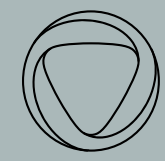


01

# Onlive Interaction & Visual Design Guidelines

## 1.1



# Contents

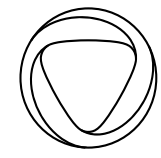
01 Overview

02 Interaction Model

03 Experience Map

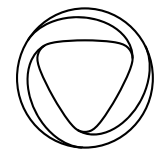
04 Templates

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| 1. Global Navigation Layer | 14 | 7. Friends          | 50 |
| 2. User Profile            | 22 | 8. Details          | 53 |
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| 5. Live Player Video       | 40 | 11. Notifications   | 65 |
| 6. Brag Clips              | 45 | 12. Future Thinking | 69 |



03

# Overview

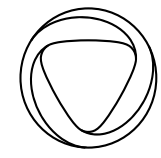


# Overview

04

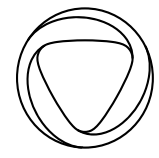
This document covers guidelines for the new Onlive Gaming UI. It contains a combination of high level interaction documentation as well as annotated screen designs. For brand guidelines and visual design, please refer to other provided materials including brand posters and layered visual files.

This document does not cover detailed specs for interaction or screen construction. Detailed features and functionality have been relayed verbally and through video documentation and may not be included here.



05

# Interaction Model



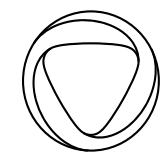
# Interaction Model

## Explore the Spectacle

06

The Onlive gaming platform is an entry point to an immersive environment where players can engage through watching and playing the game. Users are ambiently aware of all the others players as the interface amplifies their shared presence.

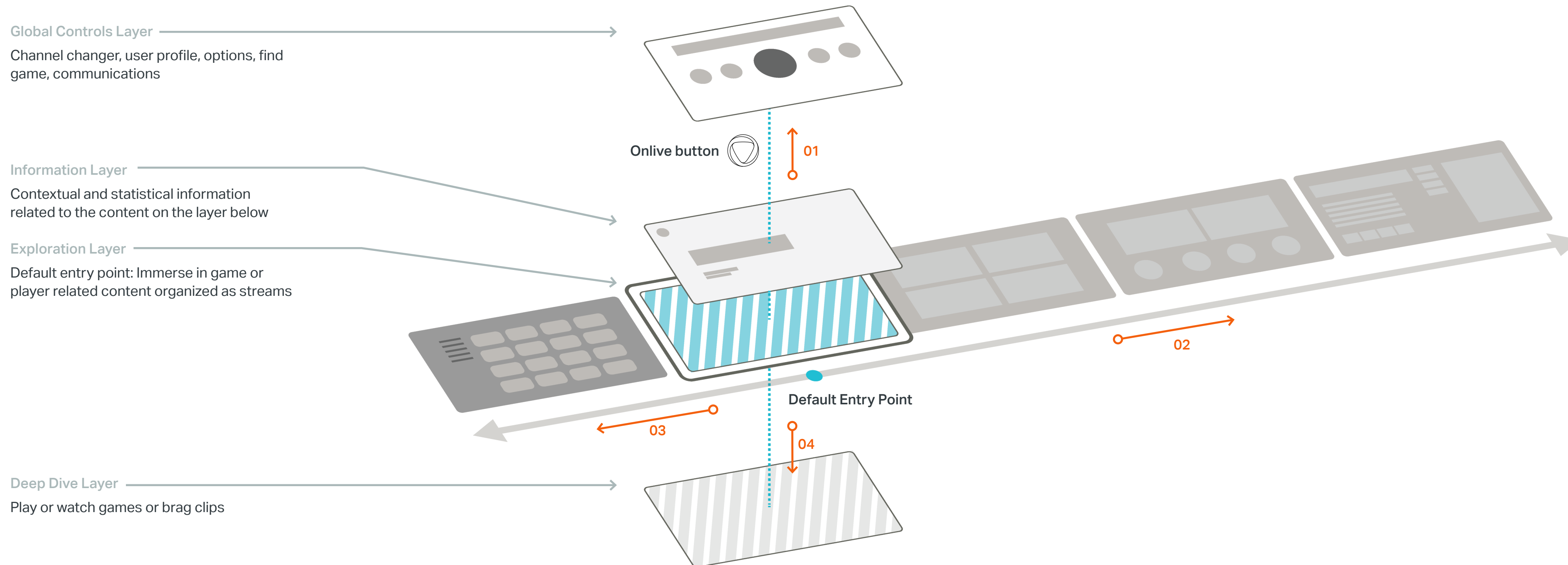
Above all, this model facilitates serendipitous discovery & active participation, so players can be truly present.



