



# MULTISCREEN UX DESIGN

DEVELOPING FOR  
A MULTITUDE OF DEVICES

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Wolfram Nagel

# Contents

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Foreword .....	ix
Guest Commentary from the Publisher of the German book .....	xi
Preface.....	xiii
Acknowledgments.....	xv

## CHAPTER 1 Introduction ..... 1

1.1 Multiscreen .....	1
1.2 Important Terms.....	3
1.3 The Book and its Usage.....	6
1.3.1 Correlations.....	8
1.4 Orientation Aids and Central Themes.....	9

## CHAPTER 2 Four Screens ..... 11

2.1 Overview.....	11
2.2 Categorization of Devices.....	13
2.3 Device Classes .....	13
2.3.1 Mobile Device.....	18
2.4 Device Differences.....	20
2.4.1 Conceptual Considerations .....	20
2.4.2 Device Experience .....	22
2.5 Device Prototypes.....	24
2.5.1 Smartphone .....	25
2.5.2 Tablet .....	27
2.5.3 Laptop or Desktop PC .....	28
2.5.4 Smart TV.....	29
2.5.5 Smartwatch .....	31
2.6 Multiscreen Ecosystems .....	33
2.6.1 Ecosystems .....	33
2.6.2 Ecosystem and Experience Categories .....	34
2.7 Conclusion and Tips .....	36

## CHAPTER 3 Users and Their Typification ..... 39

3.1 Understanding Users.....	39
3.1.1 Device Usage .....	40
3.1.2 Prototypical Users.....	41
3.2 Daily Routine .....	41
3.2.1 Touchpoint Matrix .....	42
3.2.2 Multiscreen Day Flow .....	43

