
DEPTH:

A Method for Usability Evaluation of Web-based Systems Based on Design Patterns and Heuristics Criteria

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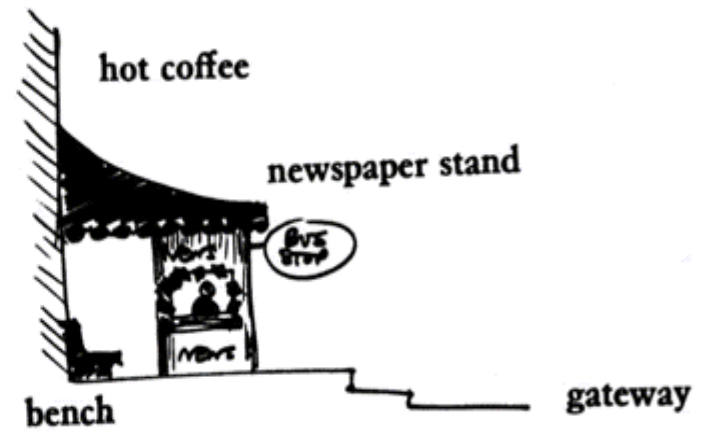
Computer Supported Learning Engineering Laboratory

<http://cosy.ted.unipi.gr>

Overview

- What is a design pattern (DP)
 - Definition
 - What they offer
 - History of patterns
 - Designing a web-based system using DPs
 - Examples of Design patterns
 - Evaluating a web-based system using DPs
 - DEPTH method
 - Criticism of DEPTH
-

Bus stops



20

The Bus Stop

The problem

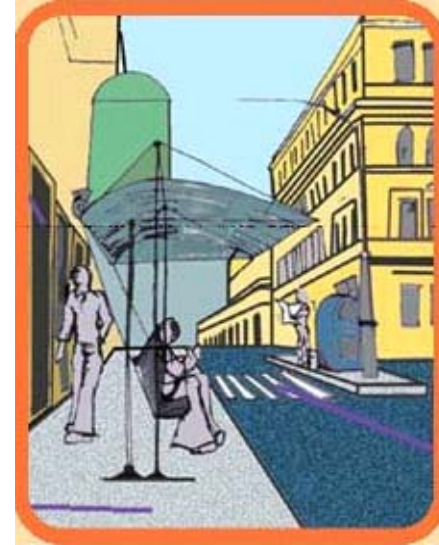
Bus stops must be easy to recognize, and pleasant, with enough activity around them to make people comfortable and safe

The solution

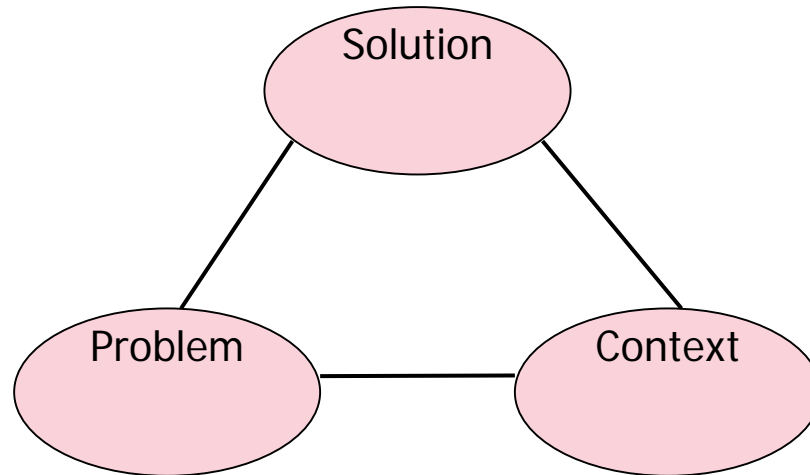
Build bus stop so that they form tiny centers of public life. Build them as part of the gateways into neighborhoods, work communities, parts of town. Locate them so that they work together with several other activities, at least a newsstand, maps, outdoor shelter, seats, and in various combinations, corner groceries, smoke shops, coffee bar, tree places, special road crossings, public bathrooms, squares, ...

Related patterns

Main gateway(53), public outdoor room(69), path shape(121), place to wait (150), food stand(93), seat spots(241)



What is a design pattern?



A **Solution** to a **Problem** in a **Context**

Alexander defines a pattern as follows:

".... Each pattern describes a **problem** which **occurs over and over** again **in our environment**, and then describes the core of the **solution** to that problem, in such a way that you can **use this solution a million times over**, without ever doing it the same way twice"

History of Design Pattern

- 1979: Christopher Alexander, architect, “The Timeless Way of Building”, Oxford Press
 - 1987: OOPSLA (Object Oriented Programming System), Orlando, presentation of design pattern to the community OO by Ward Cunningham and Kent Beck
 - 1995: Group of Four alias E. Gamma, R. Helm, R. Johnson and J. Vlissides : “Design Pattern: Elements of Reusable OO software”
 - CHI2002, CHI2003, CHI2004, INTERACT2005 Workshops on User Interaction Design Pattern
 - CSCW 2003 Workshop on e-learning design patterns
 - ECSCW Workshop: From Good Practices to Patterns: Mining socio-technical patterns from experience with groupware, September 15, 2003
 - EDMEDIA2004, CELDA2004, NL2004, SURF2005, ECTEL2006: Design patterns for e-learning
-

UI Design Pattern Languages

- 57 Web & 25 GUI– Design patterns - Martijn van Welie-
www.welie.com, [Interaction Design Patterns.htm](http://www.welie.com/InteractionDesignPatterns.htm)
 - 30 – Design patterns - Hypermedia Design Patterns Repository
<http://www.designpattern.lu.unisi.ch/PatternsRepository.htm>
 - 90 Design patterns - Douglas K. Van Duyne, James A. Landay, Jason I. Hong, "*The design of sites*", Addison –Wesley July 2002
 - The Interaction Design Patterns Page - pattern languages for interaction design (of which user interface design is a subset), and a few links to more general papers that may be of use to interaction designers.
 - http://www.pliant.org/personal/Tom_Erickson/InteractionPatterns.html
 - 30 UI Patterns Jenifer Tidwell <http://www.time-tripper.com/uipatterns/>
-

Web Design patterns

Site Types

- [My Site](#)
- [Portal](#)
- [Commerce Site](#)
- [Community Site](#)
- [Branded Promo Site](#)
- [Corporate Site](#)
- [News Site](#)
- [Museum Site](#)
- [Automotive Site](#)
- [Web-based Application](#)
- [Travel/booking Site](#)
- [Multinational Site](#)
- [Artist Site](#)

Navigation

- [Main Navigation](#)
- [Bread crumbs](#)
- [Double tab](#)
- [Meta Navigation](#)
- [Split Navigation](#)
- [Repeated Menu](#)
- [Faceted Navigation](#)
- [Teaser Menu](#)
- [Header-less Menu](#)
- [Fly-out Menu](#)
- [Directory](#)
- [Trail Menu](#)
- [Scrolling Menu](#)
- [Shortcut Box](#)
- [Image Menu](#)