# Interaction Model

## Explore the Spectacle

07



### Motion Studies

#### 01 Access Global Controls Layer

01\_Onlive\_Access\_Global\_Controls.mov

#### 02 Navigate Stream Content

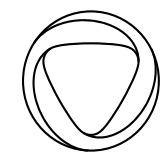
02\_Onlive\_Navigate\_Stream.mov

#### 03 Access Grid View

03\_Onlive\_Access\_Grid.mov  
03a\_Onlive\_Access\_Grid\_Alt.mov

#### 04 Enter Game Play

04\_Onlive\_Enter\_Game\_Play.mov



# Interaction Model

## Explore the Spectacle

08

### Motion Studies

---

05 Change Streams

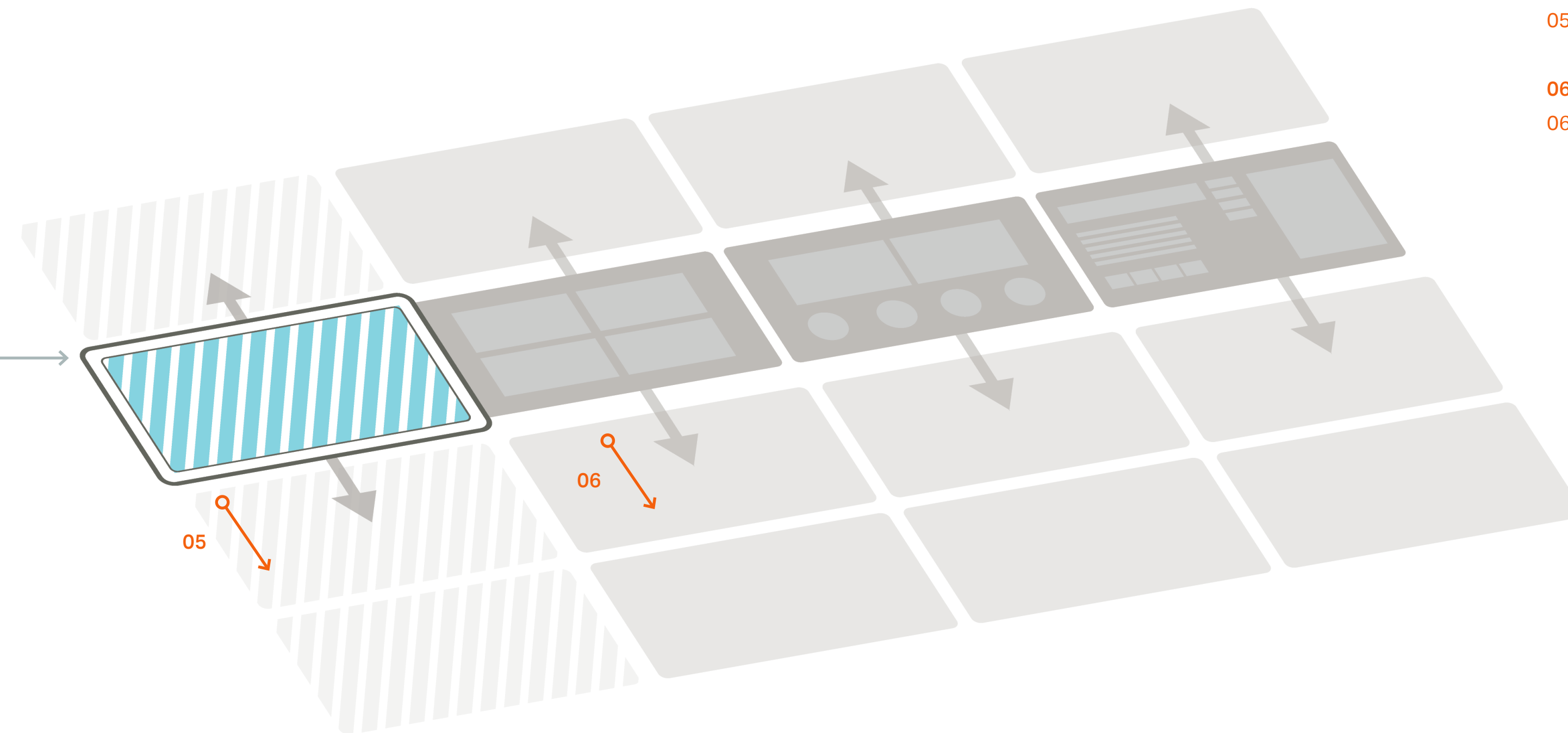
05\_Onlive\_Change\_Live.mov

06 Change Streams

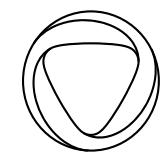
06\_Onlive\_Change\_Brag.mov

#### Exploration Layer

From any point along the stream change streams to focus on other games or other players







# Interaction Model

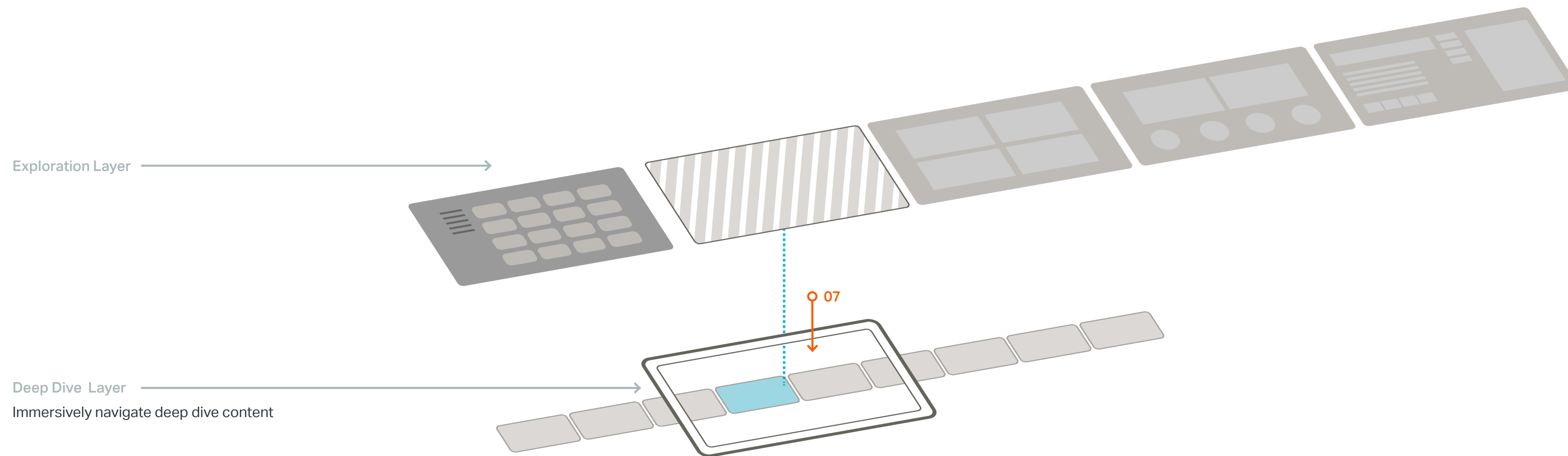
## Explore the Spectacle

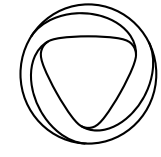
09

### Motion Studies

---

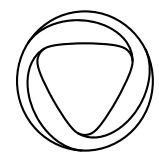
07 Navigate Deep Dive Layer  
07\_Onlive\_Navigate\_Deep\_Dive.  
mov





010

# Experience Map



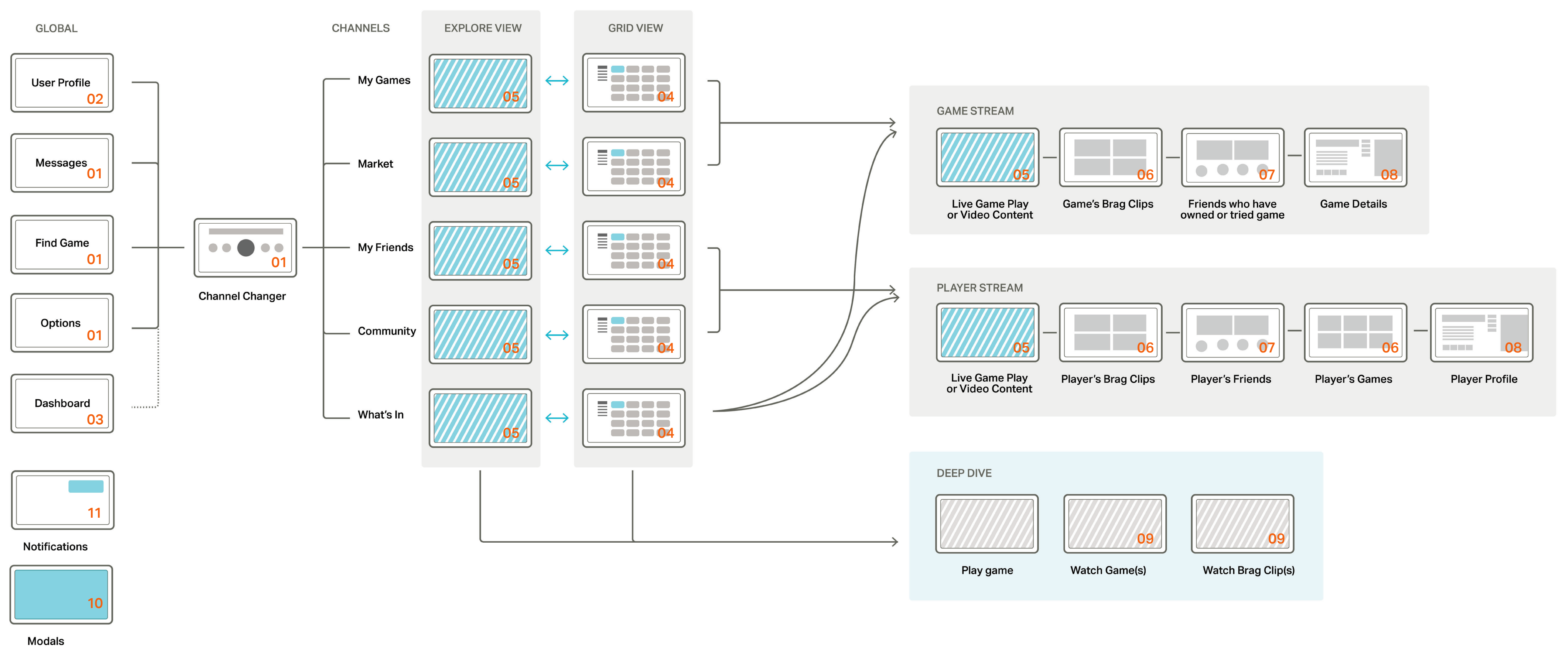
# Experience Map

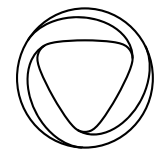
## UI Templates

011

### Templates

- 01 Global Navigation Layer
- 02 User Profile
- 03 Dashboard - Legacy
- 04 Grid View
- 05 Live Player Video
- 06 Brag Clips
- 07 Friends
- 08 Details
- 09 Deep Dive
- 10 Modals
- 11 Notifications