<b>3.3</b>	Motives and Needs .....	45	<b>5.4</b>	Device Shifting .....	118																																																																																			
3.3.1	Emotion Map .....	46	<b>5.5</b>	Complementarity .....	124																																																																																			
3.3.2	Application of the Emotion Map .....	50	<b>5.6</b>	Synchronization .....	133																																																																																			
<b>3.4</b>	Typification and Segmentation .....	51	<b>5.7</b>	Screen Sharing .....	141																																																																																			
<b>3.5</b>	User Prototypes .....	54	<b>5.8</b>	Coherence .....	144																																																																																			
3.5.1	Overview of User Prototypes .....	58	5.8.1	Adaptability .....	147																																																																																			
3.5.2	Margaret Brown .....	60	<b>5.9</b>	Fluidity .....	162																																																																																			
3.5.3	Barbara Stewart .....	61	5.9.1	Service Equality .....	164																																																																																			
3.5.4	Kelly Adams .....	62	5.9.2	Fluid Interaction .....	166																																																																																			
3.5.5	Melissa Anderson .....	63	<b>5.10</b>	Smart Content .....	168																																																																																			
3.5.6	Andrew Collins .....	64	5.10.1	Content Strategy .....	174																																																																																			
3.5.7	Mark Hudson .....	65	5.10.2	Extensibility .....	176																																																																																			
3.5.8	Robert Sullivan .....	66	<b>5.11</b>	Mashability .....	179																																																																																			
3.5.9	Larry Newton .....	67	<b>5.12</b>	Communification .....	185																																																																																			
3.5.10	Typical Daily Routine of Larry Newton .....	68	<b>5.13</b>	Gamification .....	191																																																																																			
3.5.11	Touchpoint Matrix of Larry Newton .....	68	<b>5.14</b>	Storyfication .....	195																																																																																			
3.5.12	Multiscreen Day Flow of Larry Newton .....	70	<b>5.15</b>	Emotionality .....	200																																																																																			
3.5.13	Emotion Map of Larry Newton .....	70	<b>5.16</b>	Microjoyment .....	207																																																																																			
3.5.14	Pioneers of the Digital Society Analyzed in Detail .....	71	<b>5.17</b>	Hybrid Media .....	214																																																																																			
<b>3.6</b>	Conclusion and Tips .....	73	<b>5.18</b>	Technical Challenges .....	216																																																																																			
<b>CHAPTER 4</b>	<b>Context of Use .....</b>	<b>75</b>	<b>5.19</b>	Legal Issues .....	219																																																																																			
<b>4.1</b>	The Context of Use .....	76	<b>5.20</b>	Conclusion and Tips .....	224																																																																																			
4.1.1	Context Complexity .....	77																																																																																						
<b>4.2</b>	Parameters of the Context of Use .....	78	<b>CHAPTER 6</b>	<b>Next-Generation Information Experience and the Future Of Content (Management) .....</b>	<b>229</b>																																																																																			
4.2.1	Environment .....	80	4.2.2	Situation .....	82	<b>6.1</b>	Jumping-Off Point .....	230	4.2.3	Usage Mode .....	84	4.2.4	Detailed Questions .....	86	<b>6.2</b>	Innovative Concepts and Trends .....	231	<b>4.3</b>	Context Relevance .....	88	<b>6.3</b>	The Future of Content Management (Systems) .....	235	<b>4.4</b>	The Mobile Context of Use .....	91	6.3.1	The Need for Smart Content .....	235	4.4.1	Behavioral Patterns in the Mobile Context .....	98	6.3.2	Smart Content Management .....	236	<b>4.5</b>	Context Prototypes .....	99	6.3.3	System, Methods, and Processes .....	236	<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246
4.2.2	Situation .....	82	<b>6.1</b>	Jumping-Off Point .....	230																																																																																			
4.2.3	Usage Mode .....	84	4.2.4	Detailed Questions .....	86	<b>6.2</b>	Innovative Concepts and Trends .....	231	<b>4.3</b>	Context Relevance .....	88	<b>6.3</b>	The Future of Content Management (Systems) .....	235	<b>4.4</b>	The Mobile Context of Use .....	91	6.3.1	The Need for Smart Content .....	235	4.4.1	Behavioral Patterns in the Mobile Context .....	98	6.3.2	Smart Content Management .....	236	<b>4.5</b>	Context Prototypes .....	99	6.3.3	System, Methods, and Processes .....	236	<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246									
4.2.4	Detailed Questions .....	86	<b>6.2</b>	Innovative Concepts and Trends .....	231																																																																																			
<b>4.3</b>	Context Relevance .....	88	<b>6.3</b>	The Future of Content Management (Systems) .....	235	<b>4.4</b>	The Mobile Context of Use .....	91	6.3.1	The Need for Smart Content .....	235	4.4.1	Behavioral Patterns in the Mobile Context .....	98	6.3.2	Smart Content Management .....	236	<b>4.5</b>	Context Prototypes .....	99	6.3.3	System, Methods, and Processes .....	236	<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																		
<b>6.3</b>	The Future of Content Management (Systems) .....	235																																																																																						
<b>4.4</b>	The Mobile Context of Use .....	91	6.3.1	The Need for Smart Content .....	235	4.4.1	Behavioral Patterns in the Mobile Context .....	98	6.3.2	Smart Content Management .....	236	<b>4.5</b>	Context Prototypes .....	99	6.3.3	System, Methods, and Processes .....	236	<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																								
6.3.1	The Need for Smart Content .....	235																																																																																						
4.4.1	Behavioral Patterns in the Mobile Context .....	98	6.3.2	Smart Content Management .....	236	<b>4.5</b>	Context Prototypes .....	99	6.3.3	System, Methods, and Processes .....	236	<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																														
6.3.2	Smart Content Management .....	236																																																																																						
<b>4.5</b>	Context Prototypes .....	99	6.3.3	System, Methods, and Processes .....	236	<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																				
6.3.3	System, Methods, and Processes .....	236																																																																																						
<b>4.6</b>	Conclusion and Tips .....	100	6.3.4	Content Management, CMS Interface, and User Experience .....	238	<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																										
6.3.4	Content Management, CMS Interface, and User Experience .....	238																																																																																						
<b>CHAPTER 5</b>	<b>Strategies and Examples .....</b>	<b>101</b>	6.3.5	Information Experience: Making Information into an Experience .....	241	Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243	<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																																
6.3.5	Information Experience: Making Information into an Experience .....	241																																																																																						
Overview .....	102	<b>6.4</b>	New Requirements from Authors and Editors .....	243																																																																																				
<b>5.1</b>	Mobile First .....	106	6.4.1	Author Experience Versus Editor Experience .....	243	<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																																											
6.4.1	Author Experience Versus Editor Experience .....	243																																																																																						
<b>5.2</b>	Simultaneity .....	109	6.4.2	Customized Tools and Editing Modes .....	243	<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																																																	
6.4.2	Customized Tools and Editing Modes .....	243																																																																																						
<b>5.3</b>	Social TV .....	111	6.4.3	Content Manager Experience Design Process .....	244	5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245	5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																																																							
6.4.3	Content Manager Experience Design Process .....	244																																																																																						
5.3.1	Classification of Social TV .....	115	<b>6.5</b>	Editor- and Content-Centered Process .....	245																																																																																			
5.3.2	Social TV: The Five Stages of Interaction .....	116	<b>6.6</b>	Conclusion and tips .....	246																																																																																			
<b>6.6</b>	Conclusion and tips .....	246																																																																																						