User Experiences

- [Shopping](#)
- [Community](#)
- [Learning](#)

Searching

- [Simple Search](#)
- [Advanced Search](#)
- [Search Results](#)
- [Search Area](#)
- [Sitemap](#)
- [Topic Pages](#)
- [Search Tips](#)
- [Site Index](#)
- [Help Wizard](#)
- [FAQ](#)

Ecommerce

- [Shopping cart](#)
- [Login](#)
- [Registering](#)
- [Product Comparison](#)
- [Product Configurator](#)
- [Product Advisor](#)
- [Premium Content Lock](#)
- [Newsletter](#)
- [Case study](#)
- [Booking process](#)
- [Store Locator](#)
- [Virtual Product Display](#)

Basic Page Types

- [Homepage](#)
- [Contact Page](#)
- [Processing Page](#)
- [Printer-friendly Page](#)
- [Article Page](#)
- [Blog Page](#)
- [Product Page](#)
- [Forms](#)
- [Input Error Message](#)

Related sites:

[These patterns in russian!!!](#)

[Jenifer's new UI patterns](#)

[Jan Borcher's patterns](#)

[Sari Laakso's patterns](#)

NEW!

[View a random pattern](#)

ATTENTION:

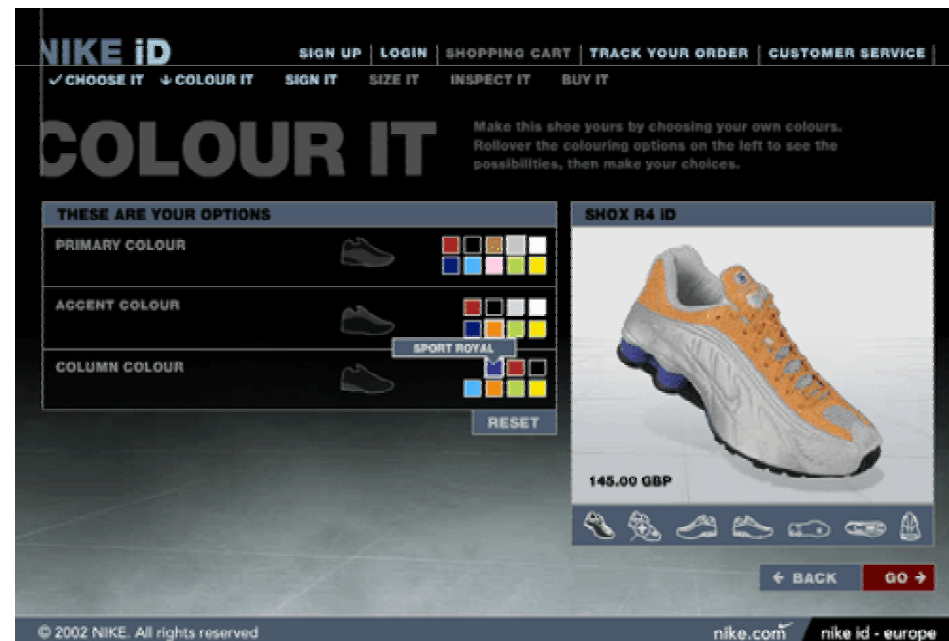
This sections contains many incomplete patterns, I know. That is because it is work-in-progress.

If you have any comments, suggestions or if you know of better examples.. let me

The Product Configurator Design Pattern

[From Welie]

- **Problem:** Users want to configure the product they may intend to buy
- **Use When:** You want users to get more enthusiastic about a product by letting them 'control' the product and kind of 'personalize' it.



Source: www.nickie.com

The Product Configurator Design Pattern

[From Welie]

- **Solution:** Allow users to configure a product using a direct and visual version of the configured product
 - Configuring is usually done in several steps because there may be several aspects of the product that can be configured, e.g. the colour, material, writings etc.
 - The **product configurator** is therefore a Wizard where every configurable aspect of the product is handled in a single step.
 - Additionally there may be a 'buy' or 'order' step that leads to some additional steps for the wizard.
 - Since the steps of the process are usually not dependent on each other, Tabs can also be used to set each aspect instead of using a **Wizard**.

The Product Configurator Design Pattern

[From Welie]

[Solution continued...]

- The **product configurator** is a highly interactive concept where users can visually configure the product. Every time users make a change they should immediately see the results. Usually the users start with a base-configuration that can be changed.
- **Why:** The product configurator allows people to 'play' with a product and literally 'see' the different options. This way they can see the product as-is, a preview of the product they may want to order.

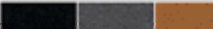


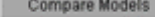
The Product Configurator Design Pattern


[From Welie]

- **Example:** At the Porsche US site potential customers can configure their 'ideal' Porsche. The model, exterior color, cabriolet tops, interior color, and equipment can be changed while the two images show the currently selected configuration.



Special Leather - Boxster Red
Extra charge: US\$ 3,700

Models	▶	Leatherette / Leather	
Exterior Color	▶		
Cabriolet Tops	▶	Leather	
Wheels	▶		
Spoiler	▶	Natural Leather	
Interior Color	▶		
Equipment	▶		



Configuration Your Porsche Compare Models Load / Save Configuration Dealer Contact Print Help

- **Relationships:** Shopping Cart, Wizard

Source: <http://www3.us.porsche.com/>

Patterns Can ...