# Experience Map

## Channel Architecture

012

### 01 What's In

Popular content across games and players

Games this week

Players this week

Brag Clips this week

Events

### 02 My Games

User's game library

Last Played

Favorites

Highest Rated

All

- Genres

### 03 My Friends

Your Onlive friends' content

Online

Recent

Most Active

All

- Sort

### 04 Market

Promoted content and Onlive game catalog

Featured

Sales

New

Packs

All

- Genres

### 05 Community

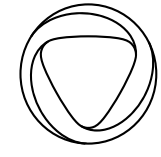
Onlive's curated content about players Featured Players

Most Viewed Players

Online

All Players

-Sort



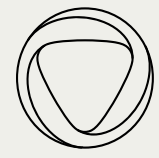
013

# Templates



# Global Navigation Layer

014



# Global Navigation Layer — Channel Changer

015

**01 Global Tools**  
Access Options/Dashboard, Find a Game, and Communications screens from here.

**02 User Profile**  
Access User profile.

**03 Channels**  
Channel in focus is shown in bold. The current channel is marked by the Onlive logo.

**04 Background Content**  
The channel changer options are layered over the user's current view with a dimming layer. If the user is on grid view or stream content the channel changer appears over that content.

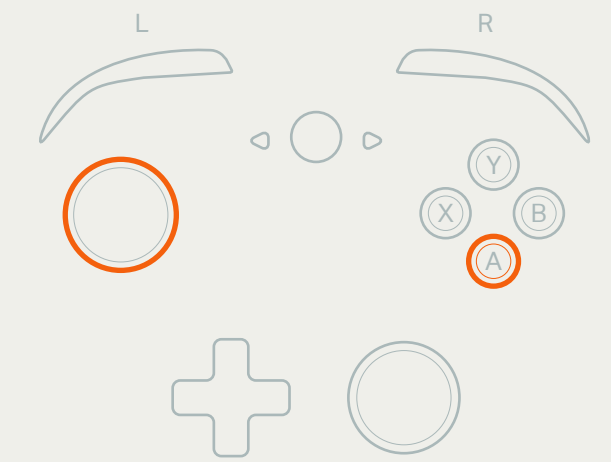
**05 Changer Panel Color**  
The background color for the channel changer is pulled from the darkest spectrum of the Onlive logo color.

**Channel Changer Access**

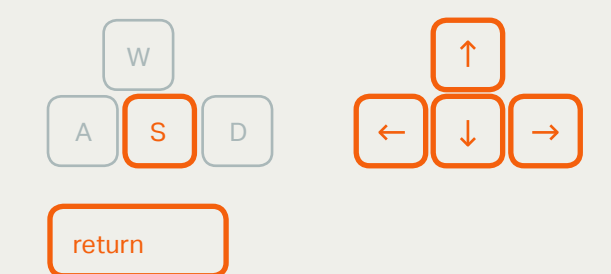
This screen is accessed using the Onlive button from anywhere in the system except when the user is playing a game.



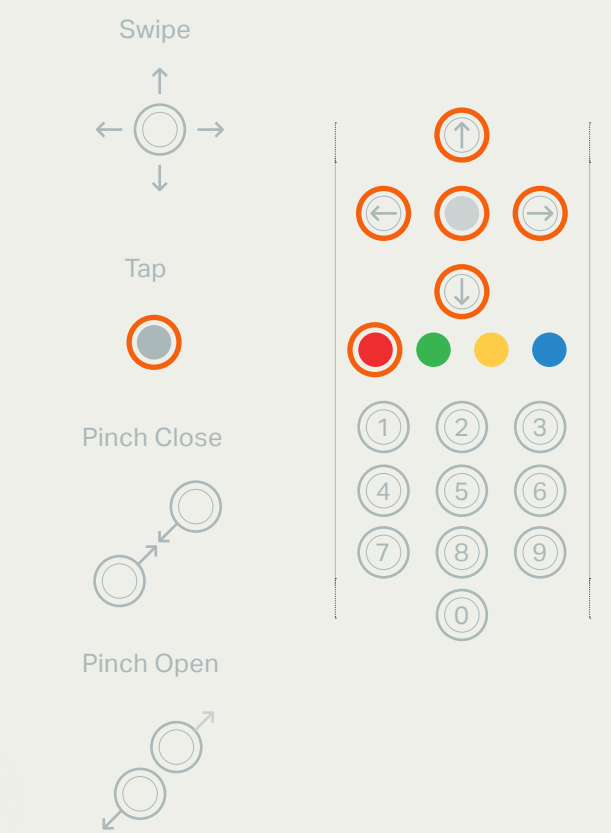
**Controller**

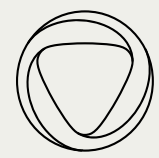


**Keyboard**



**Touch 5-Way**





# Global Navigation Layer — Changing Focus

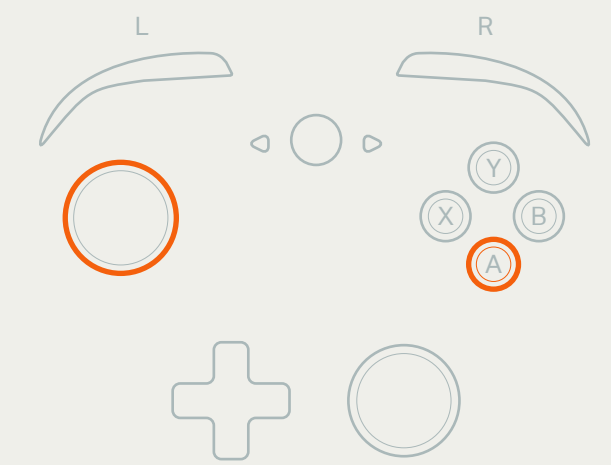
016

## 01 Change Focus

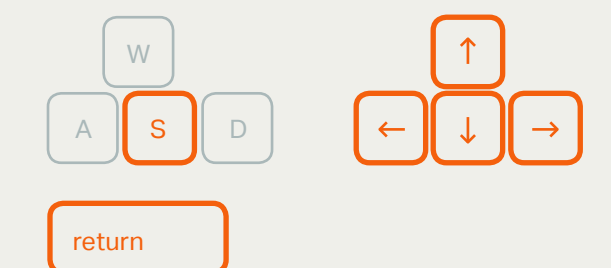
Channel in focus is shown in bold. The current channel is marked by the Onlive logo. Note: the Onlive logo remains at 'My Games' although the focus is now on Market



