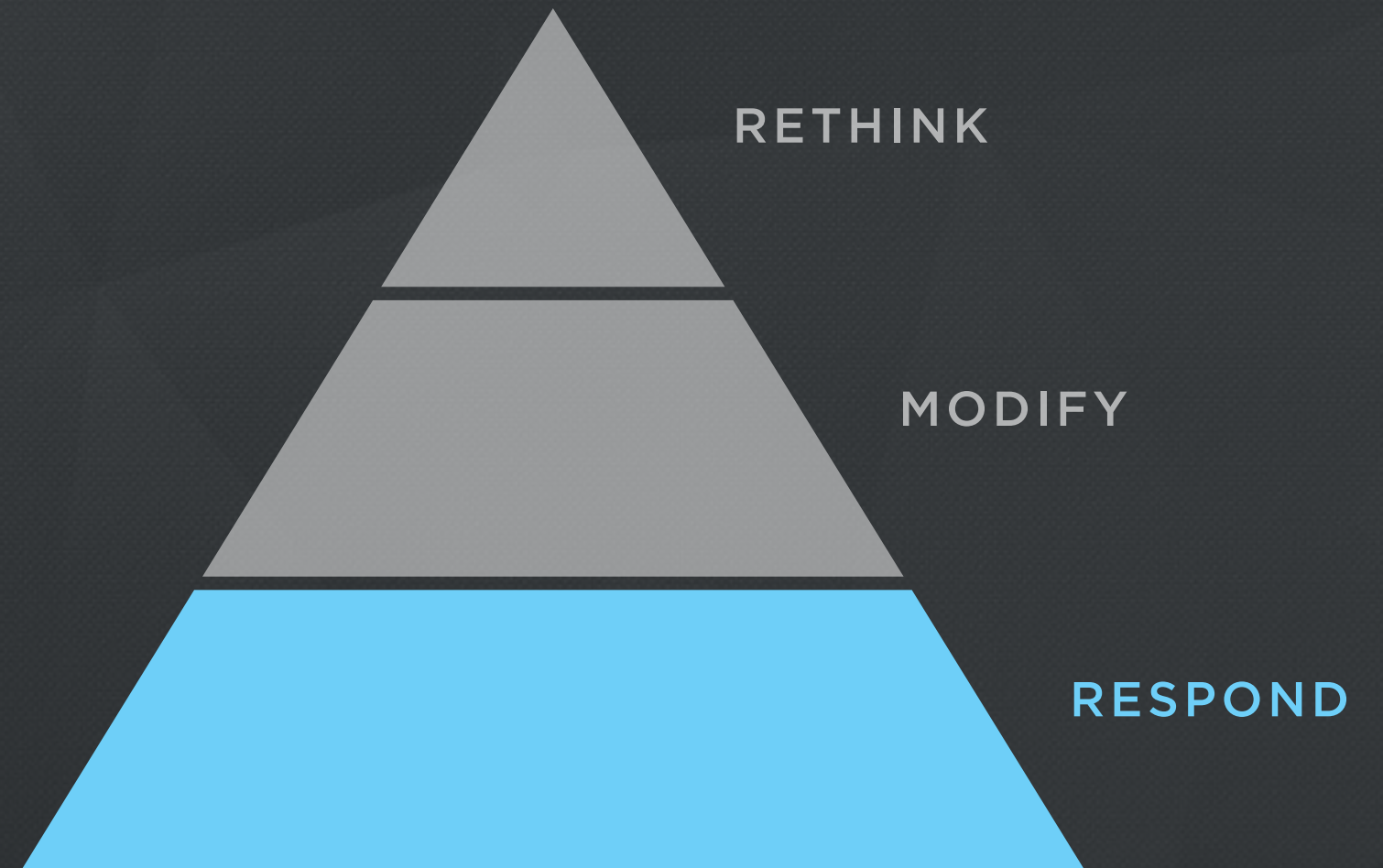
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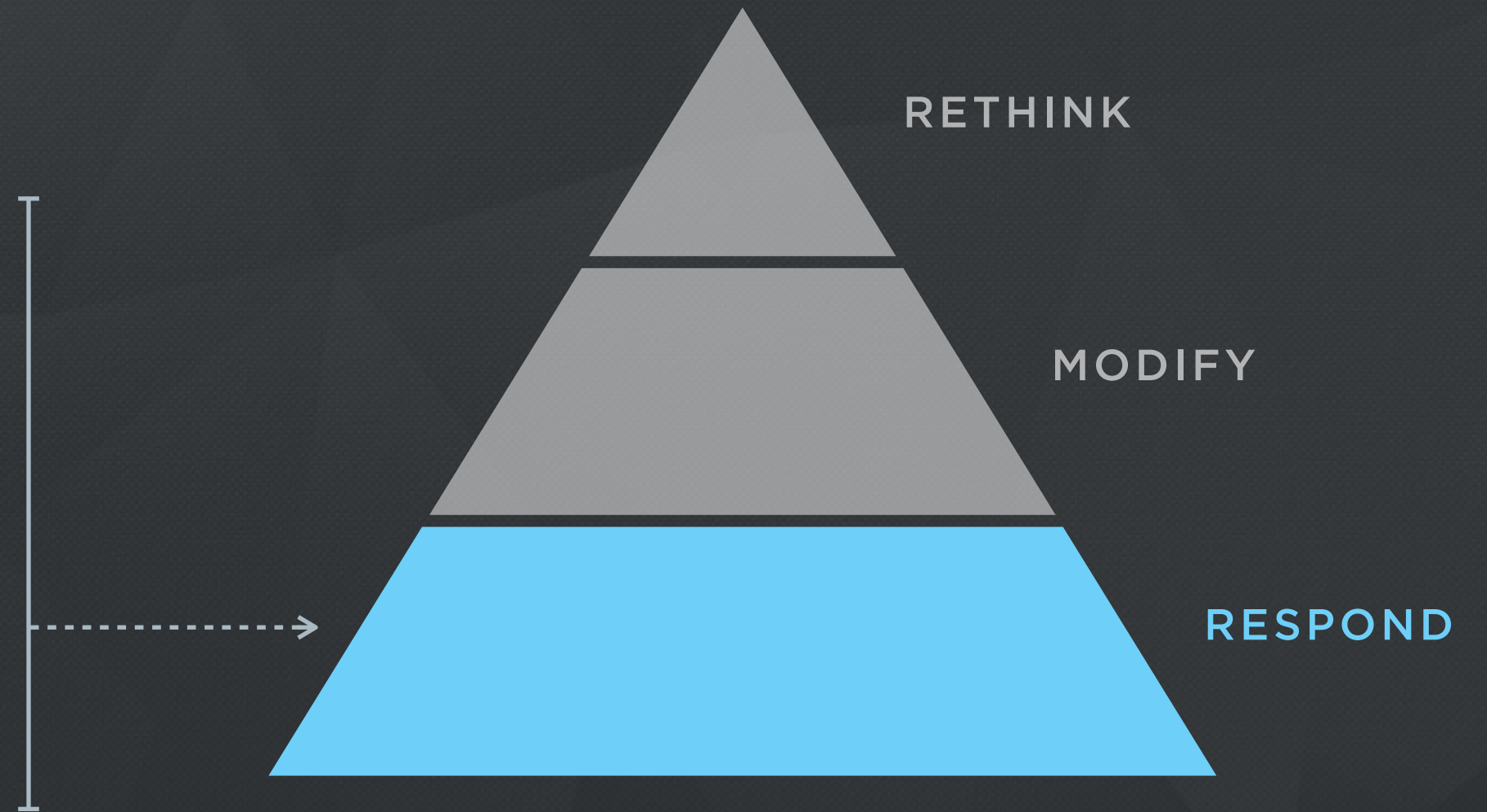


