CARDS

CARD CHECKLIST

01 — Is a card the correct UI item for the content, or would List, Tile, or Dashboard be better suited?

02 —How much information do you need on the card? What information matters **most** to the user?

03 — How many characters/lines of text are you going to allow before truncating or limiting?

04 — Is there value in displaying status or progress through the cards?

05 — How can you use interaction?

06 —Should a card's contents shift from vertical to horizontal to achieve a better responsive layout?

06 —How should multiple cards layout on mobile: rack or stack?

07 — Should you cater to various device behaviors and inputs?

08 — Do the cards look good individually and side-by-side?

09 — Are color choices and text sizes accessible?

10 — How should the card should when it gains focus?

CARD UX DESIGN PATTERNS

01 — Cards are better suited when users browse, while lists are better suited when users search, when content is ranked, or when content is less than a few lines that are easier to scan in list form. If card content varies greatly in components & size, tiles or dashboards may be a better choice.

02 — Each card should be limited to display content and actions related to a single idea, topic or product.

03 — Keep text short -- limit titles to 60 characters and summaries to 100 characters or no more than 2 sentences.

04 — Avoid overloading cards with extraneous information or actions. Cards are typically a quick summary that links to additional details.

05 —A card cannot divide into multiple cards, and cards should not contain paged/paneled content (such as a carousel, pagination, tabs, or nested scrollable areas).

06 — Construct cards with a border, shadow, or different background from the one it rests on to create its grouping.

07 — If a collection of cards can be filtered/sorted, the filter/sort must apply to every card in the collection.

08 — If the cards are animated, avoid fancy effects such as flipping over which can demand too much attention and quickly become annoying when users see the effect repeatedly.

09 — Leave adequate negative space between your cards.

10 — On mobile, cards can be stacked for scrollability or racked horizontal for swipeability. The number of cards and their order can negatively affect short-term memory load, so avoid racks for large sets of cards. For metrics like impressions & clicks, swipeable cards often depict a decreasing trend with a higher depth of data, much like carousels.

11 — Avoid using inline links when possible – users (particularly on mobile) expect the card itself to be clickable.

12 — Avoid using borders to separate components within a card; they cause unnecessary visual noise that detracts from the content.