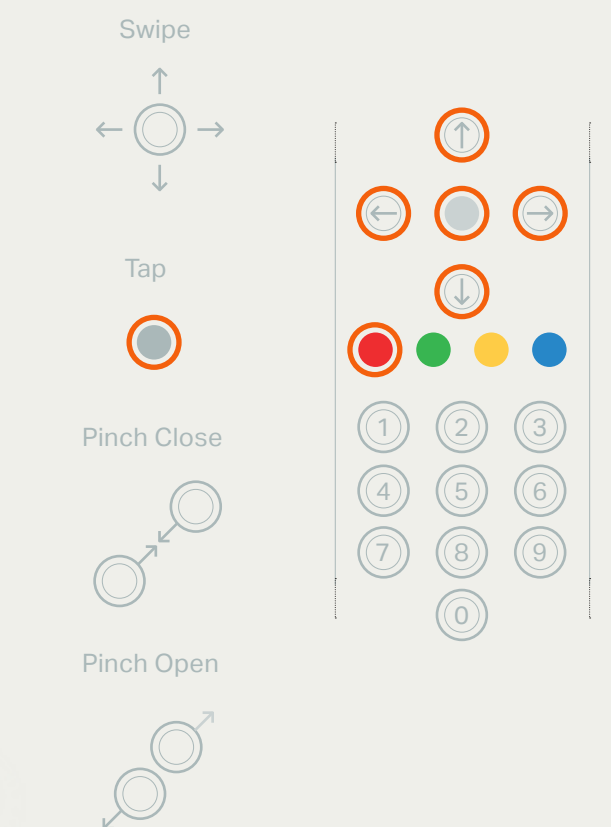
## Controller



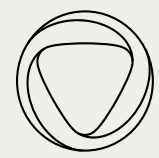
## Keyboard



## Touch 5-Way







# Global Navigation Layer — Find a Game in Focus

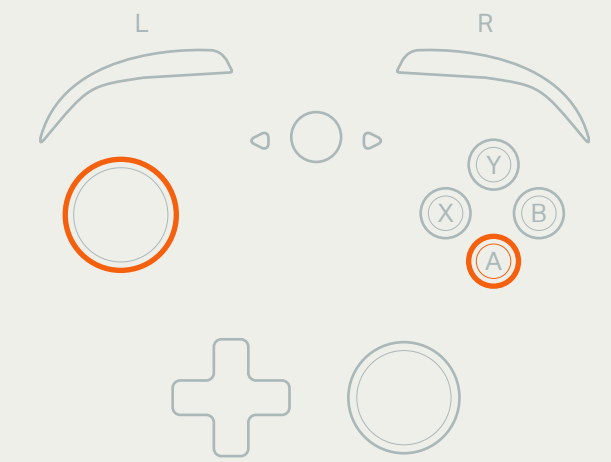
017

## 01 Find a Game

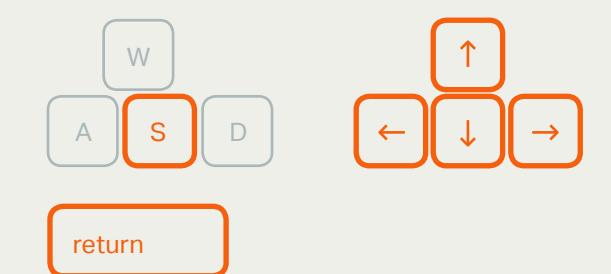
Select by pressing A when in focus or tap/  
click to access Find a game screen



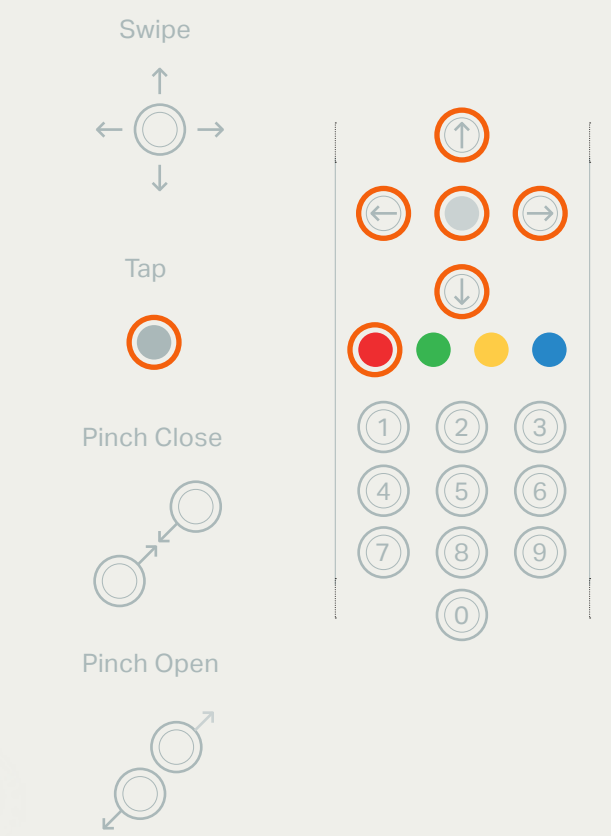
## Controller



## Keyboard

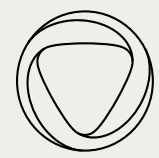


## Touch 5-Way



## Channel Changer Access

For touch and mouse/keyboard, the user can click the on-screen Onlive logo to toggle the Channel Changer screen or Dashboard.



# Global Navigation Layer — Find a Game Results

018

### 01 On-screen keyboard for console

The on-screen keyboard has an alpha orientation by default.

### 02 Focus

The key in focus has a white stroke.

### 03 Find Text Entry Field

The text field has suggestive and predictive autocomplete.