Strategy

Creating flexible layouts

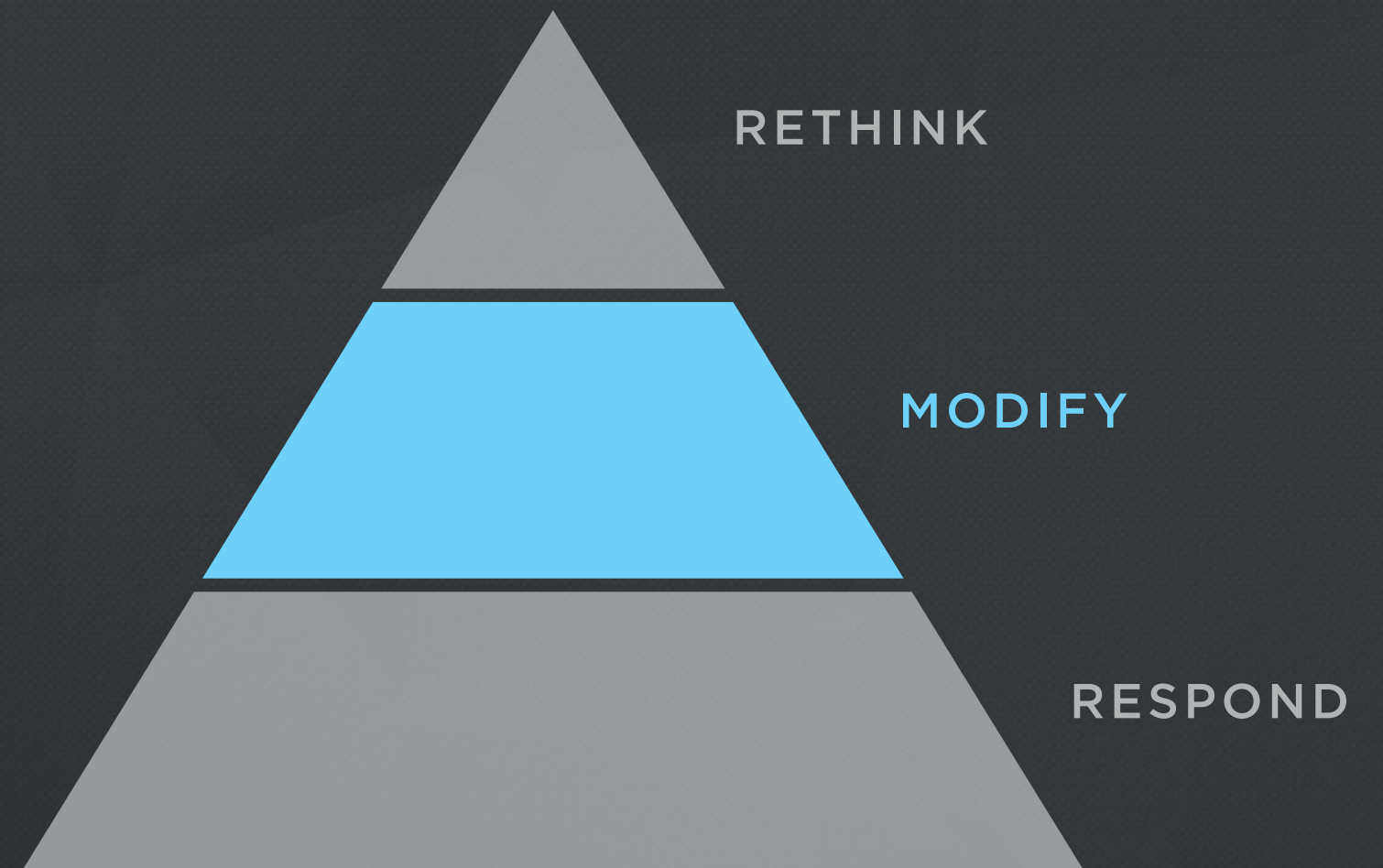
Using existing patterns

Recognize that patterns have limits



Strategy

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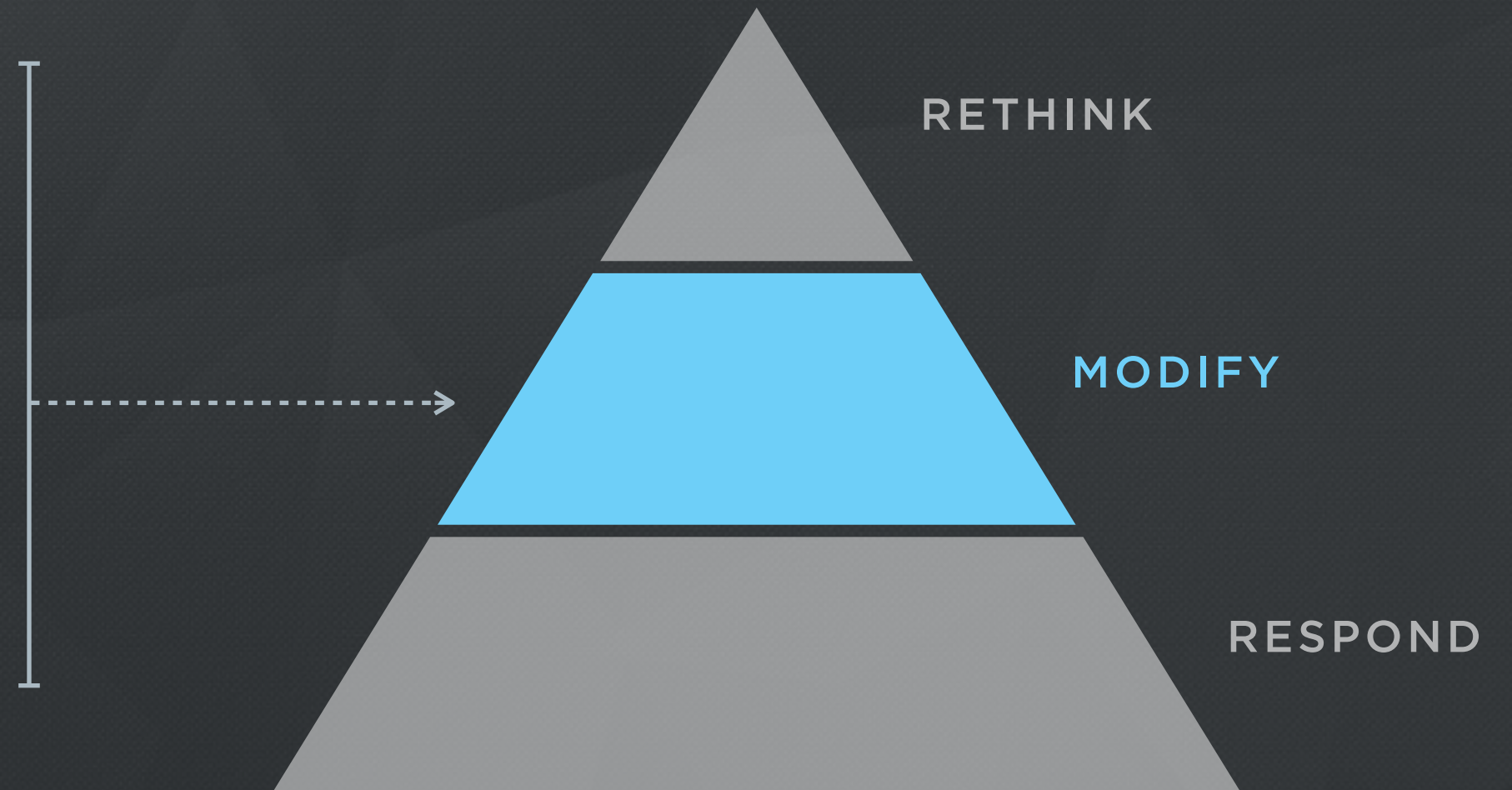
Strategy

