

SLIDERS & VIDEO PLAYERS

VIDEO PLAYER CHECKLIST

- 01 — How do you design the thumb, the track, the controls?
- 02 — How do you display/hide controls, and when?
- 03 — How do you optimize for precise input and fast-forwards?
- 04 — How do you keep a slider easy to use on mobile?
- 05 — How do you design hover vs. tap interaction?
- 06 — How do you keep position fixed on refresh?
- 07 — How do you link to specific parts of the video?
- 08 — Do we use preview clips, popularity bar, key moments preview?
- 09 — How do you deal with subtitles + lang, position, size, color?
- 10 — How do you design the scale of the slider?
- 11 — Is the UI and controls fully accessible?
- 12 — What happens if the video is outside of the view?

SLIDERS DESIGN CHECKLIST

- 01 — How much space can we afford for the slider?
- 02 — Do we use a single or double slider?
- 03 — Should the slider be continuous or discrete?
- 04 — How do we design the thumb, track, labels?
- 05 — How do we choose the slider scale (linear / non-linear)?
- 06 — How many tick points do we need?
- 07 — How do we label lower and upper boundaries?
- 08 — What icon do we use for the thumb, if any?
- 09 — How and where do we display the current value?
- 10 — Should we provide a more precise text input as well?
- 11 — How do we indicate availability to avoid dead ends?
- 12 — What if the user taps on an area between two thumbs?
- 13 — Are there any values on a slider that shouldn't be accepted?
- 14 — Should the user be able to restore previous state?
- 15 — How do we announce changes to screen readers?
- 16 — Do we have interdependent sliders?
- 17 — How should the track change with thumb movements?
- 18 — Should users be able to "lock" some values?
- 19 — Should we have some sort of hover/tap preview?

SLIDERS SUMMARY

- 01 — Sliders are great when there are many options.
- 02 — Sliders encourage exploration, not precision.
- 03 — Sliders usually need (horizontal) space.
- 04 — Wide track, large thumb, generous padding.
- 05 — Display outcome in real-time.
- 06 — Smooth, continuous feedback matters.
- 07 — Thumb doesn't really need iconography.
- 08 — Algorithmic scale for tick marks instead of linear.
- 09 — Having a text input fallback is usually a good idea.