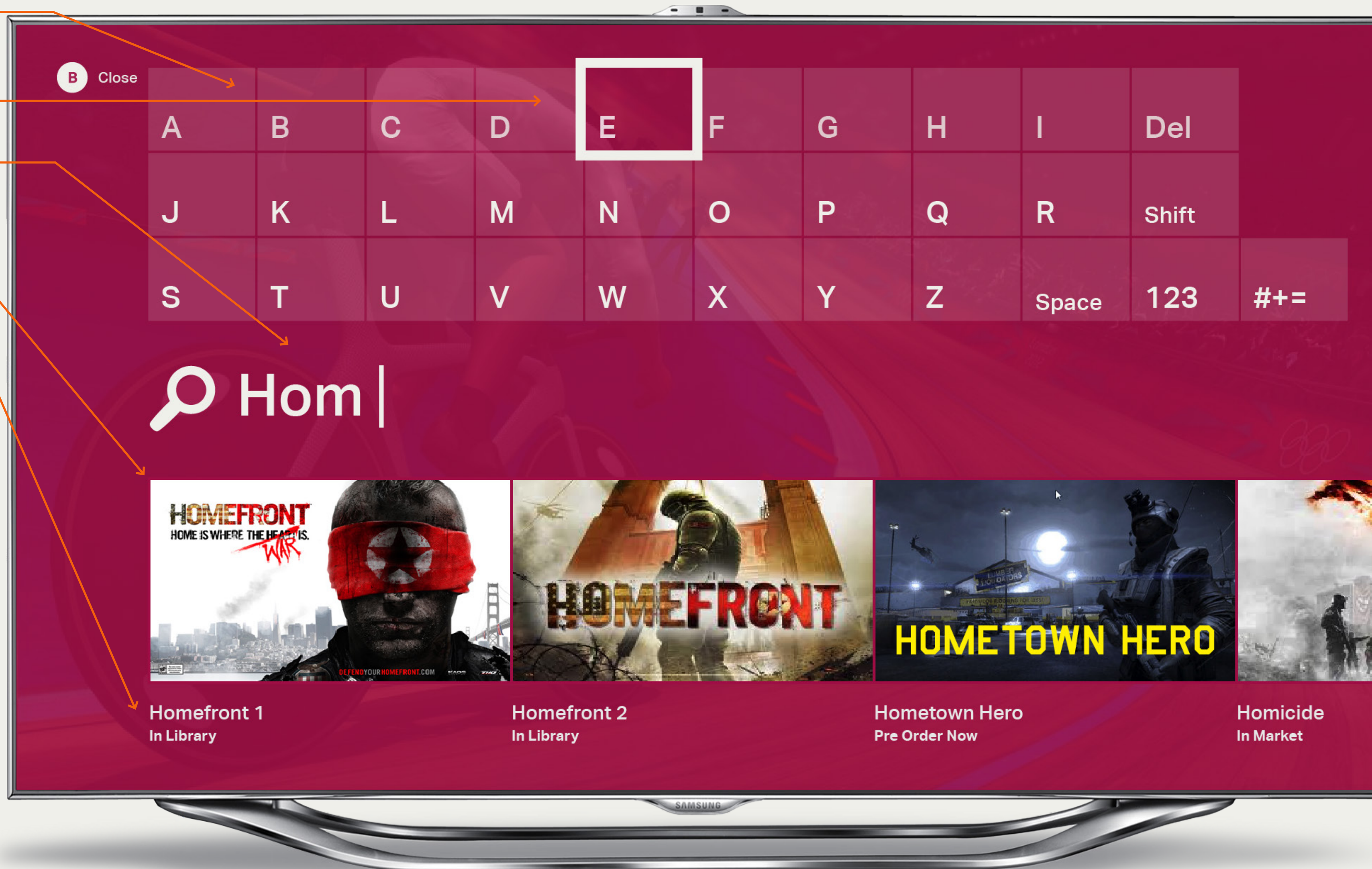
### 04 Find Results

Results appear in order of relevance and can be scrolled horizontally. The game result thumbnails are represented with key art.

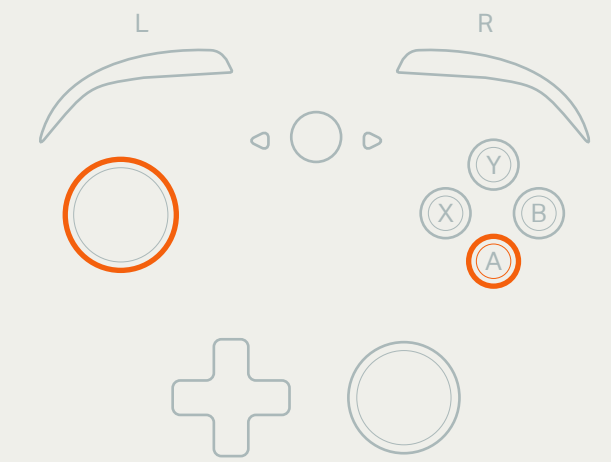
### 05 Game Title & Channel

### Find A Game

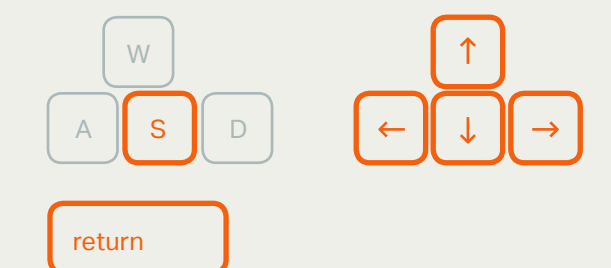
A reductive find tool to find games within the Online Catalog using suggestive text input.



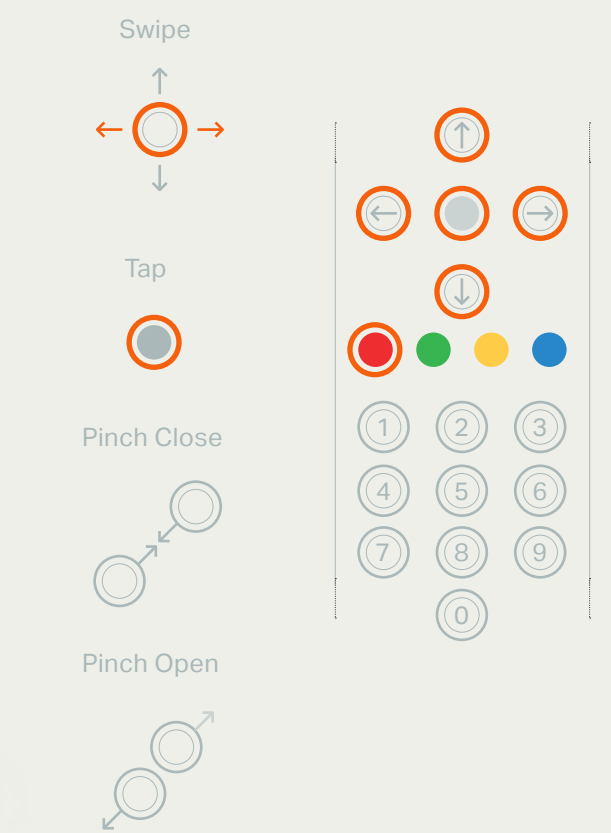
### Controller

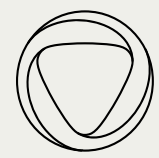


### Keyboard



### Touch 5-Way





# Global Navigation Layer — Communications

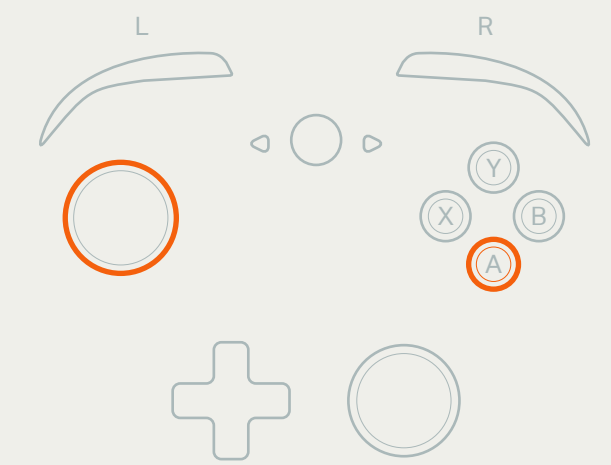
019

## 01 Communications

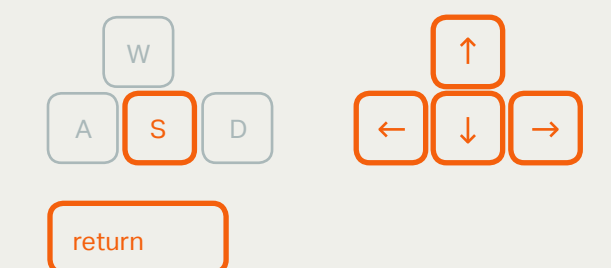
Select by pressing A when in focus or tap/click to access messages screen. The number shows new messages in the user's inbox.