Balancing needs

Finding advantages

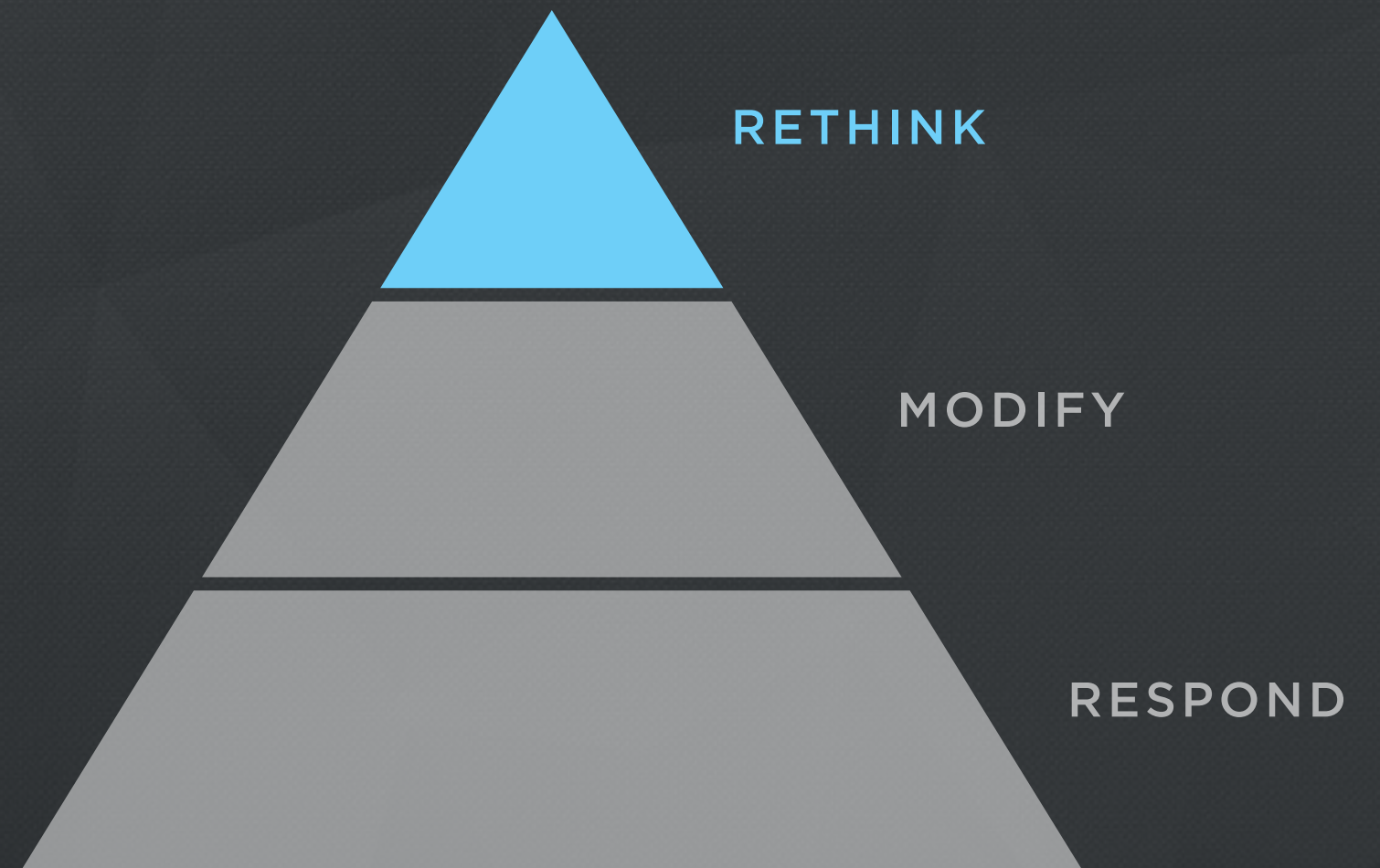
Thinking beyond presentation

Looking for new patterns



Strategy

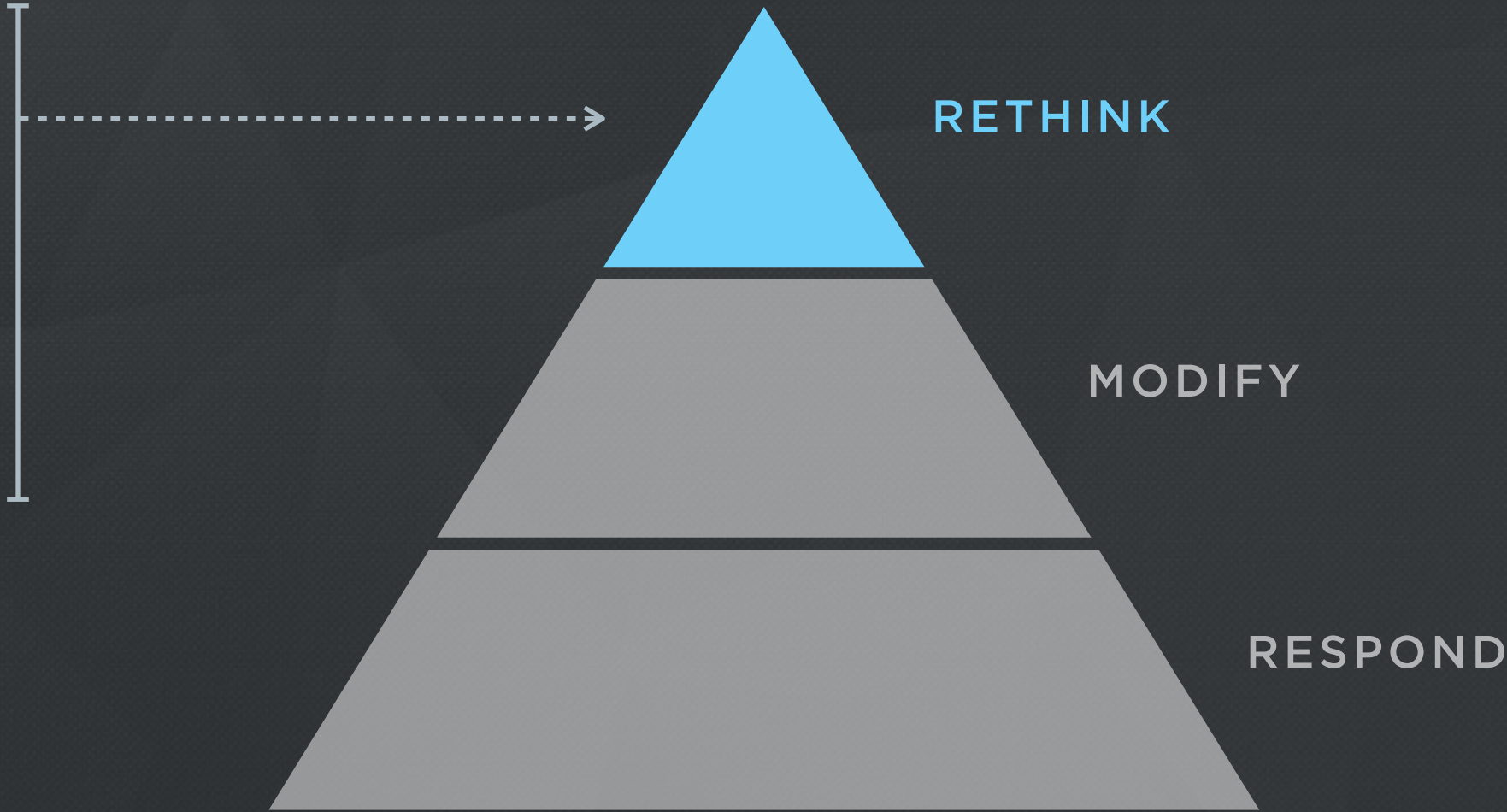
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Strategy