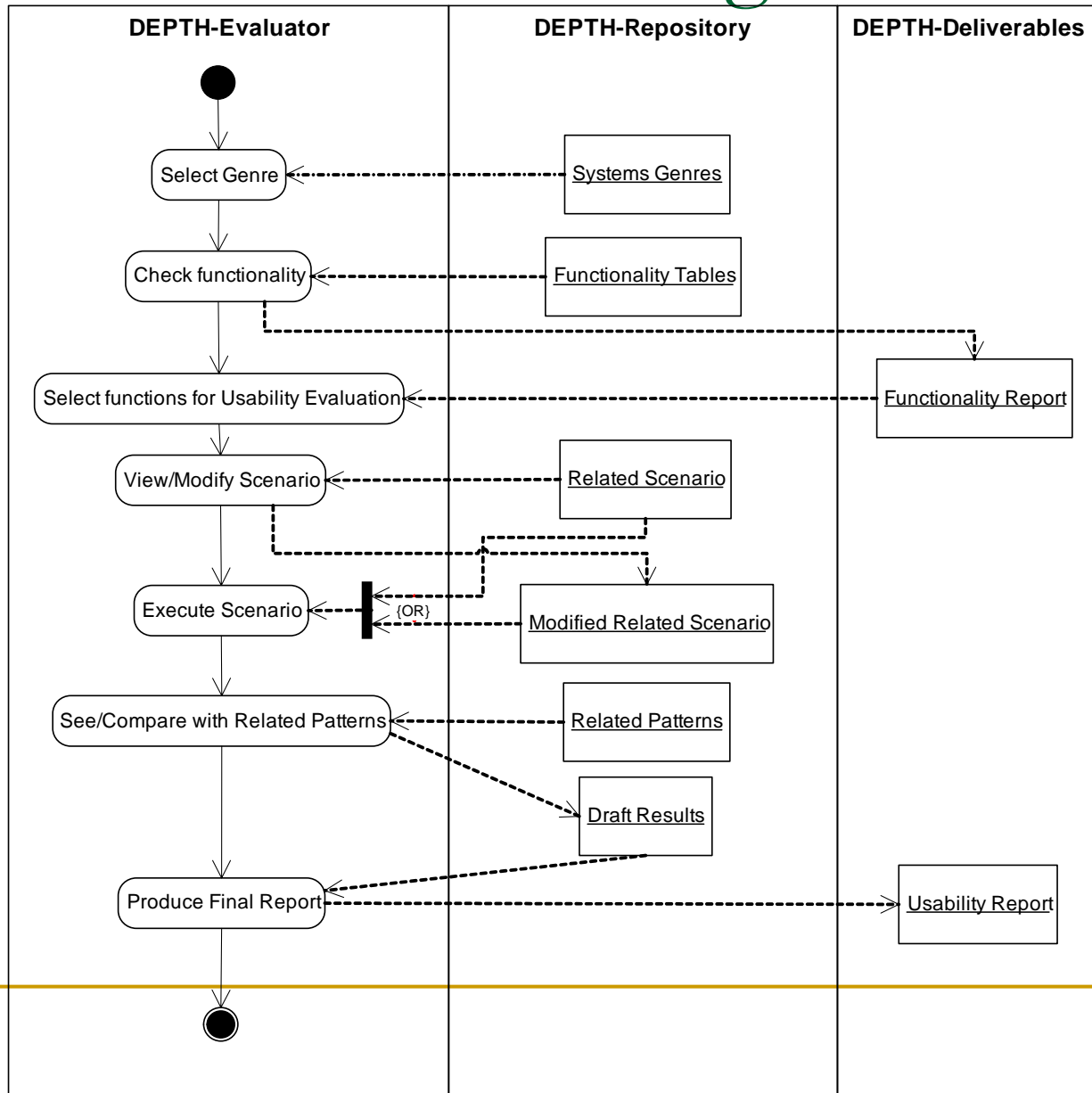
- Capture **expert practice** in specific context
 - Provide **common nomenclature** for designers
 - Provide “**shorthand**” for effectively communicating complex principles
 - Help **documentation** and **justification** of the rationale
 - Capture the most important aspects of a problem solution in a **standard format** with a formalism
 - Show multiple **examples** of solutions
 - Become a tool for **collaboration** among peers who are interested in designing activities
-

Motivation in using Design Patterns for Usability Evaluation Purposes

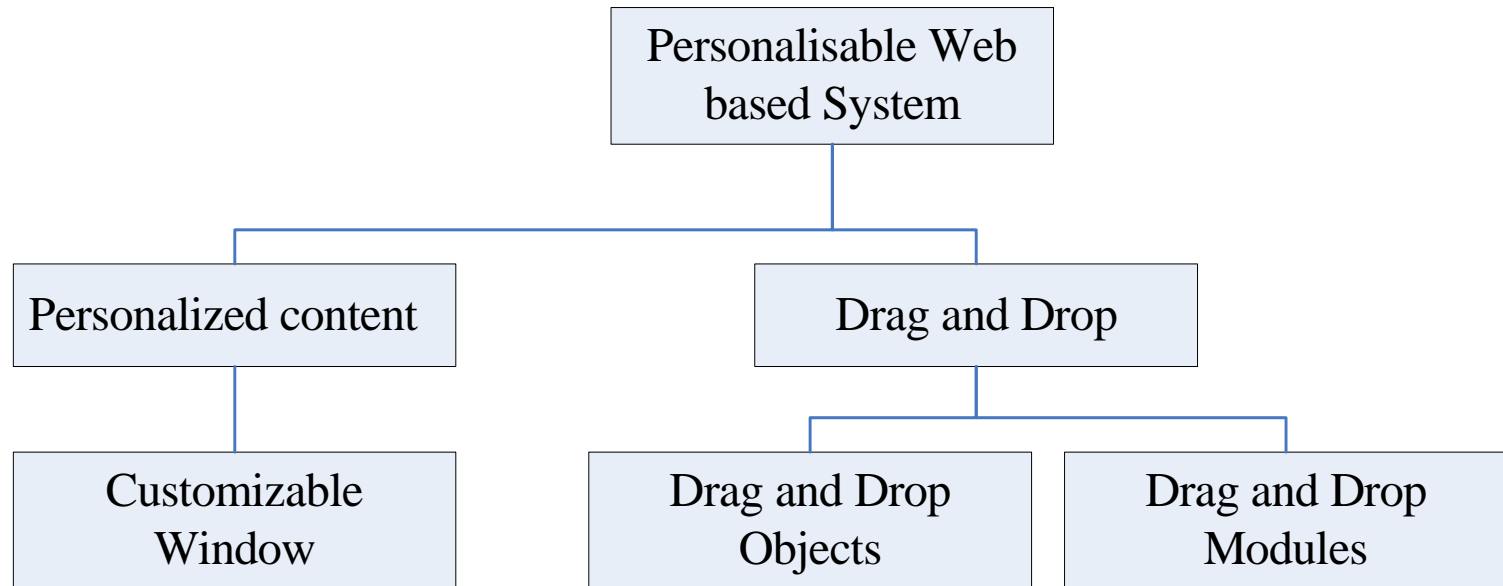
- We try to **minimize the time** spent for the preparatory phase of a usability study
 - To create the scenarios and tasks to be checked and the things we would like to check each time
- To help **novices** in usability evaluation
 - not always try to look for usability experts
 - Patterns contain the distilled knowledge of an expert as well as their tacit knowledge
 - HCI design patterns are the means for expressing the “ideal” functionality of a web site in a justified and not prescriptive way.