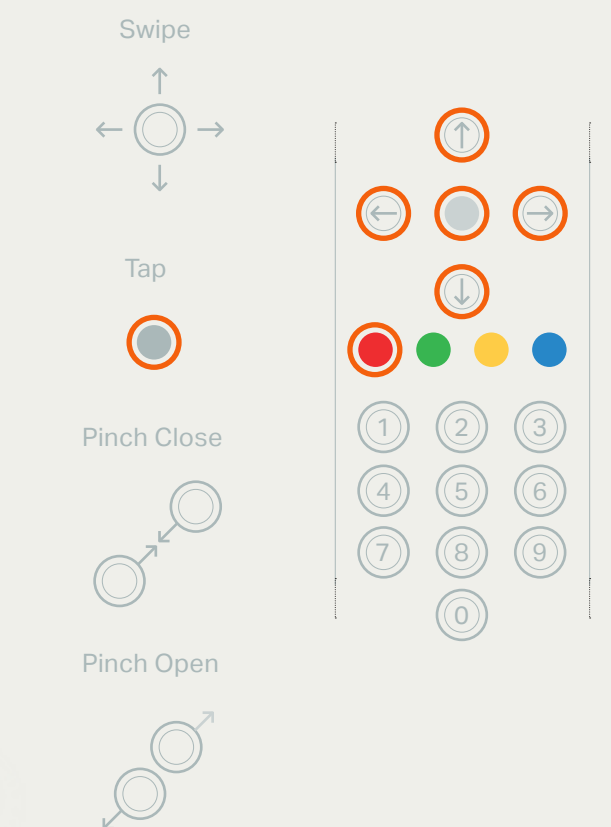
## Controller

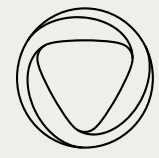


## Keyboard



## Touch 5-Way

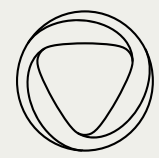




# Global Navigation Layer — Future Messages

020





# Global Navigation Layer — User Profile

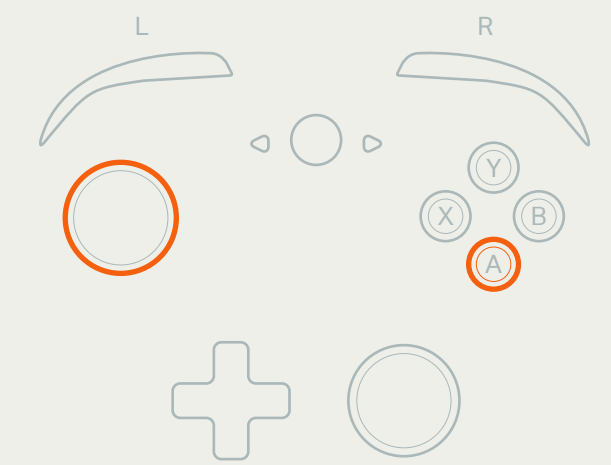
021

## 01 User Profile

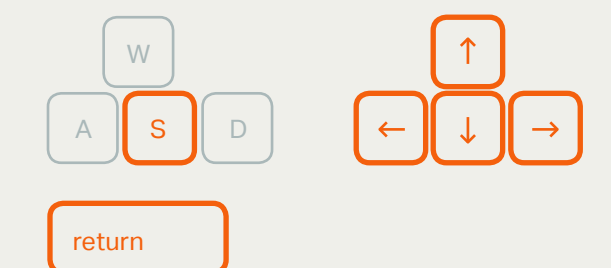
Select by pressing A when in focus or tap/  
click to access User Profile screen.



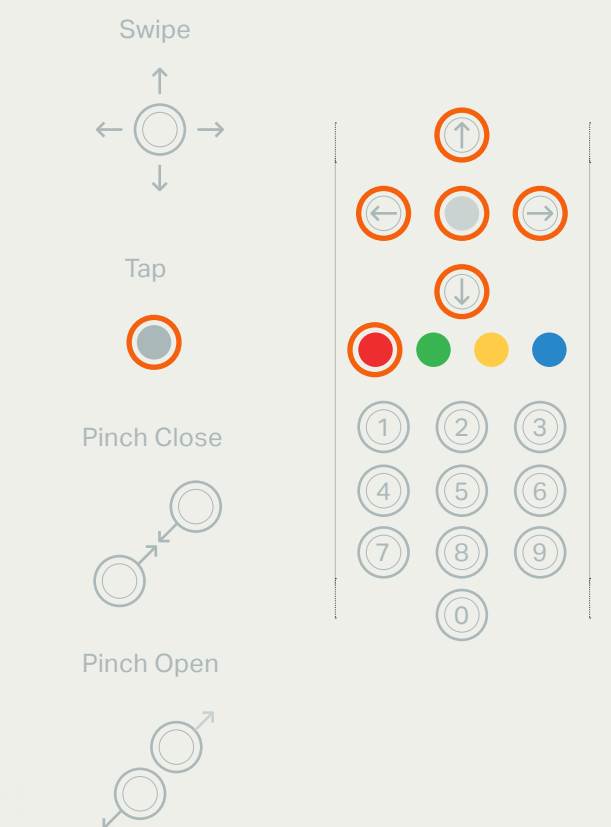
## Controller



## Keyboard



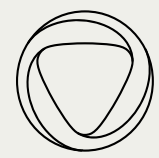
## Touch 5-Way





# User Profile

022



# User Profile — Activity

# 023

### 01 User Avatar

### 02 User Content

The user's profile provides access points to all user specific settings and preferences currently only accessible on the web.

### 03 User Activity

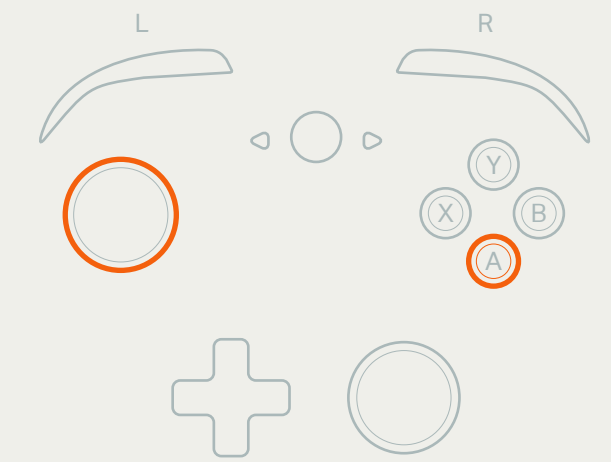
The last played game is also displayed as activity for the near term - see future Activity on p. 24 for proposed future design.

### 03 User's Brag Clips

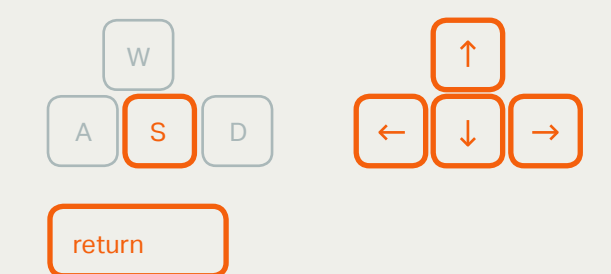
These are viewed as a grid and explored as a deep dive.