<b>CHAPTER 7 Content Design and User Interface Architecture for Multiscreen Projects .....</b>	<b>247</b>
<b>7.1 A Crucial Shift for Content (Striking New Paths) .....</b>	<b>247</b>
7.1.1 Multiscreen-Ready Information Experience.....	250
7.1.2 An Independent Method for an Uncertain Future.....	251
7.1.3 Four Core Areas .....	253
<b>7.2 Building Block Principle .....</b>	<b>254</b>
7.2.1 Modular Approach: Atomic Design and Content Modeling.....	254
7.2.2 UI and Content Inventory (and Audit) .....	257
7.2.3 Modeling According to the Building Block Principle .....	258
7.2.4 Correlation between Content and UI .....	259
7.2.5 The Content Model Defines the (Back End) UI (Model) ...	260
7.2.6 Universality and Comprehensibility .....	261
<b>7.3 Processes and Tools .....</b>	<b>262</b>
7.3.1 Methodical Approach.....	262
7.3.2 Central Content (Management) Hub .....	263
7.3.3 A Modeling Software that is Suitable for the Building Block Principle .....	266
7.3.4 Quo Vadis Content and User Interface?.....	267
<b>7.4 Conclusion and Tips .....</b>	<b>268</b>
<b>CHAPTER 8 Conclusion and Outlook.....</b>	<b>269</b>
<b>8.1 Summary.....</b>	<b>269</b>
<b>8.2 Multiscreen and Beyond .....</b>	<b>270</b>
<b>8.3 The Future of Content Creation and User Interfaces.....</b>	<b>275</b>
<b>CHAPTER 9 Appendix .....</b>	<b>277</b>
<b>9.1 Persons in this Book .....</b>	<b>277</b>
<b>9.2 About the Author .....</b>	<b>280</b>
<b>9.3 References and Sources .....</b>	<b>281</b>
9.3.1 Image Credits.....	303
<b>Index .....</b>	<b>305</b>



# MULTISCREEN UX DESIGN

DEVELOPING FOR A MULTITUDE OF DEVICES

**A holistic approach to UX for designing across multiple screens**

People today use technology on different devices in different locations. Users expect to access information on all relevant screens and across multiple channels through smartphones, tablets, laptops/desktops, smart (internet-connected) TVs, and other devices, such as smartwatches for example. Multiscreen is no longer a nice add-on, it's a requirement. In this environment, user experience needs to cater to multiple devices.

This book provides a holistic approach that will help UX professionals to offer a hands-on guide for UX design across multiple screens. It presents an opportunity to learn how to cater designs for customers. Readers will find patterns, strategies, examples and case studies, methodologies, and insights to help inspire them to develop a viable strategy for their own digital products and services. UX professionals will walk through important elements of multiscreen UX:

- Investigating the devices and their capabilities
- Understanding the users and their capabilities
- Considering the context in which users use these devices
- Navigating next generation information experiences and the future of content management
- Designing content and UI architecture for multiscreen projects

**Key features include:**

- A hands-on, practical guide to UX design for how users approach content – across more than one screen at a time
- Discusses devices, users, and their practices
- Includes best practices, real-world examples, and tips and tricks
- A preface written by Scott Jenson

**Wolfram Nagel** is a UX and Conceptual Designer at SETU GmbH, a software engineering company based in Germany.

