Mobile Web Design : Completeness Meter

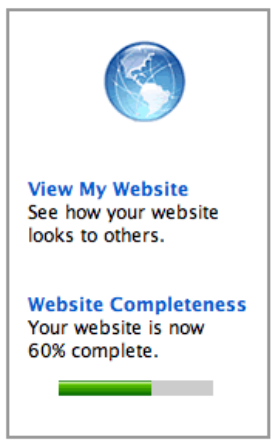
This design pattern is part of the Mobile Web Design series.

Introduction

There are some use cases which require an overall measurement, some sort of a quantitative analysis to understand how much/what percentage of an activity has been completed. The approach used to indicate this to the user of the website is known as **completeness meter**.

What is completeness meter

Completeness meter is an indicator/a barometer if you please to denote the overall completeness of a task, an activity etc. It is used to let the user know how much of the work vis a vis the given task they need to complete to get up to a certain level, the level could be measured in percentage terms, numerically, expressed in tags etc.



Completeness meter example

When to use

The completeness meter should be used in one of the following use case scenarios:-

- **The intention is to indicate to the user the overall status they are on vis-à-vis the activity for which the meter has been shown.**

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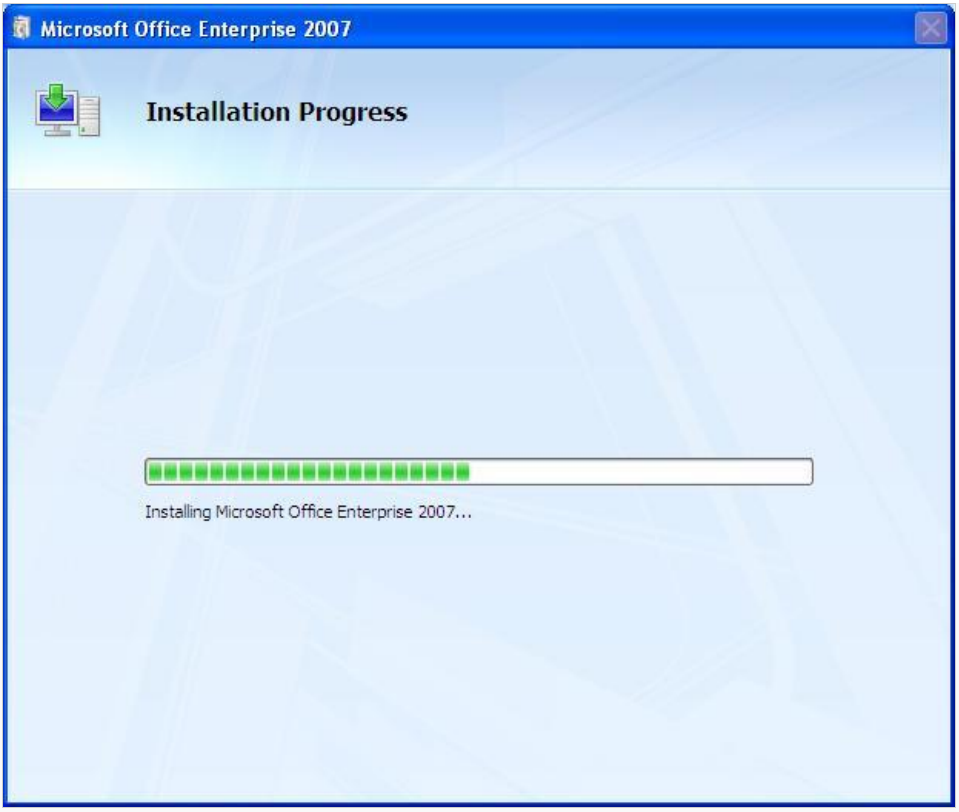
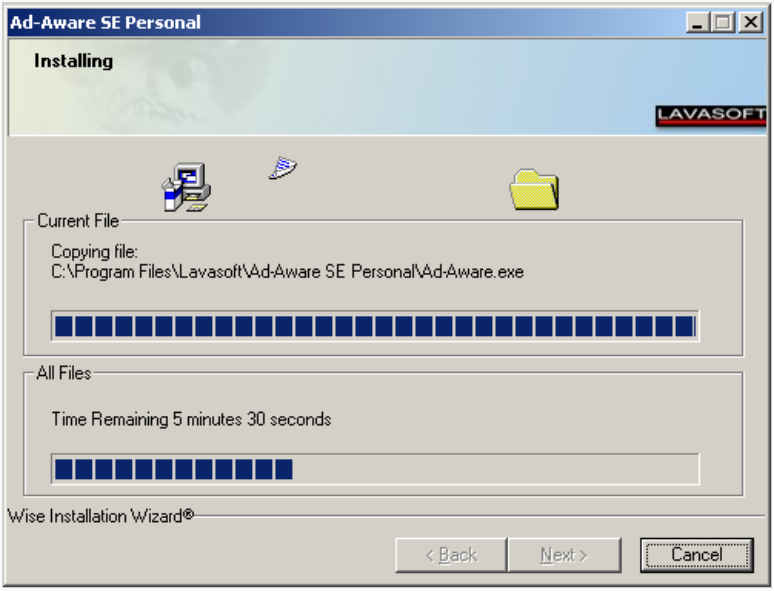
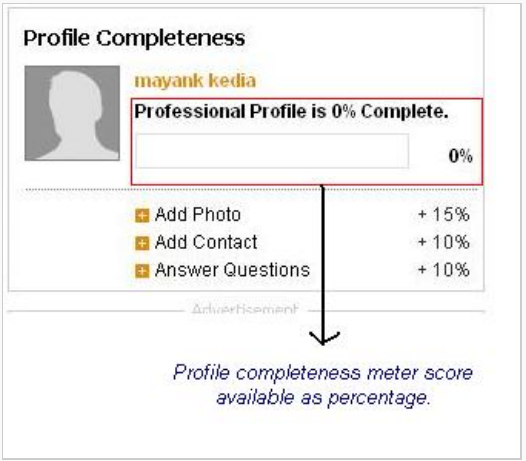