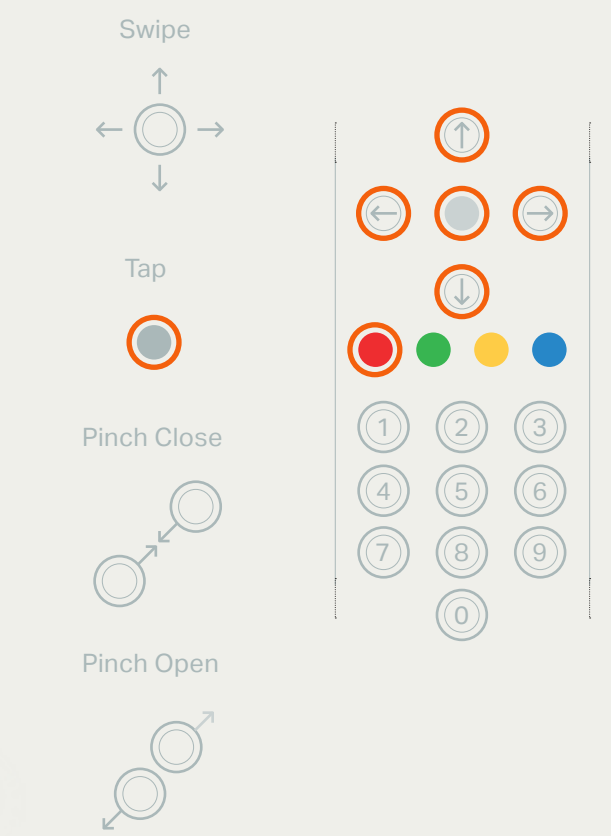
### Controller

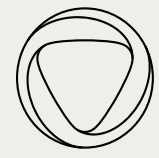


### Keyboard



### Touch 5-Way





# User Profile

— Future with Activity Feed

024

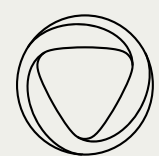






# Dashboard - Legacy

025



# Dashboard - Legacy — Options

026

### 01 Restructured Dashboard

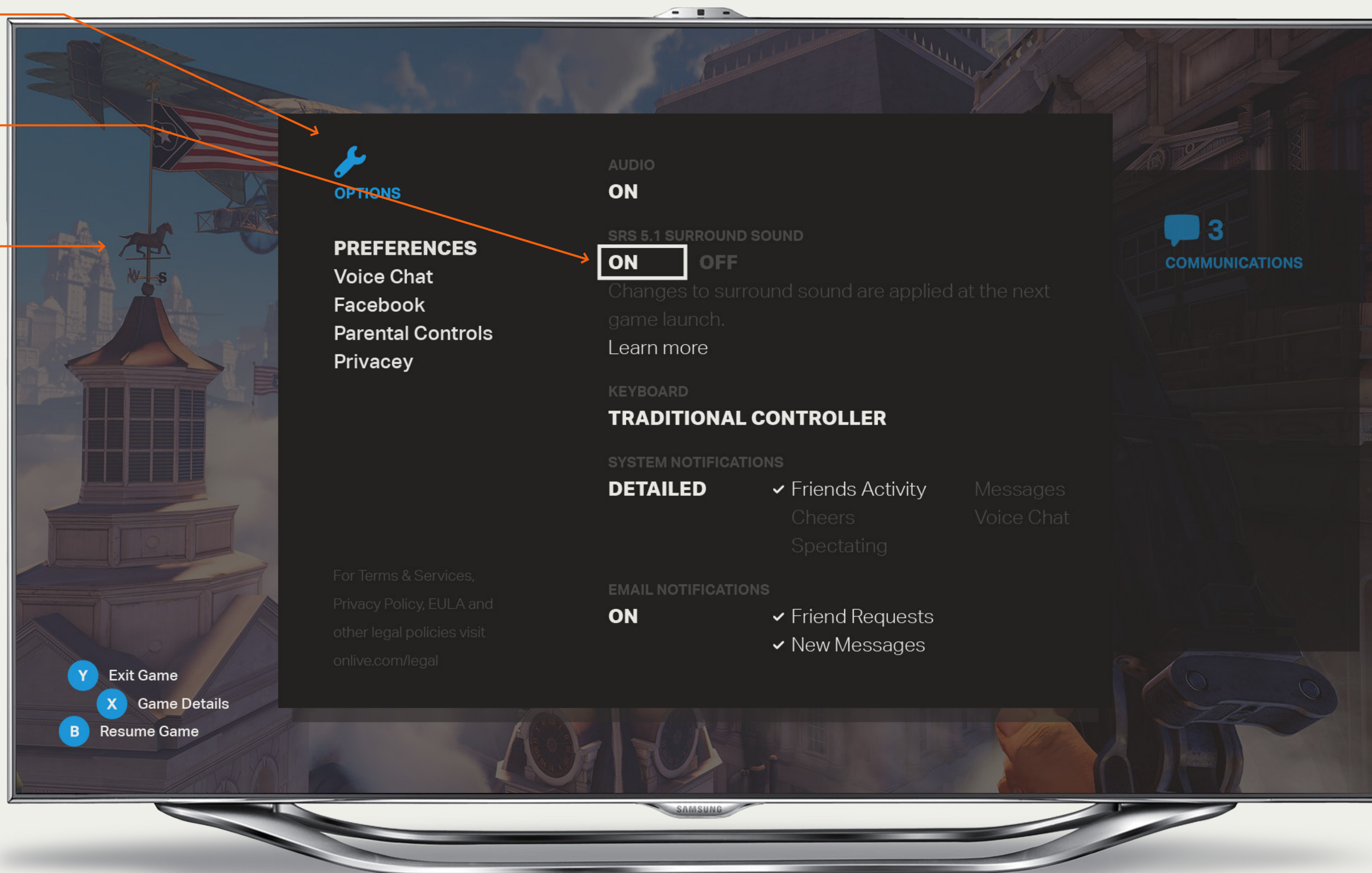
This layout proposed collapsing and restructuring the current 'Settings' pane in the dashboard.

### 02 Focus

On focus the options for the selected control are revealed. For example, here the 'OFF' option is available for surround sound when the 'ON' control is in focus.

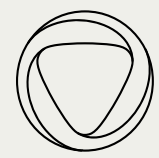
### 03 In Game Dimming Layer

In game play is paused and the Dashboard appears above a dimming layer



### Legacy Dashboard

This screen represents a rearchitcting of the current dashboard as a short-term fix until these features and controls can be incorporated into the Global Navigation - Channel Changer