So we have to correlate the “expert view” of a web site (in terms with HCI patterns) and the actual implementation

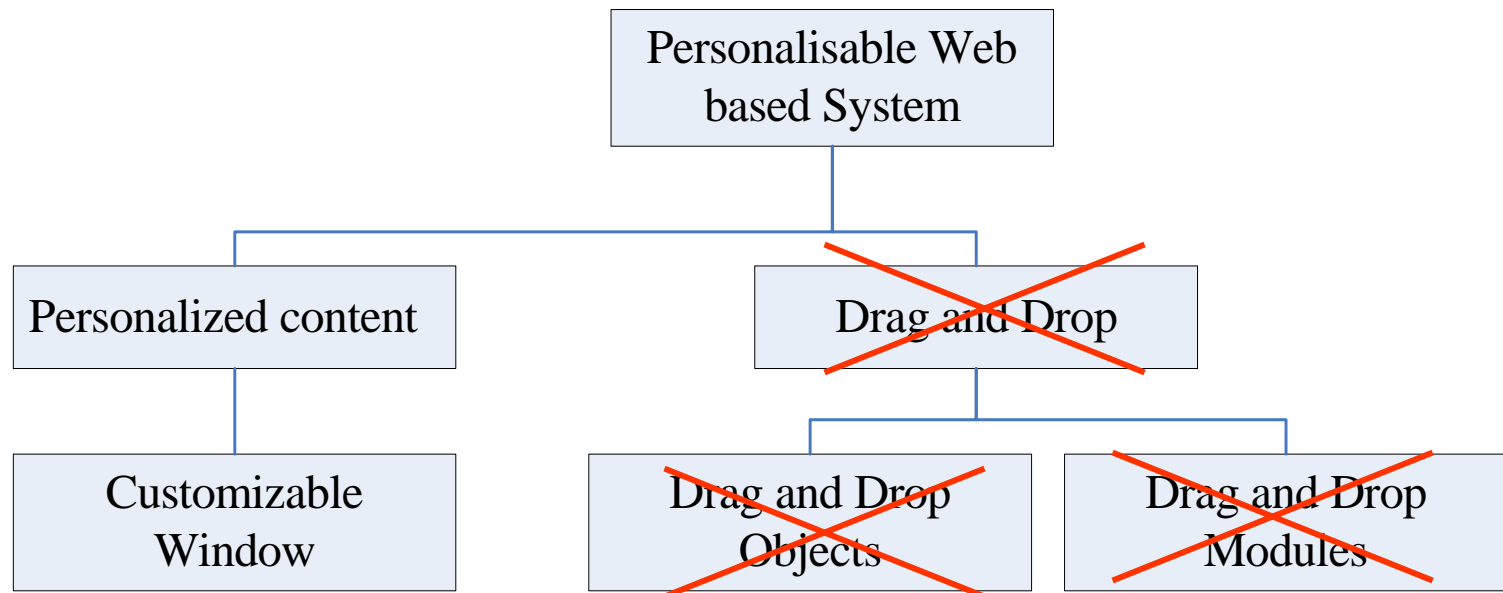
DEPTH method at a glance



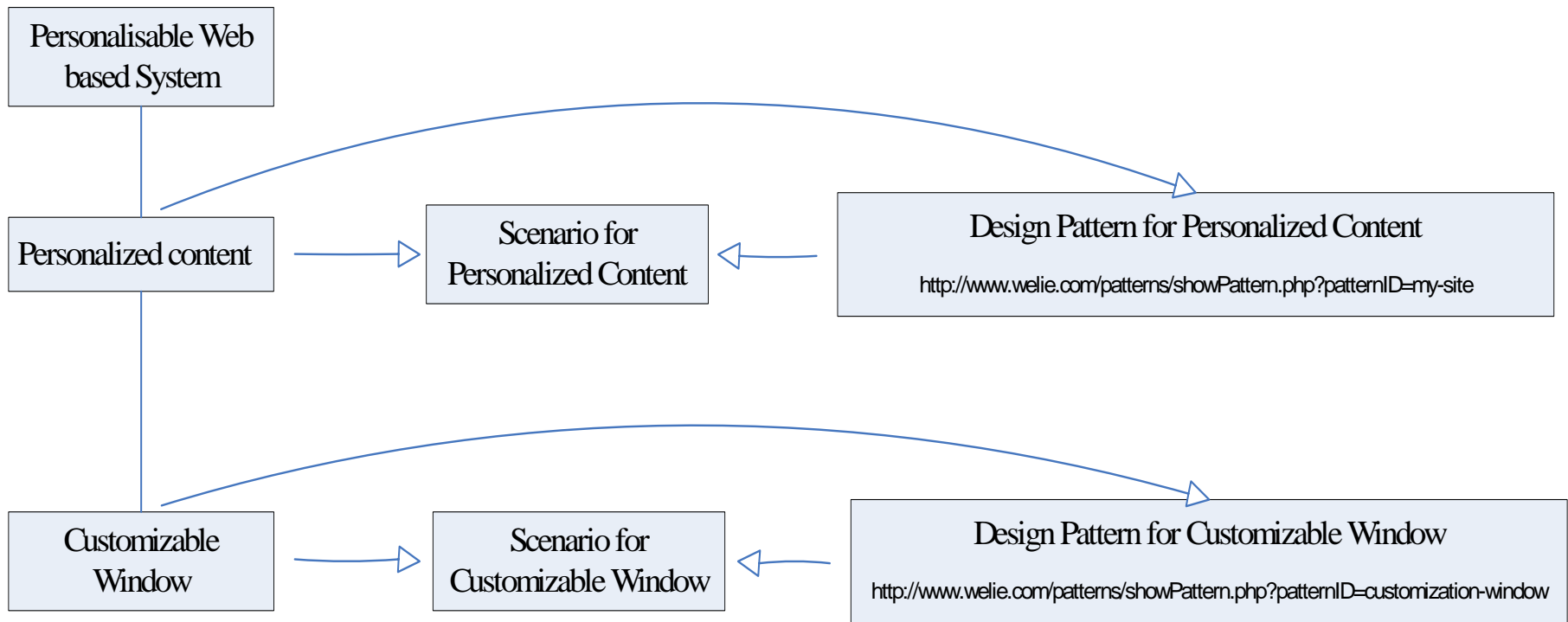
Specifying the functionality of the system



Trimming the functionality of the system for evaluation



Relations among selected functionalities, scenarios and Design Patterns



Personalized 'My' Site

Nasdaq	1,113.81	-0.30
DJIA	7,237.93	-48.24
S&P 500	772.27	-4.49
AOL	11.17	+0.43

From www.netscape.com

Problem User have a need to define their own page elements

Use when Typically used in a [Portal Site](#). Or in e-commerce sites where users have their own portions of the site.

Solution Create a part of the site that belongs to a user and that is controlled by that user.

First log in and then present a customized personal section. Usually the pages are built up using 'modules' that the users has selected. Each module is a [Customizable Window](#). Users can change the which modules they want and in which layout and graphical presentation.

Find patterns that are related to the tasks

(from: <http://www.welie.com/patterns/showPattern.php?patternID=my-site>)

More Examples

Customizable Window



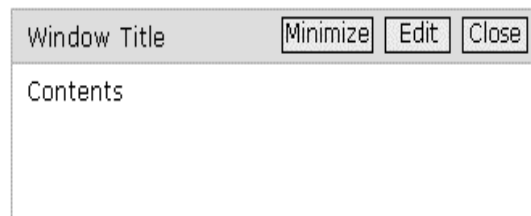
From the My Yahoo sections of www.yahoo.com

Problem Users ideally want to have fully personalized content

Use when Websites that offer categorized content where users may be only interested in a handful of categories or items. This pattern is used when there is some form of customization available to the users. Often this is when it is a personal site such as a [Personalized 'My' Site](#). Typically users will need to do some form of [Login](#).