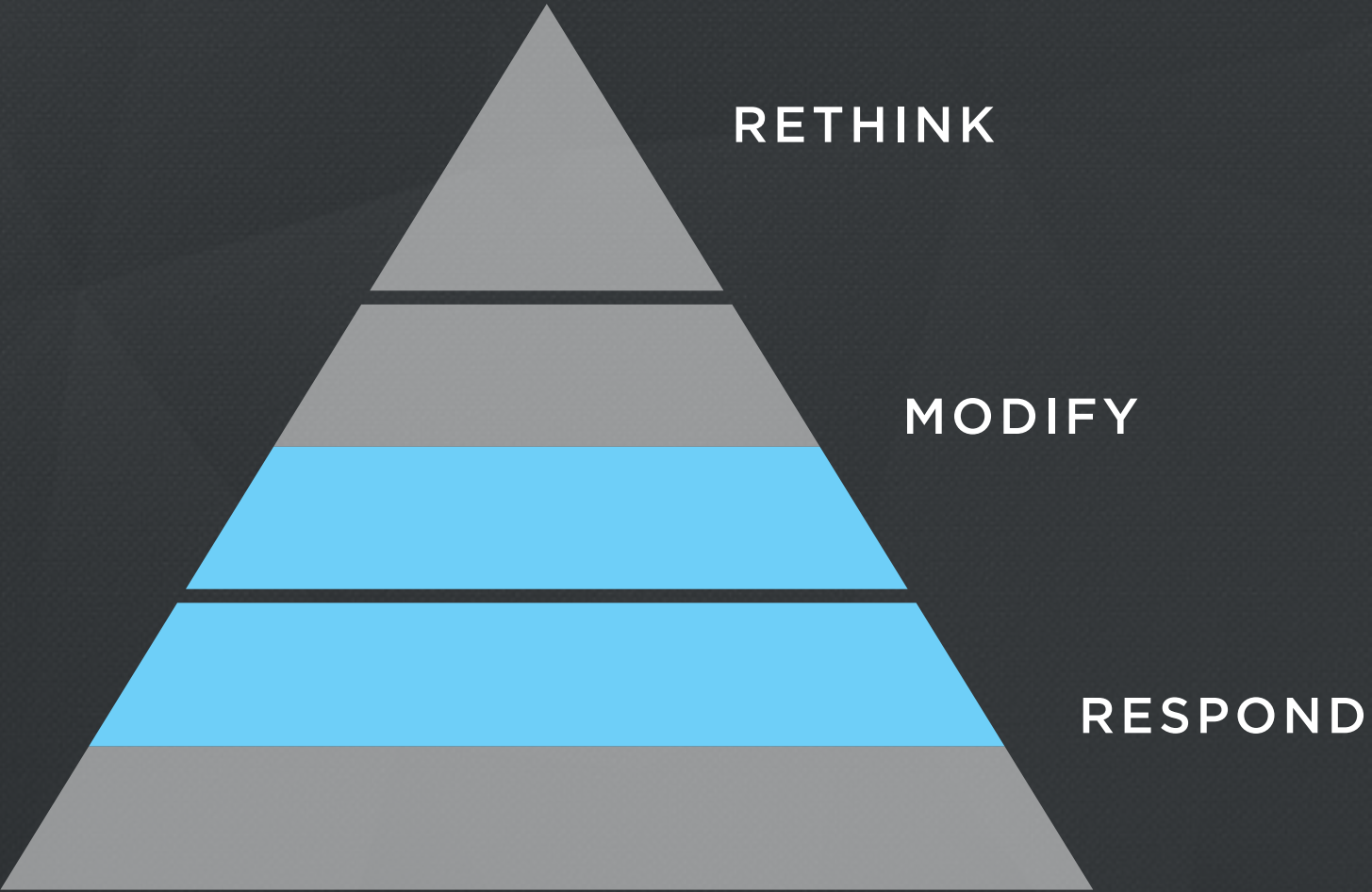
Enhancing the experience

Finding new opportunities

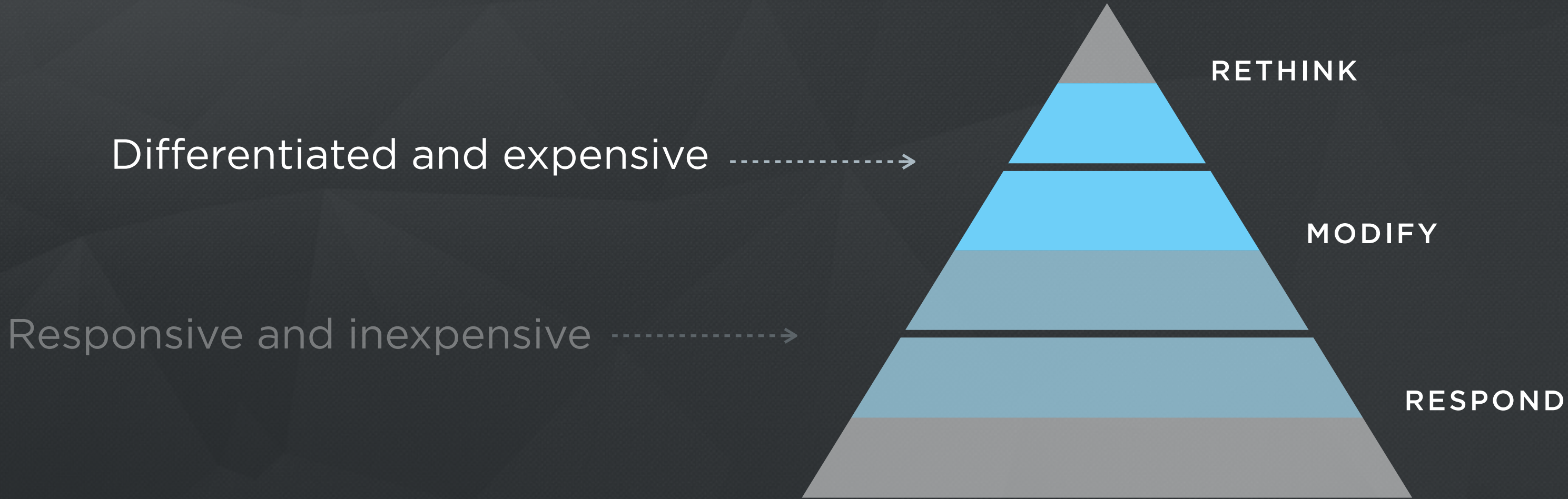


Strategy

Responsive and inexpensive ----->

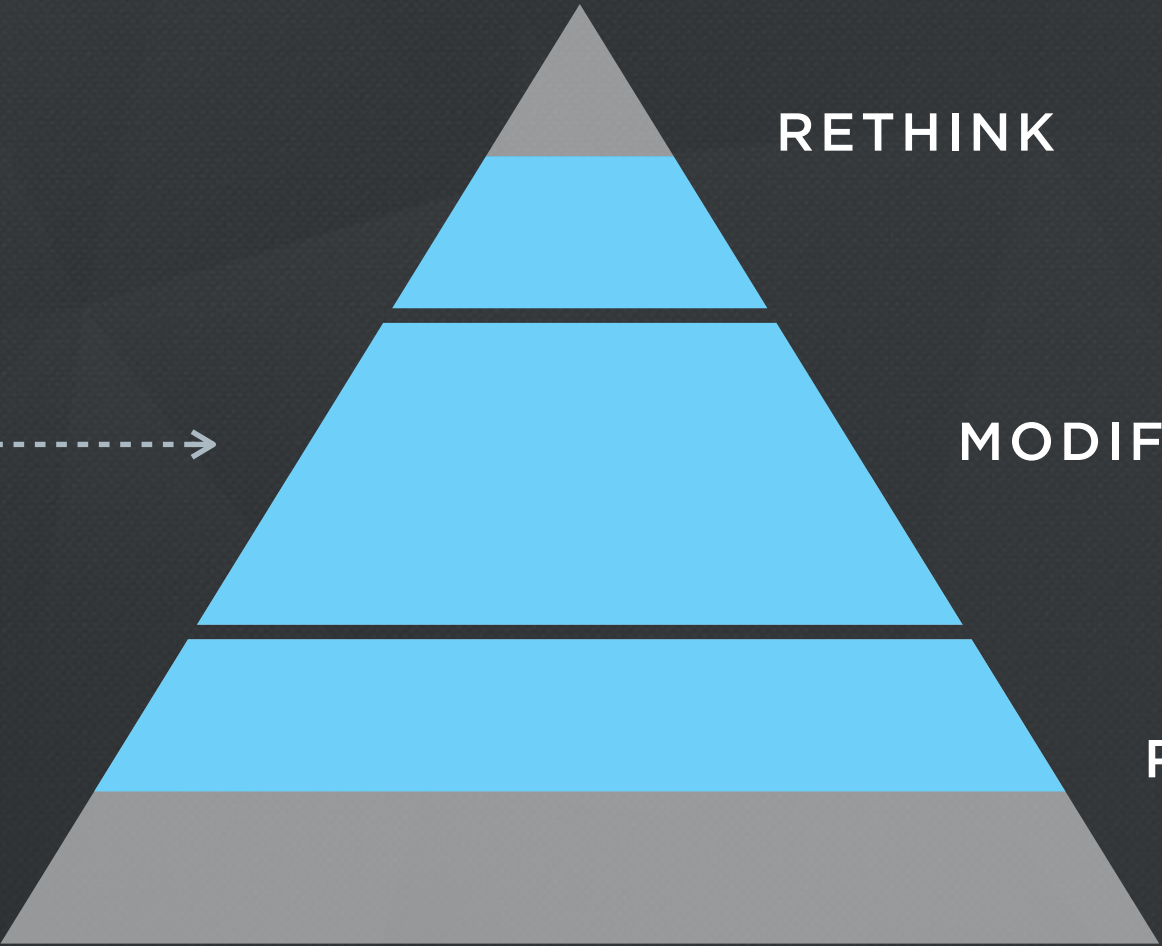


