

TIMELINES

TIMELINES DESIGN CHECKLIST

- 01 — What kind of events should the timeline display?
- 02 — Does the number of events vary or is it always the same?
- 03 — If it varies, is the number of events limited (min/max)?
- 04 — Do new events occur over time (betting, real-time events)?
- 05 — Do all events have the same weight, or are there any critical ones?
- 06 — How do we expose/highlight critical events (e.g. now/coming up next)?
- 07 — How do we represent each event (photo, date, icon, text, rates)?
- 08 — For each event, do we need to display more details on tap/click?
- 09 — If yes, how do we display these details (accordion, tooltip, overlay)?
- 10 — Should some events or time segments be available/fixed at all times?
- 11 — Do we communicate changes over time with an underlying histogram?
- 12 — Do we need any filters for various event types? Where do we place them?
- 13 — Do we need a slider to help users filter out irrelevant segments?
- 14 — Can we use a dual-point slider to explore timeline in snapshots (video-editing)?
- 15 — Would a horizontal or vertical timeline work best on desktop?
- 16 — Can we break up the timeline across multiple lines (wrapping, snake)?
- 17 — Can we break down the timeline into segments (e.g. tabs, swipers, accordions)?
- 18 — Can we collapse calm segments to make space for busy segments?
- 19 — Can we add zooming to change the number of events or level of detail?
- 20 — Can we make better use of mobile space with a circle/square UI?
- 21 — Can we add a mini-map to help users navigate a complex timeline?
- 22 — Can users explore events with a swiper or a wheel navigation?
- 23 — Can we show dependencies via metaphors (tree, branches, layers, bubbles)?
- 24 — With a lot of events, how many do we expose by default (mobile/desktop)?

TIMELINES SUMMARY

- 01 — Timelines don't have to be only horizontal or vertical.
- 02 — Experiment with circular/snake/organic shapes, too.
- 03 — Break down the timeline into accordion segments.
- 04 — Collapse on "calm" times, expand on busy activities.
- 05 — Collapse more aggressively on narrow screens.
- 06 — Provide a switch between views (bird/detail view).
- 07 — For complex timelines, group similar items into tabs.
- 08 — A tree view might be appropriate for historic contexts.