Solution Use "windows" with select items that users can adapt or click away.

Users are presented with areas that look like they are kind of windows. They have a "close" or "minimize" button next to an "edit" or "customize" button. Users can customize what is displayed in the window or take it away completely. The settings are stored for each user and they see their customized window upon return.



Find patterns that are related to the tasks

(from:

<http://www.welie.com/patterns/showPattern.php?patternID=customization-window>)

Why The window metaphor suggests functionality many users are familiar with. By making them customizable users can dynamically create the web page as they want.

More Examples The site www.startpagina.nl is almost completely built up using customization windows:



and..



Scenario and questions

Georgiakakis Petros

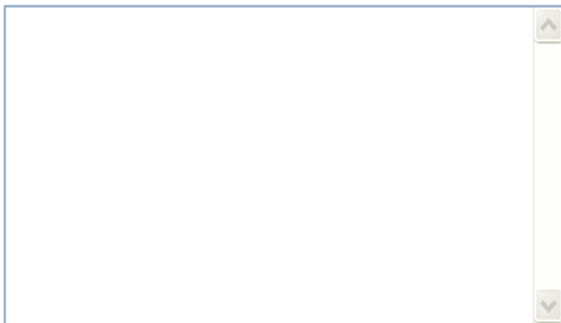
Personalized Content

Customizable Window

You are visiting a site that offers categorized content. Let say you are interested in several categories of items not as many as the intro page is providing and not exactly what provided. Let us try to dynamically create a web page according to your interests. Try to close or minimise those windows not wanted. Try to edit or customise those that interest you. Try to bring in your page some that are not listed. Try to change the colours of each window or of the layout of your page. Try to change the graphical presentation of some modules as the reading pane settings of the listings you prefer.

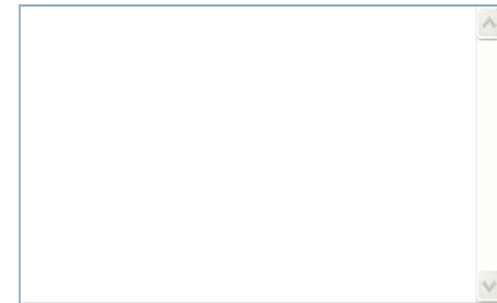
- **Question 1**

Were you able to “minimize” or even “close” selected modules?



- **Question 2**

Were you able to “edit” or “customize” selected modules, like changing colours, or the reading pane settings?



[Start](#)

[Previous](#)

[Next](#)

... theory and practice?

- We evaluated a personalized web-based system (naftemporiki.gr) using DEPTH
 - Usability findings were not our prime focus since
 - we used a rather small set of functionalities.
 - Generally the specific system supports configurability in a user friendly manner.
 - We were interested in fine tuning the method for this specific genre of systems (personalisable systems).
We found that:
 - Need of user oriented scenarios specific for each functionality
 - Lack of patterns associated with users' characteristics
 - Reuse of scenarios provided by experts for every user type
-

A tool to support DEPTH

- We have implemented a prototype Web-based tool for designing and implementing evaluations based on DEPTH methodology (<http://softlab.teipir.gr/depth.htm>). The tool supports both preparatory and execution phase.
 - More specifically, the tool supports the following tasks:
 - Selecting genre of web application
 - Specifying the checkpoints/functionalities that will be examined
 - Create scenarios and relate them with specific functionalities
 - Associating functionalities with patterns and creating network of patterns
 - managing evaluation sessions and recording the results
 - authorized and personalized access for the “Designers”, “Session managers” and “Evaluators”.
-

The DEPTH Evaluation Toolkit

- Patterns' repository:
 - Patterns are arranged by genre & functionality
 - There are genre independent patterns

- Scenarios' repository

- Scenarios are related to functionality and patterns

- Reporting system

The screenshot displays the DEPTH Evaluation Toolkit interface. The top menu bar includes options like LogOn/Off, Patterns Repository, View Patterns, Evaluations ToolBox, Communication, Administration, and Help. The main window is divided into several sections:

- Left Panel:** A tree view showing the pattern repository structure:
 - ANSCL systems
 - Adaptive Hypemedia Web-Based Systems
 - Personalized My Site
 - Drag and Drop
 - Customizable Window
 - My Pattern

- Top Bar:** Includes a 'LogOn/Off' button and a 'Log On/Off' button with a padlock icon.
- Form Area:** Titled 'Edit Form... VD_Pattern', it contains fields for:
- PatternID: 118
- Name: Customizable Window
- ParentPattern: 117 Personalized My Site
- Open_User: Πέτρος Γεωργιαδάκης
- Text Area:** Contains a description: "Users ideally want to have fully personalized content. (from Willie Web Design Patterns Repository)".
- Buttons:** Check, SAVE, Add New, Delete.
- Bottom Panel:** A list of categories with expand/collapse icons:
- ANSCL systems
- Personalisable Web-Based Systems
- Personalize 'My' Site
- Drag and Drop
- Drag and Drop modules
- Customizable Window

Method's Advantages

- ❑ Provides source of tasks & requirements to be evaluated
 - ❑ Do we really need usability experts? The “expert” section could probably be performed by a “power end user”?
 - ❑ Isolated areas of interest can only be evaluated (eg checkout process)
-

Method's Disadvantages

- ❑ Design patterns are not that many but the field is still evolving
 - ❑ Will there always be a design pattern to validate all areas of interest in a web-site?
 - Application dependent scenarios created by experts
-

Future plans

- To use it in more evaluation studies
 - We have started with the evaluation of Learning Management Systems (WebCT, Blackboard) and Collaborative Tools & e-tourism sites
 - e-bookstores like www.amazon.com, www.ianos.gr, www.wal-mart.com, www.plaisio.gr
 - e-learning brokerage platforms, like Universal, MERLOT, WorldLectureHall, COREO, etc.
 - Wiki-systems, like TikiWiki
 - Synchronous Web Conferencing Systems like netmeeting, Centra

 - To answer to questions about
 - The granularity of the scenario
 - a scenario can be highly scripted or loosely defined. One of the main difficulties is how to create such scenarios.
 - Why not create scenarios per design pattern...
 - The use of patterns that are “genre independent”
 - The time that the novice usability engineer will read the pattern (prior or after his/her evaluation)