Strategy



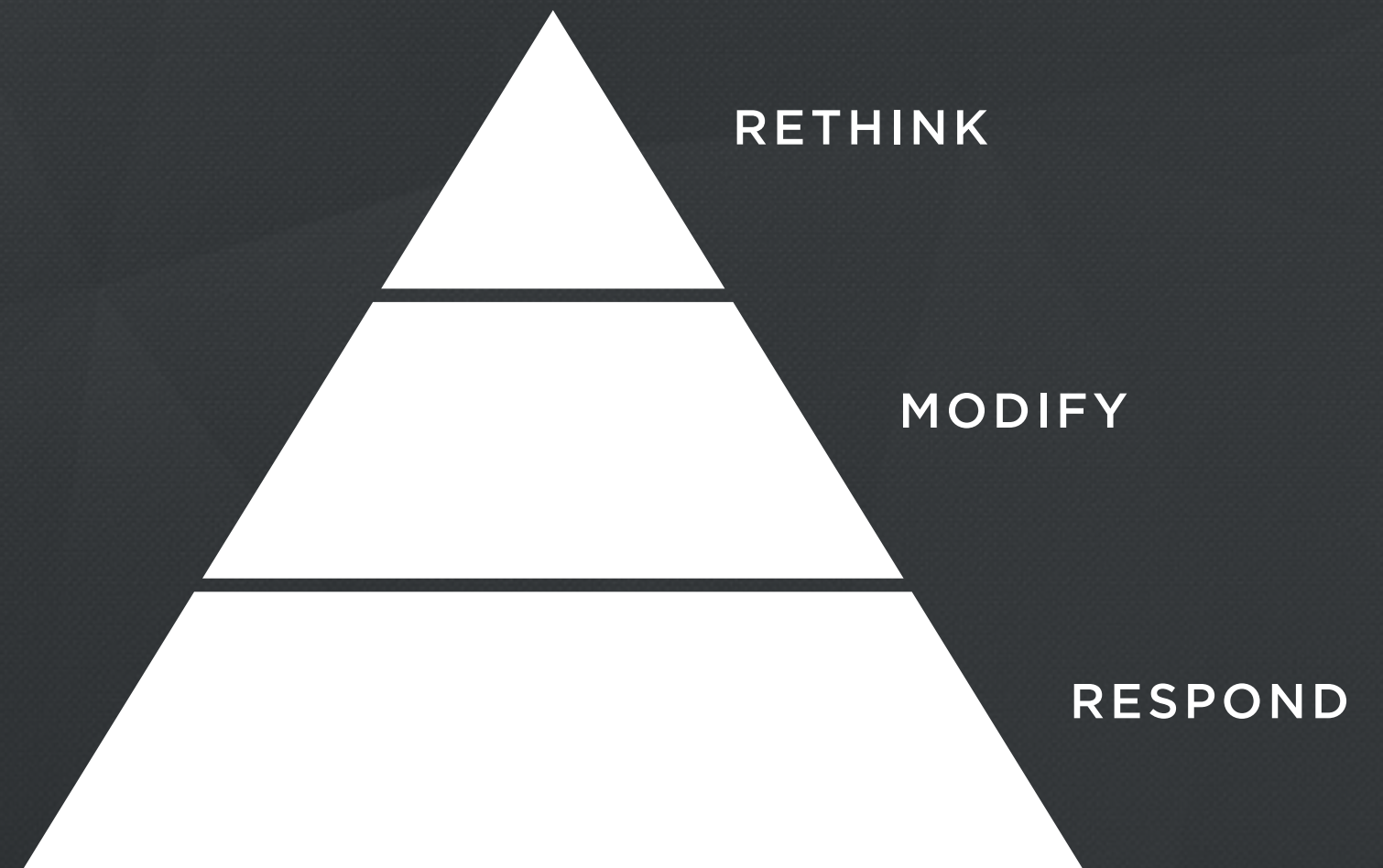
Strategy

Sustainable and affordable



Strategy

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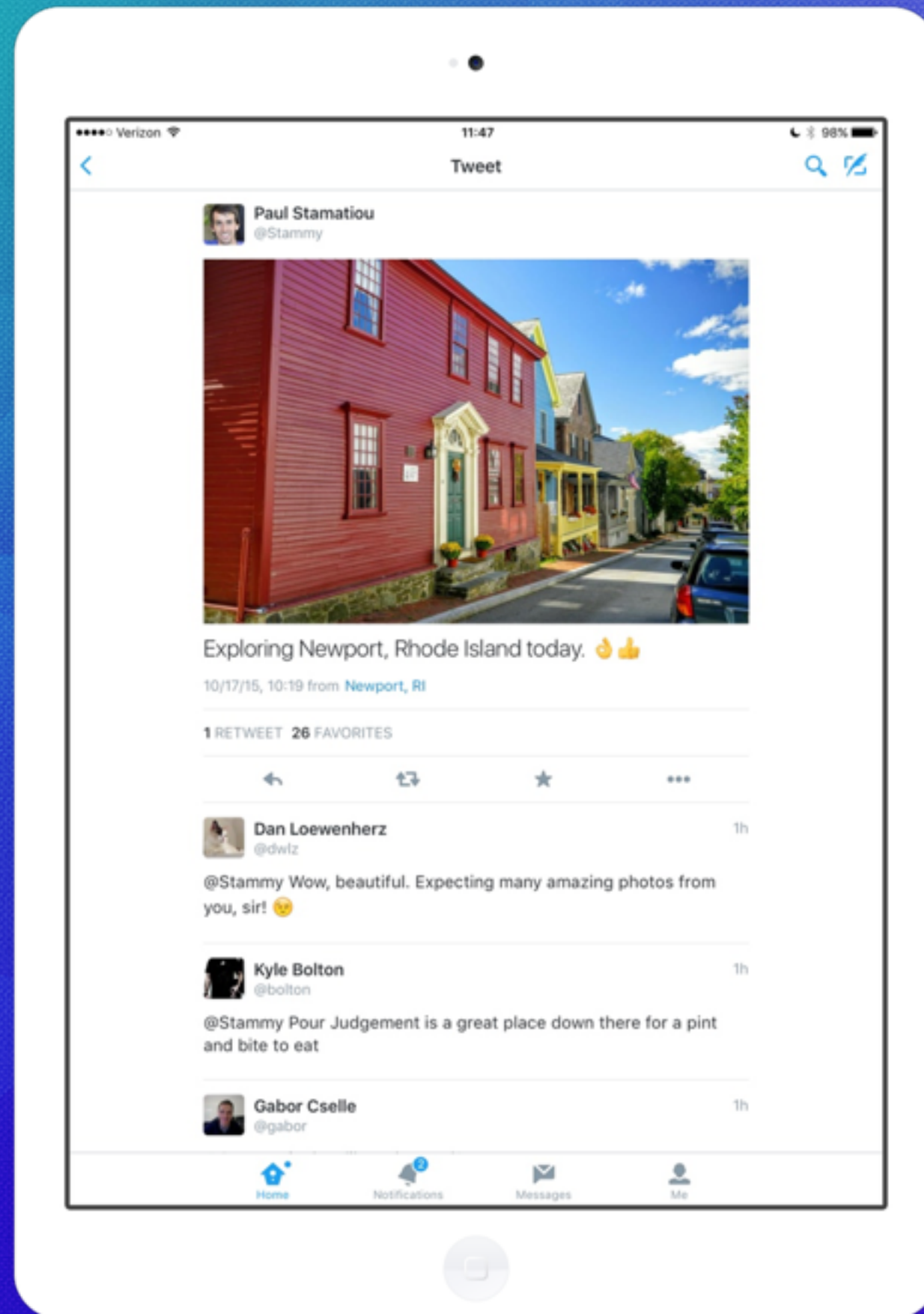
Case Study