Completeness meter in software installation



Completeness meter with time remaining information

- **You want to fuel the user's interest by giving them some sort of a measurement figure, something they might have been loathe to complete without that extra bit of incentive.**



Quantitative figures for completeness

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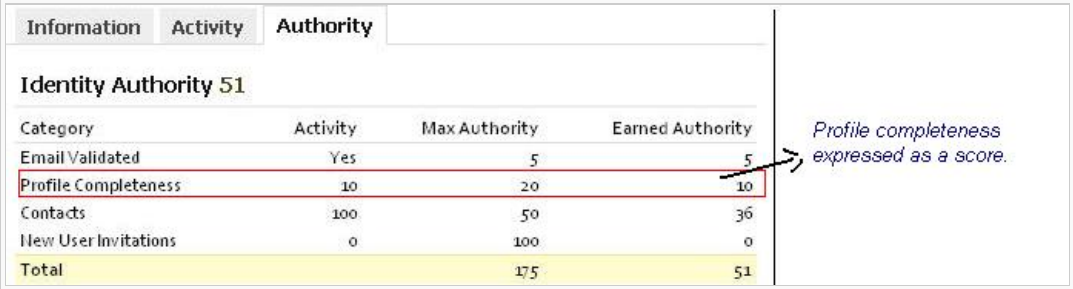
- **When the overall capabilities of the user can vary depending upon the completeness of their activity for instance credit points/trainings conducted etc.**



Capabilities depend on the completeness figures

- **When the website recognizes/rewards user based on their completeness, it could be a combination of both qualitative and quantitative inputs for instance.**

Advantages

Some of the key advantages of using the meter are:-

- It helps the user in ascertaining their overall progress towards their desired goals/task completion status.
- Helps the site to garner more information about the user, thereby tailoring the content more in sync with that data, for instance the user's hobbies/favorites etc.

Usability guidelines

Some usability guidelines to follow while using the meter are:-

- **Provide the user with help/information on how to improve their completeness ratings.**

Meter with edit option on linkedin

Helpful information to boost completeness

- **Always have a textual/figurative implementation of the meter so that the user knows their standings; don't use them internally without letting the user know.**
- **It might be a good idea to give the user a complete breakup of how the meter readings were arrived at.**

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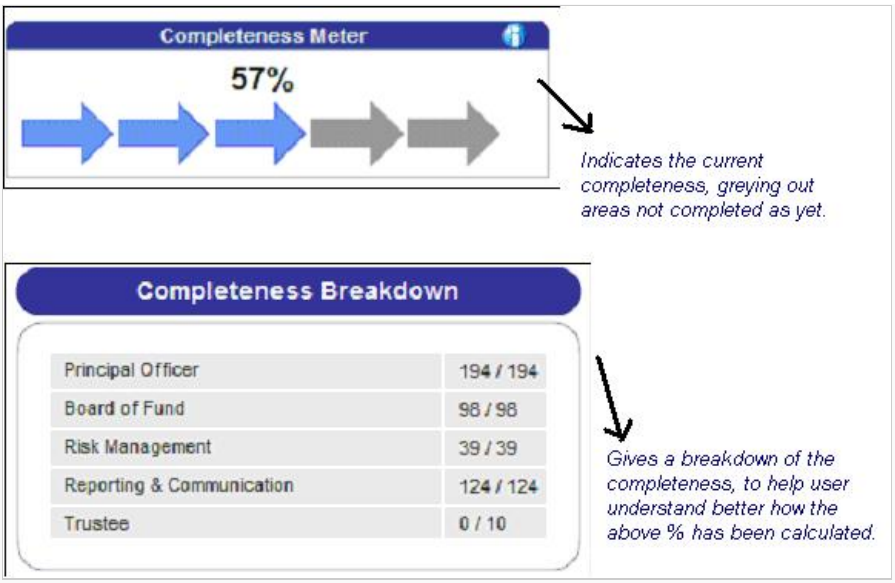

Breakdown of completeness

- If the use case of the website allows to, think about ways to reward the user with higher completeness ratings, this would motivate the others to get there as well.

--- Added by Mayank on 30/06/2009 ---

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