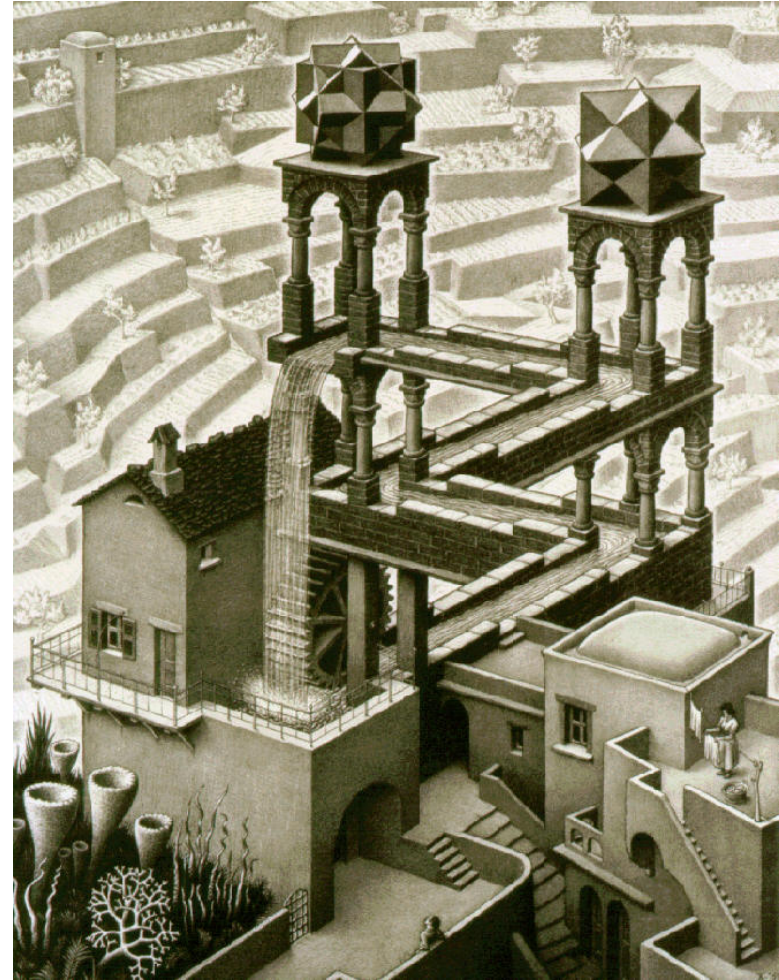
 - To check if we can use DEPTH for supporting scenario-based user inspection/enquiry sessions.
-

Conclusion

The **most important** part of a successful design is the underlying conceptual model.

The **hard part** of design: formulating an appropriate conceptual model and then assuring that everything else be consistent with it.