Deriving the home timeline

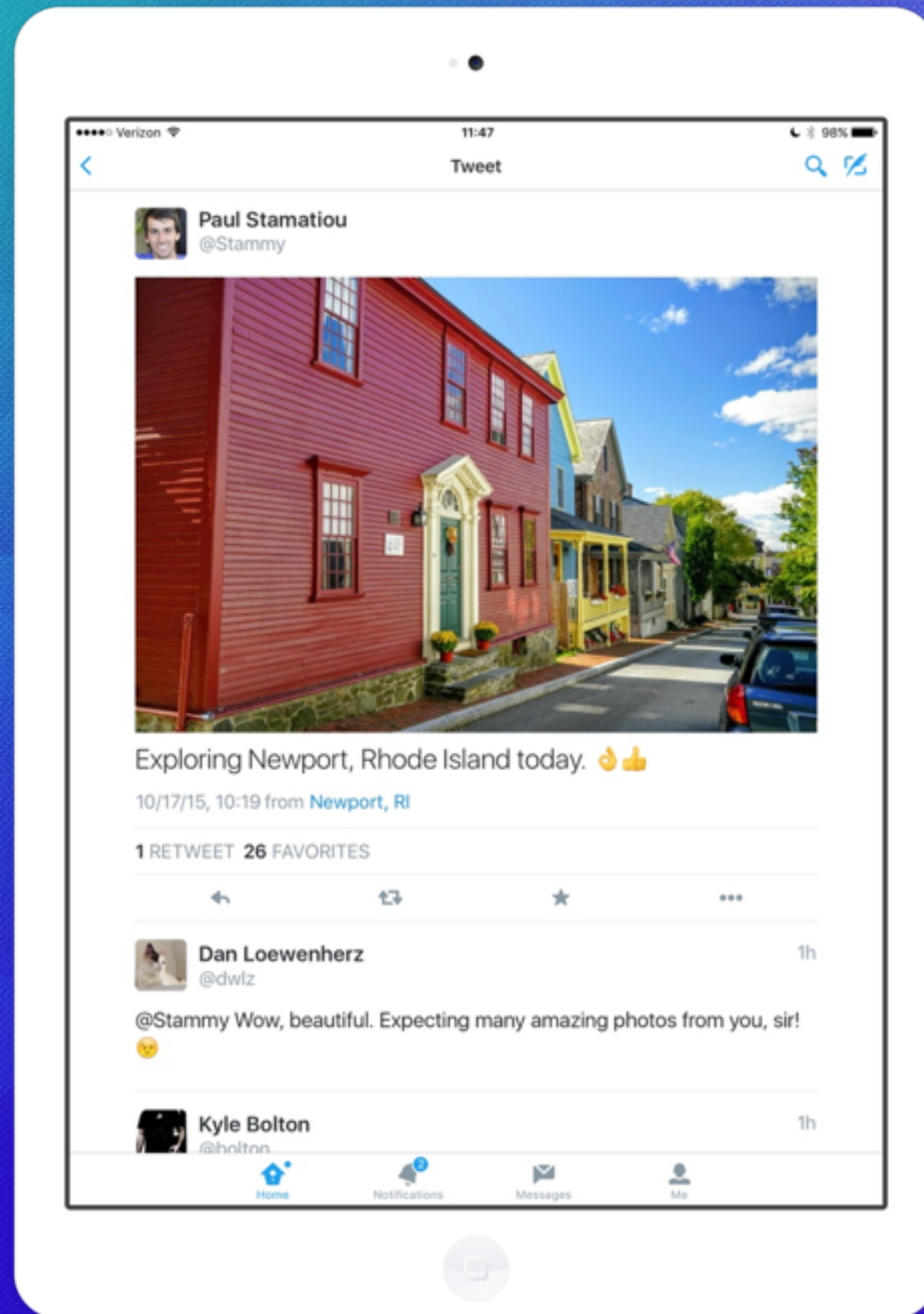
Respond



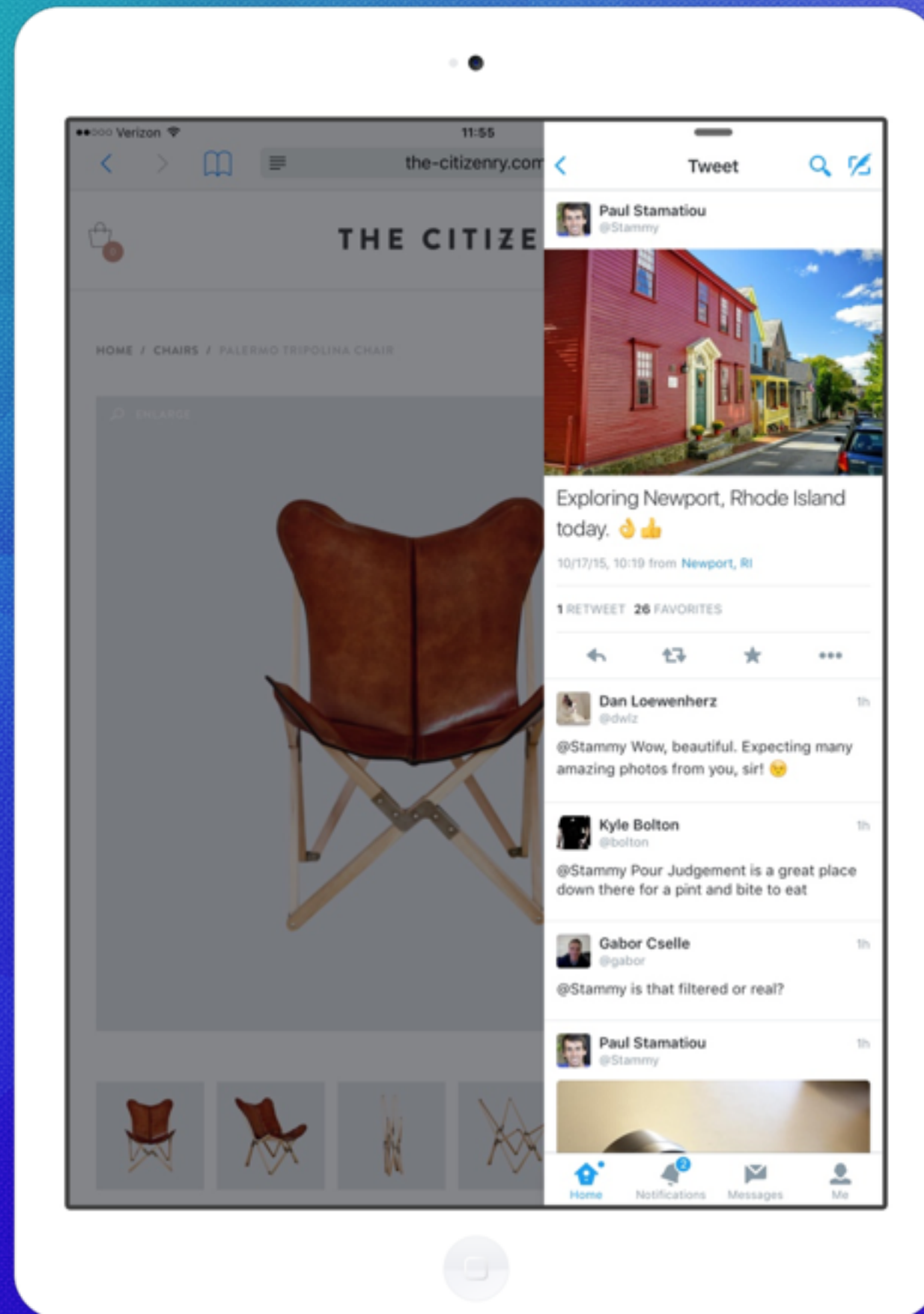
Respond



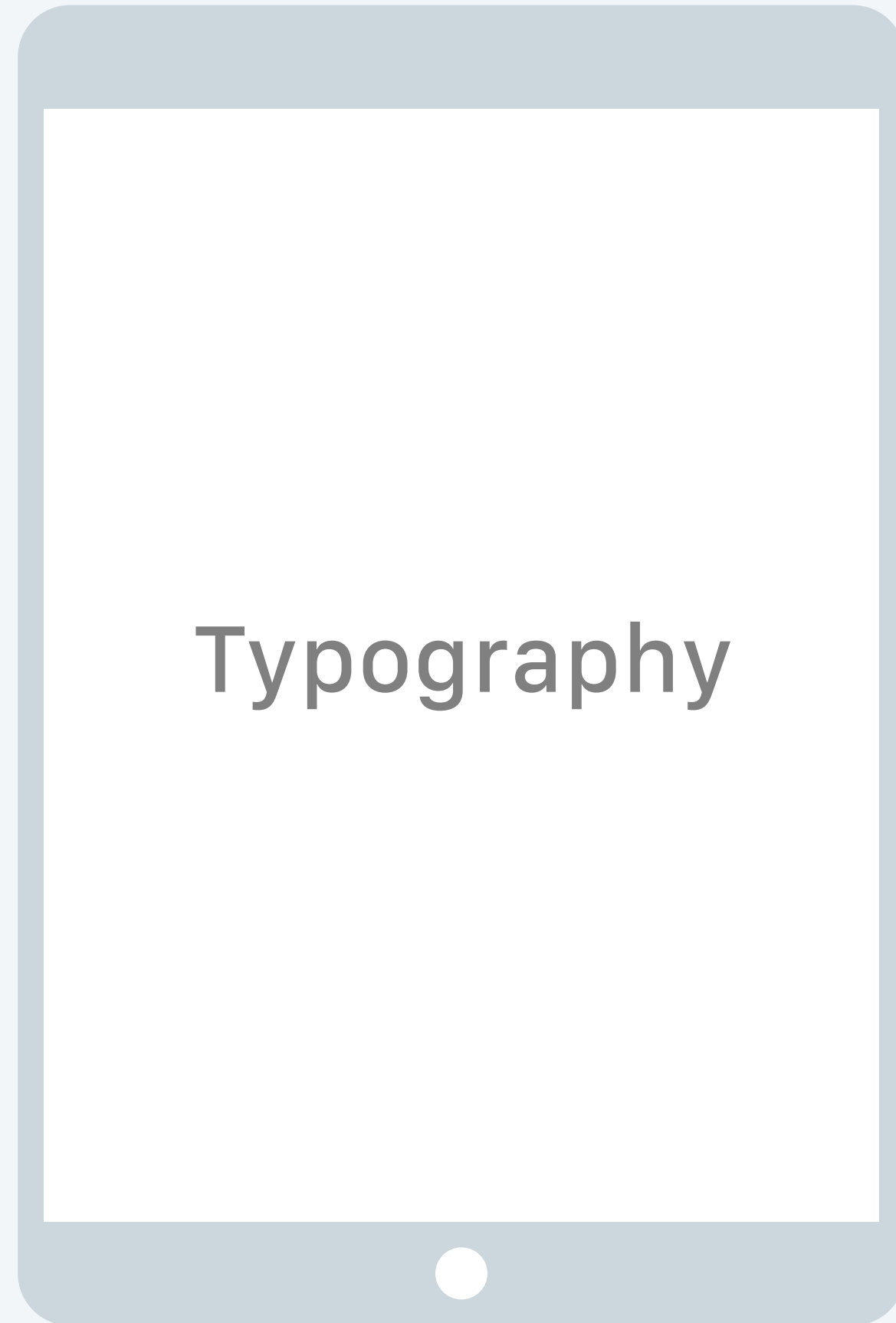
Respond



Respond



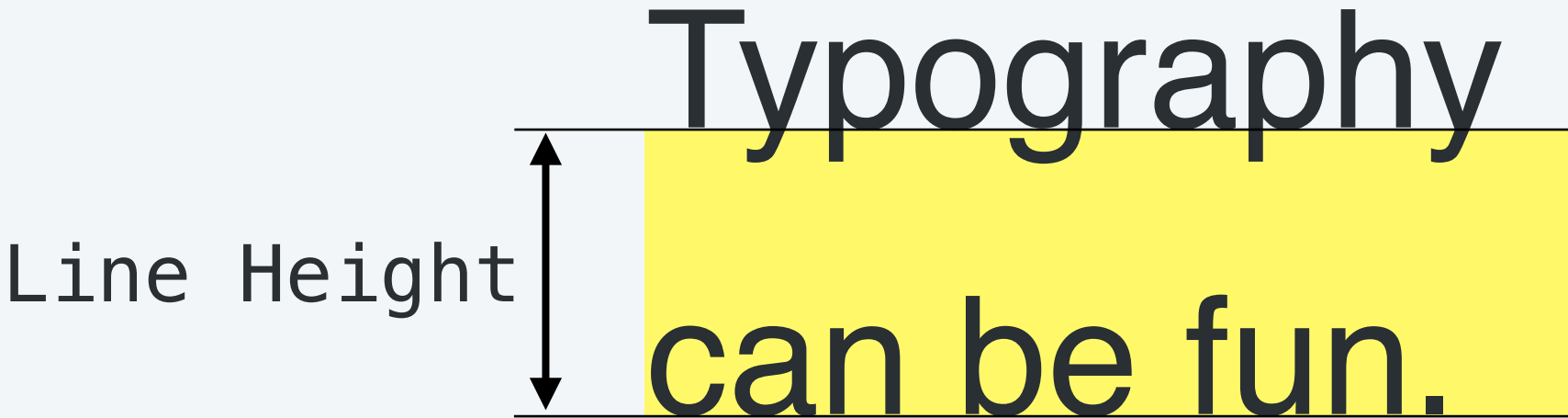
Respond



Respond

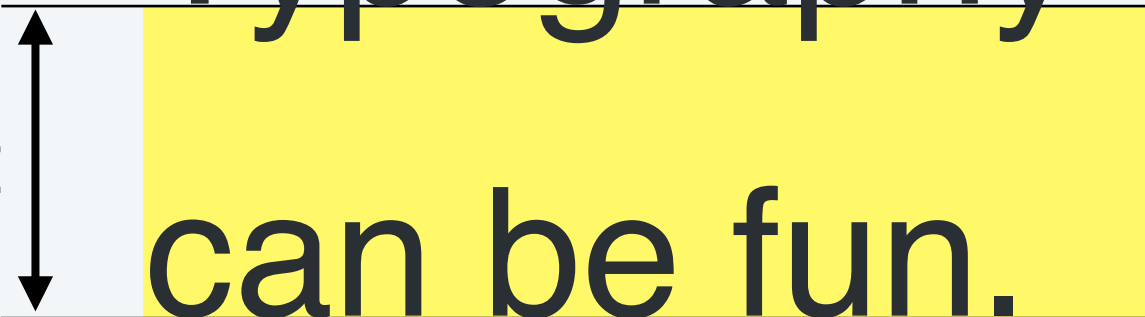
Typography

Respond



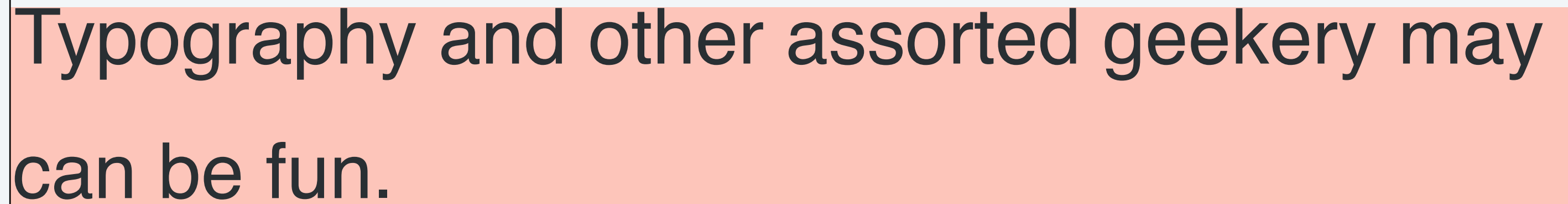
Respond

Typography and other asso
can be fun.

A diagram illustrating the concept of line height in typography. It features two lines of text: "Typography and other asso" on the top line and "can be fun." on the bottom line. A yellow rectangular highlight covers the area between the two lines, specifically under the