

Mobile Design Pattern: Markable List

This design pattern is part of the [Mobile Design Patterns](#) series.

Description

A mechanism enabling users to select multiple items within a list then apply an action to the entire marked group of items.



Figure: A marked list of emails. Each marked item is indicated with a check mark.

Advantages

- Can be extremely useful in high productivity scenarios such as deletion or management of email.

Disadvantages

- Can require complex sequences of actions that may not be easily discoverable.

Use when

- To create a multi-selection list capability where it is not practical (or desirable) to implement a [multi-selection list](#).
- This option is most useful to enable record management (i.e. emails, photos, audio, video, documents). Common contextual commands include Move, Delete, Upload, Add to folder etc.

Use how

- A [contextual menu command](#) is provided enabling users to Mark items by first placing focus on them and then selecting this Mark command.
- A 'Mark All' option is also provided.
- Once one or more items have been marked, 'Unmark All' replaces 'Mark All' and an additional 'Unmark' command becomes available.
- The user is free to apply any contextually available command to the group of items at any time. **Note:** Only commands that can be applied to the entire group should be provided.
- Once the command is applied, the list items remain marked until the user navigates away from the list (typically through a Back or Exit command). In this way, multiple commands can be applied to the same Marked list without the need to re-mark the items.
- This pattern is most effective when combined with key-mapped shortcut to assist power-users. S60 3rd Edition FP2 now maps the Mark/Unmark command to the # key and has also implemented a host of [related shortcut behaviours](#). These dramatically reduce the amount of time required to mark large numbers of items however discoverability may be a concern given the sophistication of certain shortcuts.

Note: This pattern can be used with both direct and indirect manipulation devices. Note however that in a touch device without hardware keys, the marking may only be available through the Options menu. This can impact both discoverability and usability.

See [Touch Specific Issues in Lists](#) within the Nokia Developer Design and User Experience Library for more information.

Design Tips

- Clearly indicate the marked items using an easily recognizable symbol. S60 uses a check mark to indicate marked items.

- In this context the check mark (a common symbol to indicate correctness in many countries) is used to indicate a positive choice. In Japan however, a check mark can be used to mean that something is incorrect so may not be the best option [\[1\]](#).