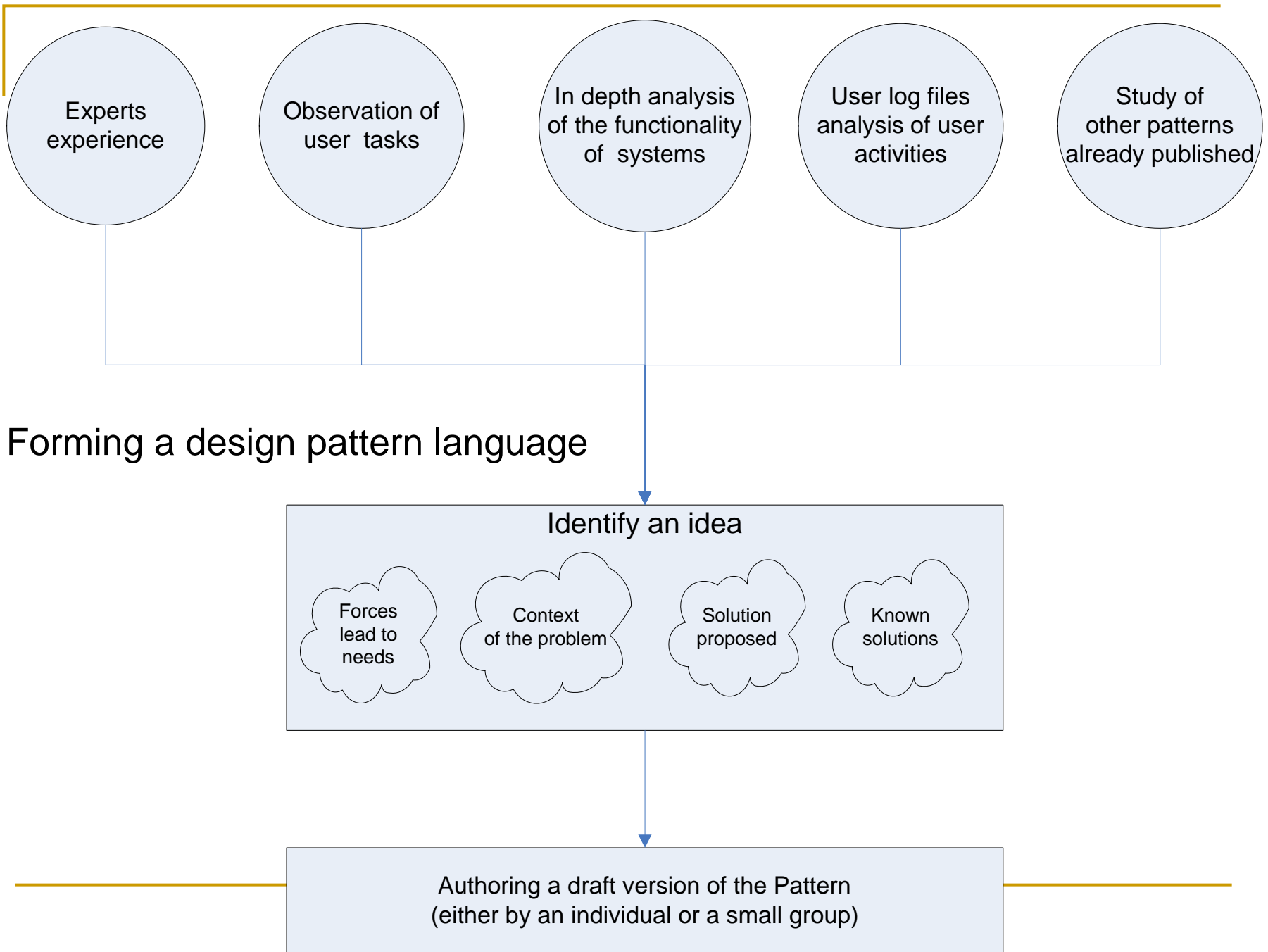
Donald Norman



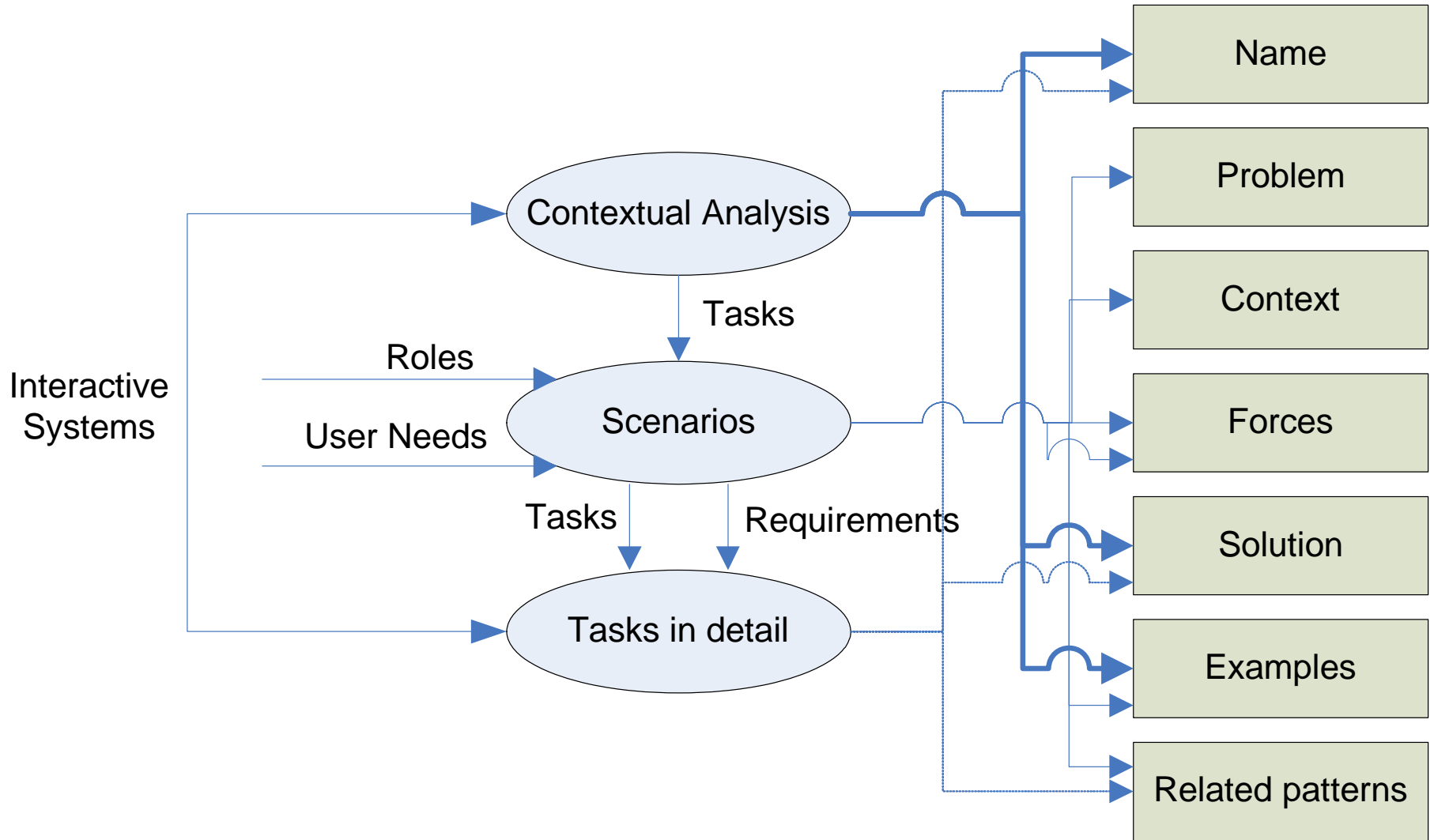
M.C. ESCHER

Questions?





Eliciting a pattern



Usability Evaluation Methods

pros and cons

Name	Description	Synopsis	Advantages	Disadvantages
Expert Review	People having sufficient experience or an advanced degree in a related discipline (HCI experts) critique a product separately or in groups to determine areas in need of improvement.	<ul style="list-style-type: none"> •No guidelines •No Scenarios or tasks •Uses experts 	<ul style="list-style-type: none"> •Uses experts •May cover entire problem space 	<ul style="list-style-type: none"> •May be difficult to standardize or categorize rationale for design changes
Heuristic Evaluation	HCI experts separately review an interface and categorize and justify problems based on a short set of heuristics (rules of thumb).	<ul style="list-style-type: none"> •Uses short guidelines •No scenarios or tasks •Uses experts 	<ul style="list-style-type: none"> •Uses experts •Gives multiple reviewers common rules to site for justification of reviews •Reasonably fast 	<ul style="list-style-type: none"> •The validity of Nielsen's guidelines have been questioned and alternative guidelines exist
Cognitive Walkthrough	A method which fully utilizes task scenarios to stress the user's cognitive process and model, which guides the analysis.	<ul style="list-style-type: none"> •Uses "information processing perspective" which puts the focus on the user's cognitive process and perception •Uses scenarios and tasks 	<ul style="list-style-type: none"> •Puts the focus on the user •May focus on known problem areas •Recognition of user goals 	<ul style="list-style-type: none"> •May be tedious •Tries to make the designer the user •Inherent bias because of task selection •Does not cover entire problem space

DEPTH Process - Preparatory Phase

- Decide upon the focus of the evaluation
 - Gather all the design patterns related to domain application under evaluation.
 - The design patterns are actually related to features of the web application under evaluation.
 - Select the patterns that will be applied in the evaluation process
 - Create the set of interrelated patterns that will be used during the evaluation.
 - When selecting a pattern, a network of related patterns is constructed. The evaluator has to decide which related patterns to keep thus concluding to the final set of patterns.
-

DEPTH Process -Execution Phase

- The evaluator uses the system based on the scenarios given
 - The evaluator then checks whether the design of the web application matches to the solution of the design pattern.
 - In case deviations from the design pattern occur, the evaluator reports them.
 - the evaluator states how design problems could be resolved according to the solution proposed by the design patterns.
 - Some deviations from design patterns might be necessary due to the difference of the context of the web application under evaluation.
 - Evaluator will make comments about the basic usability criteria such as aesthetics, satisfaction, etc.
-

What Is the Relation Between Design Patterns and Usability?

- HCI design patterns are “user centered design patterns” which by nature are focused on usability
 - HCI design patterns have been created with some underlying values in the same lines with Alexander (The Quality without a Name).
 - implementation of a design pattern varies
 - So let’s check the implementation based on a design pattern!
-


For this paper we evaluate My Yahoo

[Add Content](#) [Change Layout](#) [Change Colors](#) [My Front Page](#) | [Add New Page](#)

Message Center edit x

[Check Email](#)
[Check Calendar](#)

Weather edit x

Ithaca, NY 49...57 F 

search by Zip Code or City

Scoreboard edit x

TODAY

MLB

NY Mets vs. Arizona	0	4:40	ET
Oakland vs. NY Yankees	0	1:05	ET

YESTERDAY


MLB

NY Mets vs. Arizona	5	0	E
Oakland vs. NY Yankees	5	2	E

[Y! Sports Fantasy Football 06. The wait is over. Sign up now!](#)

Music Video of the Day edit x

The Best of All Genres



Pink - [Who Knew](#)
Music Video Spotlight

[Top Videos: 05/29/2006](#)

Most Viewed News Stories edit x

- [Girl becomes sign of Palestinian mourning](#) - 12 minutes ago
- [Iraq insurgents post new beheading video](#) - one hour ago
- [U.S.: 3 Gitmo inmates hanged themselves](#) - one hour ago

AP: Top Stories edit x

- [U.S.: 3 Gitmo inmates hanged themselves](#) - one hour ago
- [Iraq insurgents post new beheading video](#) - one hour ago
- [Forensic specialists to examine al-Zarqawi](#) - 29 minutes ago

Horoscopes edit x

Your Daily Forecast

NEW! [Enter your birthday](#) to get your personalized daily horoscope!