word "can". To the left of this highlight, a vertical double-headed arrow spans the height of the yellow box, with the text "Line Height" positioned to its left. This indicates that the line height is the vertical distance between the baselines of the two lines of text.

Respond

Ideal Line Width



Typography and other assorted geekery may
can be fun.

Respond

Typography and other assorted geekery may seem dry, boring and intimidating to many, with good reason. But actually, typography can be fun.

Respond



Respond



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2h

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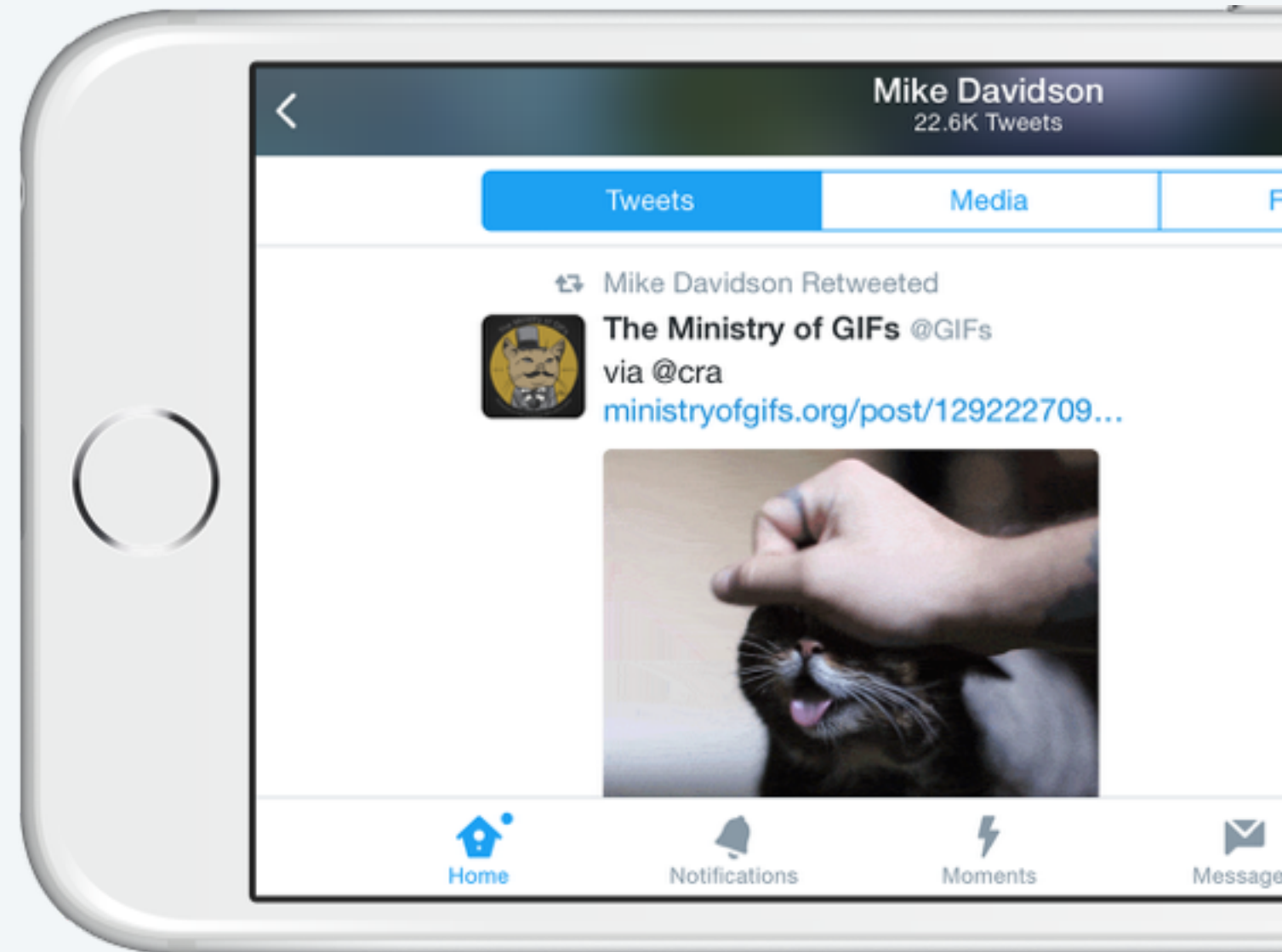


