

MAPS & CHARTS

MAPS & CHARTS DESIGN CHECKLIST

- 01 — What kind of map/chart are we designing (geography, floor plan, seat map)?
- 02 — How much space do we reserve for it in our UI (mobile/desktop)?
- 03 — Do we have any levels, planes or layers that users need to navigate between?
- 04 — If yes, how many? How do we design the navigation?
- 05 — Will the map/chart change over time (elections, real-time events)?
- 06 — Will the map/chart contain markers, labels and distinct regions?
- 07 — Do they all have the same weight, or are there any critical ones?
- 08 — How do we expose/highlight critical ones (e.g. large states)?
- 09 — How do we represent each label/marker (date, icon, text)?
- 10 — Do we need to display details for taps/clicks on them?
- 11 — If yes, what kind of content should we display?
- 12 — Where do we display the details (below, above, near the tap/click)?
- 13 — Should we track if there is enough space to fully display all details?
- 14 — Do we provide zooming? How many levels of depth will zoom provide?
- 15 — Do we need filters to adjust the amount of detail? Where do we place them?
- 16 — Do we need a slider to help users remove irrelevant details?
- 17 — Would a list/cartogram/cards view help in exploring data faster?
- 18 — Do we add a mini-map to help users navigate the fullscreen map? Where?
- 19 — Would an autocomplete search help users find information faster?
- 20 — Should we allow for multi-selection within our search?
- 21 — Should we allow users to switch between different views?
- 22 — Can a slider or carousel help swipe through relevant sections?
- 23 — Do we use some sort of normalization to minimize rage taps/clicks?
- 24 — If the tap isn't accurate enough, can we prompt users to specify intent?
- 25 — For charts, can we flip axis to make use of available space?
- 26 — Technically, how do we minimize the lag when the map is explored?

MAPS & CHARTS SUMMARY

- 01 — With maps, input is never precise.
- 02 — Consider a “normalized” presentation of data.
- 03 — Smart input for maps for forgiving input.
- 04 — Complement zooming with autosuggest.
- 05 — Multi-combobox for quicker selection.

06 — Sliders and carousels can help swipe through options.

07 — Large infoboxes probably to be placed at the bottom.

08 — For inline boxes, track available space and adjust.

09 — Allows users to switch between views.

10 — Consider swapping axes for infographics.