Gemini

Daily extended (by Astrology.com)

Something sweet you've been waiting for will finally arrive -- in a very surprising package. At first, you may not even recognize it. Sometimes, it's hard to see the good in a situation, so unwrap this gift slowly and let yourself acclimate to the unexpected at an easy pace. The insensitivity of someone else may seem like a minor annoyance, but once you realize that their behavior is par for the course, you can avoid similar incidents (and people) in the future. - [Horoscopes by Email](#)

[Dating Do's and Don'ts](#)

[The new Yahoo Astrology](#), [Horoscopes by Email](#), [Celebrity Compatibility](#), [Romantic Compatibility](#)

Edit Content

Email this Module

↕ Move to Top

↑ Move Up

↓ Move Down

↕ Move to Bottom

TV Listings edit x

<< 8:00 pm	8:30 pm	9:00 pm	9:30 pm	10:00 pm	10:30 pm >>
ABC NBA Nation CC	NBA Basketball CC				
CBS The 60th Annual Tony Awards CC					
FOX The Simpsons Repeat CC TVPG	The War at Home Repeat CC TV14	Family Guy Repeat CC TV14	It's Always Sunny in Philade... CC TV14	Local Programming CC >>	
NBC Law & Order: Criminal In... Repeat CC TV14	Windfall Repeat CC TV14				
PBS Nature CC TVPG	Mystery! CC			Texas Ranch House CC	

Search upcoming listings: [Advanced Search](#)

Movie Showtimes edit x

[Get personalized recommendations from Yahoo! Movies](#)

Click linked showtimes to buy tickets online. Available for certain theaters only.

Plaza 6 Cinema

Main page

+ Add Content

↔ Change Layout

🎨 Change Colors

📄 Add Another Page

Finished

Add Content

It's easy to find content to add to your page. Use the find box, browse by topic, see what's popular, or explore editors' picks and sources in the spotlight. [Learn More](#).

FIND

Find Content

Find

[Add RSS by URL](#)

[Learn about RSS](#)

Search by topic or provider. (ex: [Yankees](#), [cooking](#), [USA Today](#))

BROWSE

Browse by Topic

[Business & Finance](#)
[Entertainment & Arts](#)
[Health & Fitness](#)
[Internet & Technology](#)
[Local](#)
[News & Media](#)
[Politics & Government](#)
[Recreation & Travel](#)
[Reference](#)
[Science](#)
[Shopping](#)
[Society & Culture](#)
[Sports](#)



Yahoo! Services

The essential tools from Yahoo! -- Mail, Maps, Stock Portfolios, and more.



Popular From the Web

RSS feeds frequently added to My Yahoo!



Editors' Picks

Cool sources chosen by our editors, from aerospace to zebras.



Multimedia

Go beyond words. Add podcasts, video, and photo galleries to your page.

In The Spotlight

[Summertime](#)

Enjoy the lazy days of summer with travel tips, BBQ recipes, new movies, fun book titles, & more fun in the sun.



[AP News](#)

Stay informed with the latest breaking news.

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Get daily news from The Onion

+ The Smoking Gun

Find out what's hot inside the Smoking Gun

+ Gizmodo

Get gadget news from Gizmodo

Layout and Organization

You can move your modules up and down using the arrows, or delete one by selecting it and clicking the "X" button. You can move columns to the left or right using the bottom arrows. Click "Finished" when you're done.

The screenshot shows a layout editor interface with two columns: a narrow column on the left and a wide column on the right. The narrow column contains a list of modules: Message Center, Weather, Scoreboard, Music Video of the I, Stock Portfolios, Calendar, News Photos, and Ski Report. To the right of this list are three buttons: an up arrow, a down arrow, and an 'X' button. Below the list is a 'Move Column' button with a right-pointing arrow. The wide column contains a list of modules: Most Viewed News Stories, AP: Top Stories, Horoscopes, TV Listings, Movie Showtimes, and Comics. To the right of this list are three buttons: an up arrow, a down arrow, and an 'X' button. Below the list is a 'Move Column' button with a left-pointing arrow.

Layout

Select how many columns you want on your page.

- Two columns



- Three columns



Search Box

- Put search box at the top of the page
- Put search box at the bottom of the page

When adding content to your pages

- Always add to top
- Always add to bottom

When deleting content from a page

- Always ask for confirmation before deleting
- Just delete

Reading filters ([What's this?](#))

- Turn reading filter on
- Turn reading filter off

Change Layout

Change Colors

Current Theme

My Yahoo! Classic



[Customize Theme](#)

Theme Directory

Select a category to see more themes.

- [Featured](#) (7)
- [Yahoo!](#) (5)
- [Animals](#) (18)
- [Flowers](#) (3)
- [Holidays](#) (4)
- [Industrial](#) (8)
- [Patriotic](#) (3)
- [FIFA World Cup](#) (33)
- [Sky & Space](#) (4)
- [Sports](#) (1)
- [Patterns](#) (16)
- [Colors Only](#) (20)

Featured Themes

Here are a few of the best My Yahoo! themes available. For more colors and styles, browse the Theme Directory to the left.



Carbon Fiber [\(More Industrial themes ...\)](#)

Add speed to your page with this fast and light-weight theme.

[Use this theme](#)



Classic Camouflage [\(More Patterns themes ...\)](#)

Protect your page in the wild.

[Use this theme](#)



FIFAworldcup.com [\(More FIFA World Cup themes ...\)](#)

Celebrate the 2006 World Cup with this FIFA theme

[Use this theme](#)



Plum [\(More Colors Only themes ...\)](#)

Purple lovers rejoice! Different shades of purple grace your pages.

[Use this theme](#)



Stars & Stripes [\(More Patriotic themes ...\)](#)

Decorate your pages with red, white, and blue.

[Use this theme](#)



Titanium [\(More Industrial themes ...\)](#)

Wrap your page in brushed titanium.

[Use this theme](#)



Tulips [\(More Flowers themes ...\)](#)

Spring colors and blooming tulips for your pages.

[Use this theme](#)

Add Another Page

[Add Content](#) [Change Layout](#) [Change Colors](#)

[Add Another Page](#)

Finished

Add a new page for more content, or delete a page. Set your default My Yahoo! page and choose how often your content refreshes. Click "Finished" when you're done.

Your Current Pages

My Front Page

Rename

Add New

Remove

Options

Default Page:

Refresh Rate:

Finished