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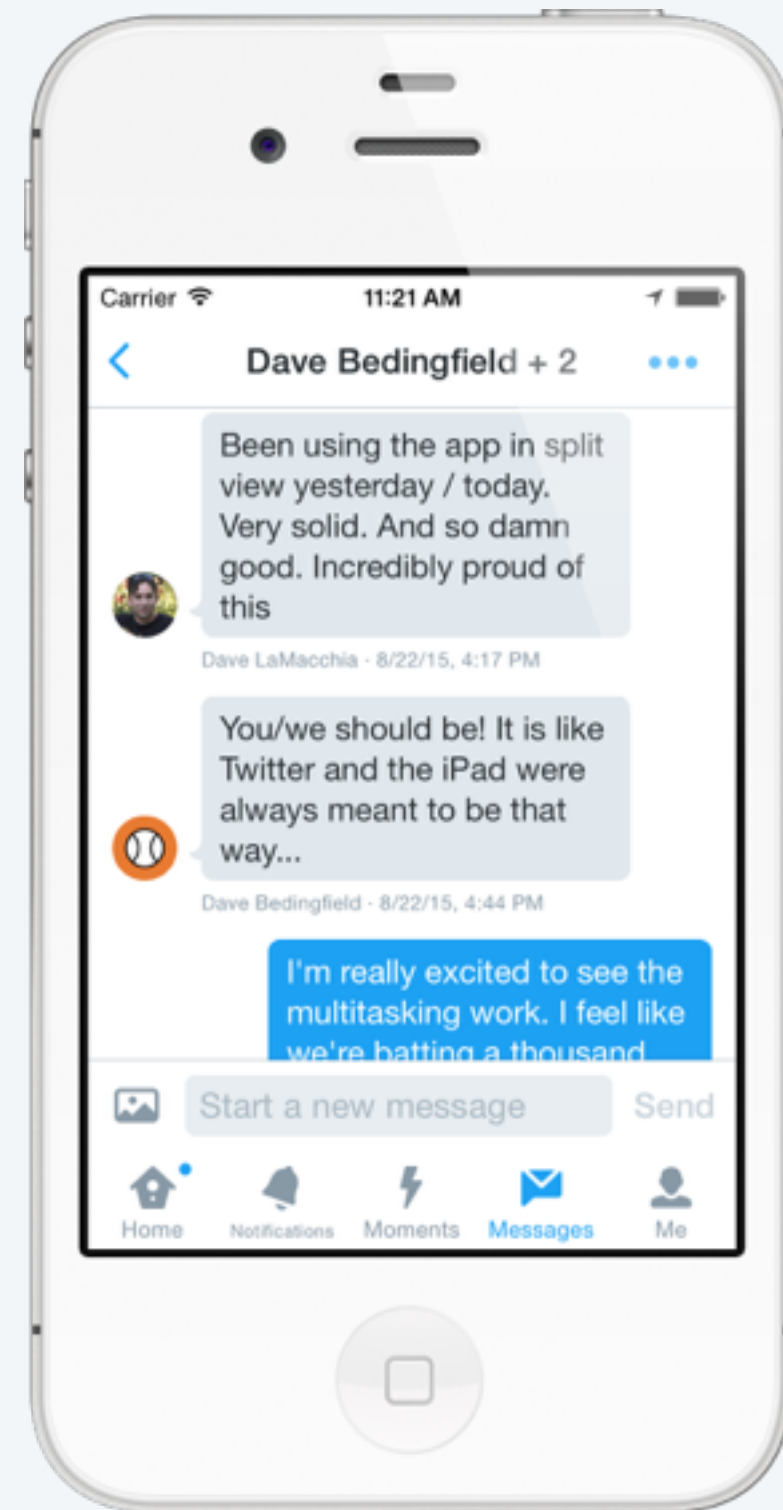
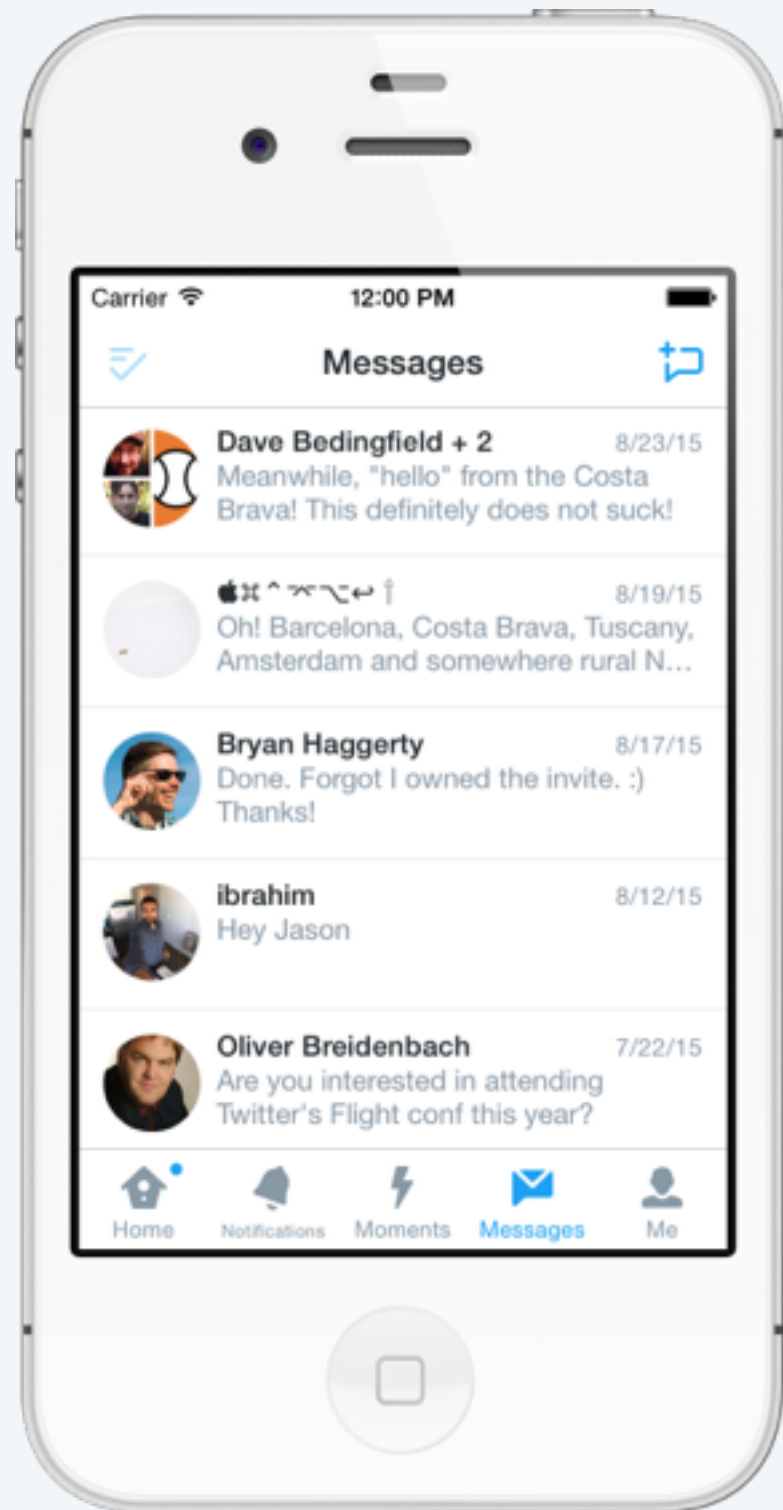


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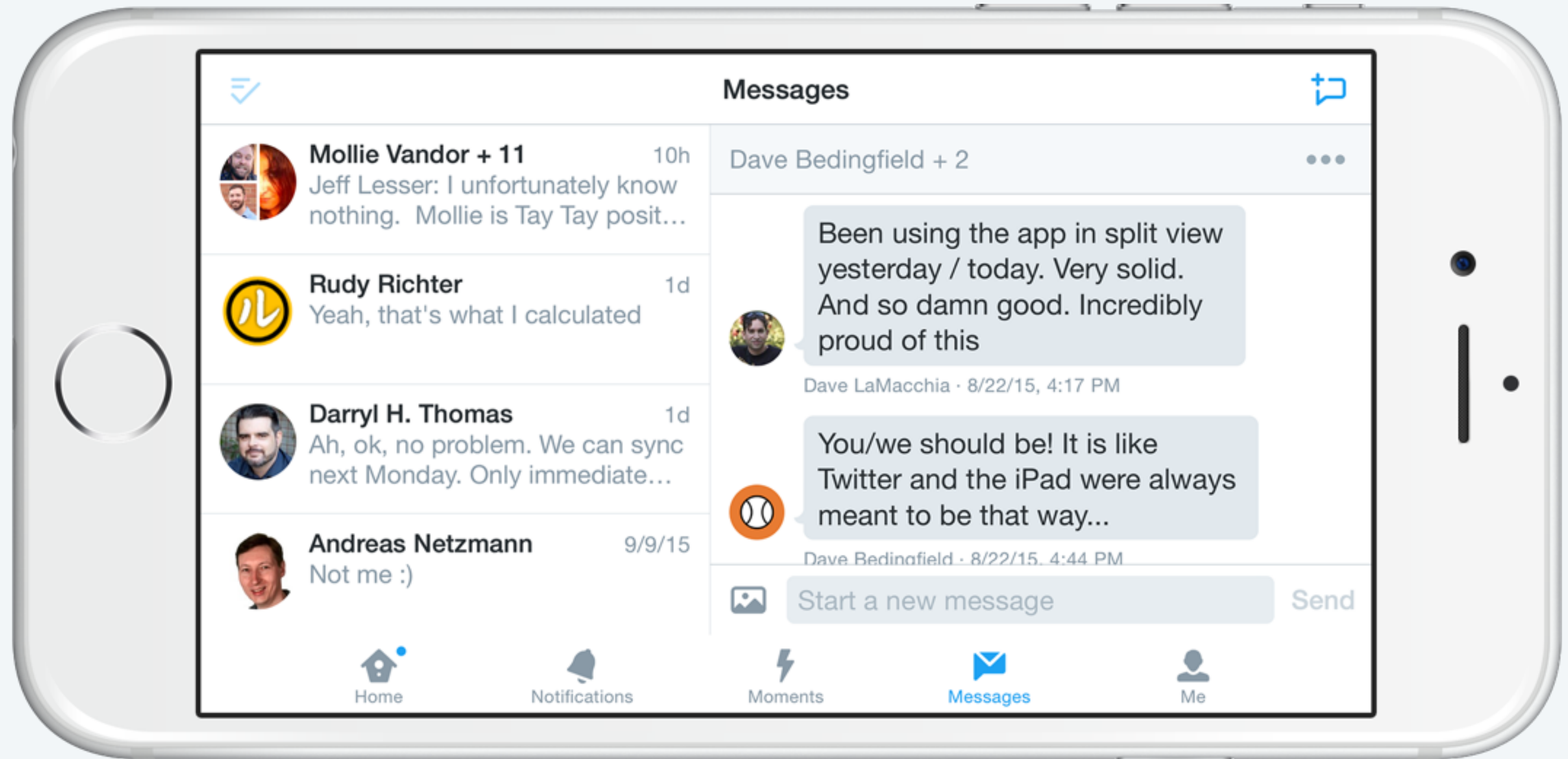
Modify



Rethink



Rethink



Rethink



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- **Support for new devices** free
- **Iteration Speed** fast

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Thank You

@smeger