# Dashboard - Legacy — Communications

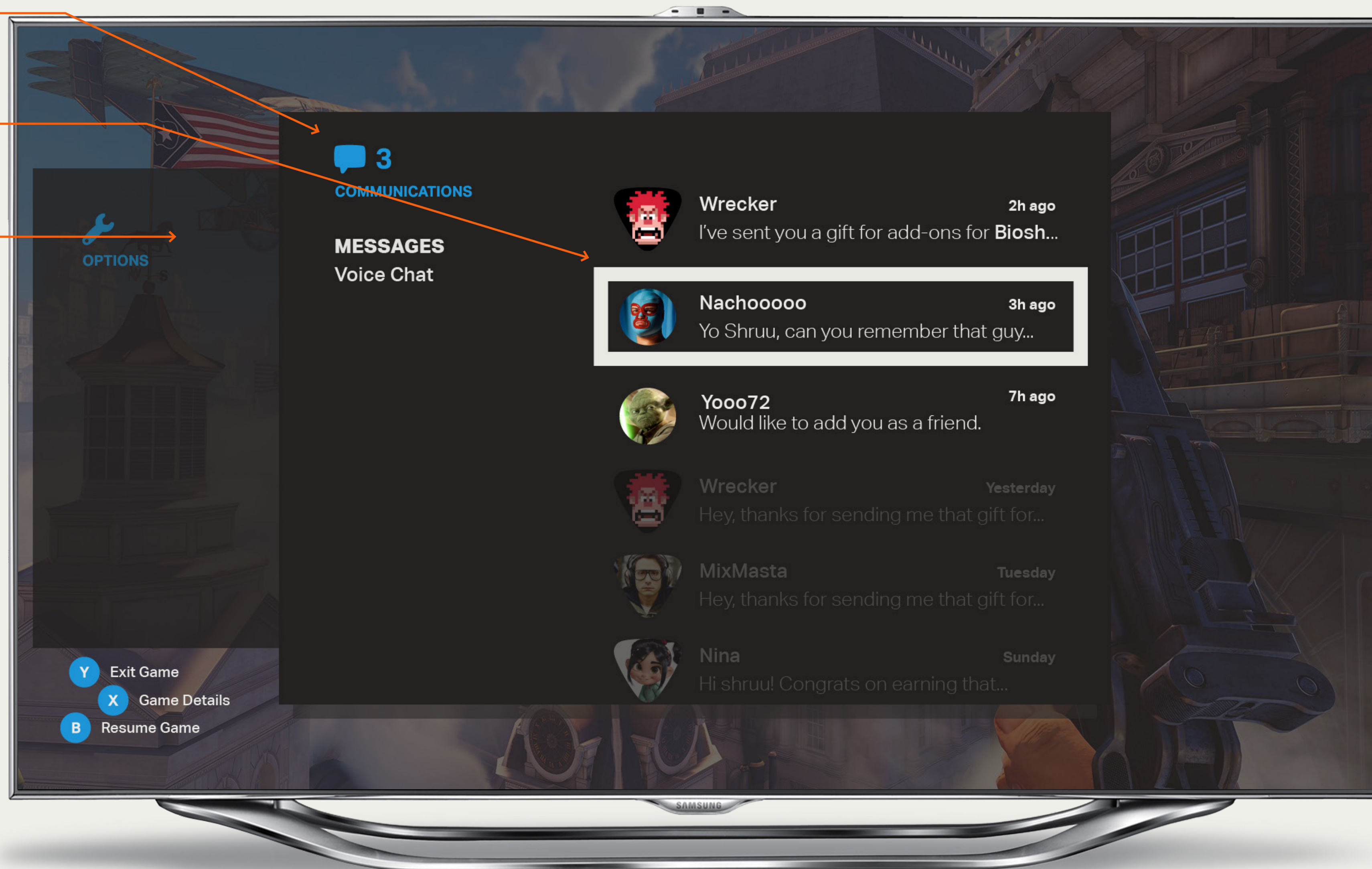
027

## 01 Restructured Dashboard

This layout proposed collapsing and restructuring the current 'Messages' and 'Voice Chat Beta' pane in the dashboard.

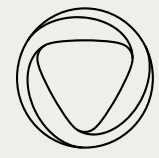
## 02 Focus

On focus the selected message is highlighted by a white frame



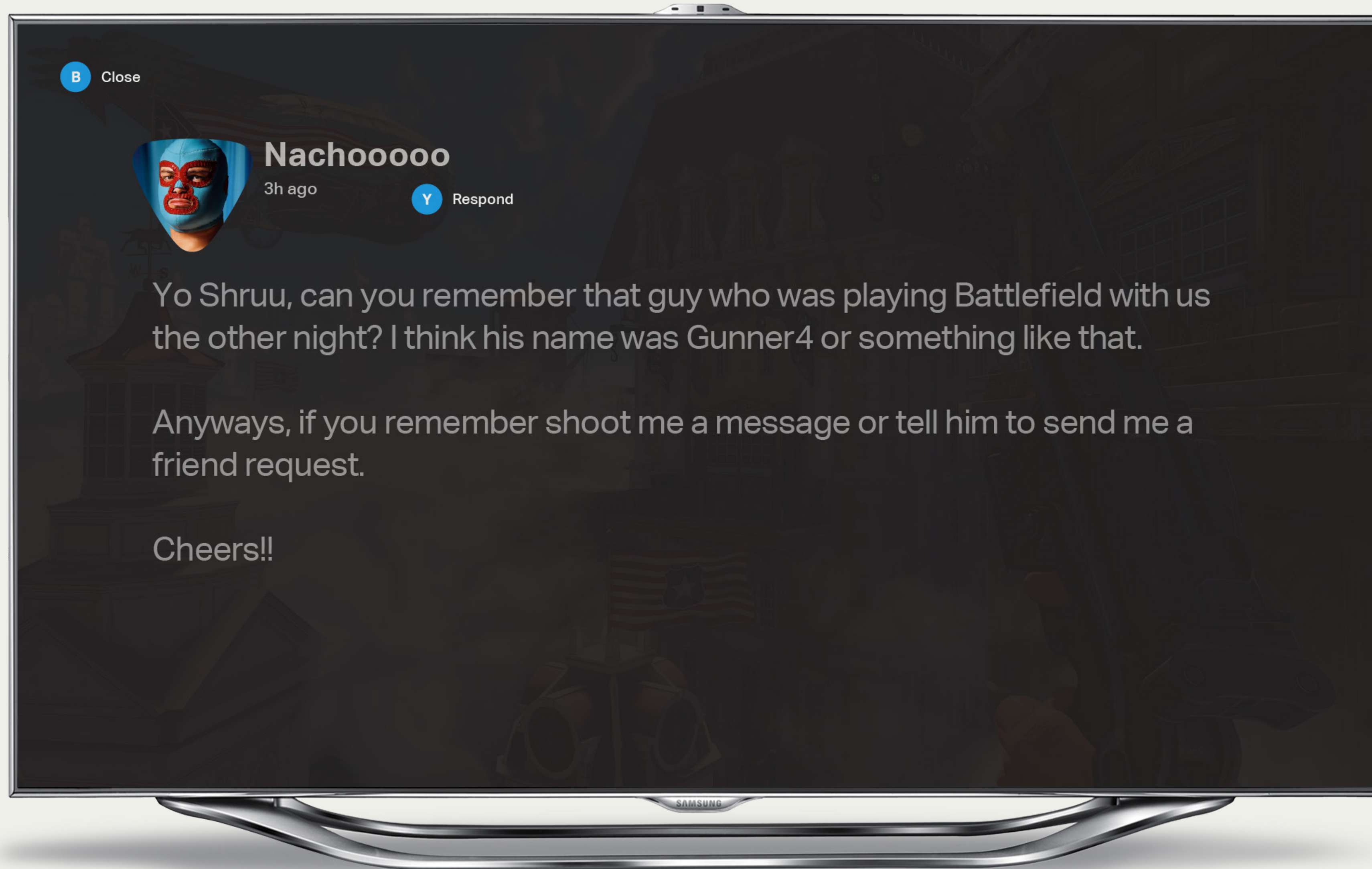
## Legacy Dashboard

This screen represents a rearchitecting of the current dashboard as a short-term fix until these features and controls can be incorporated into the Global Navigation - Channel Changer

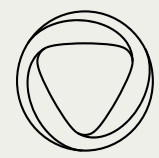


## Dashboard - Legacy — Future Message

028







# Grid View — My Games Channel

030

### 01 Channel Label

The selected channel name, here 'My Games', is displayed here in grid view.

### 02 Stream Names

The current stream name, here 'Last Played', is displayed here in white in grid view. All other stream names are grey. For specific type styles refer to the design files.

### 03 Focus

The game in focus is represented with a white stroke with shadow around the key art thumbnail. After 2 seconds of focus, all other grid items are dimmed back and controls and labels appear. The game names is displayed at this time as well.

### 04 Games

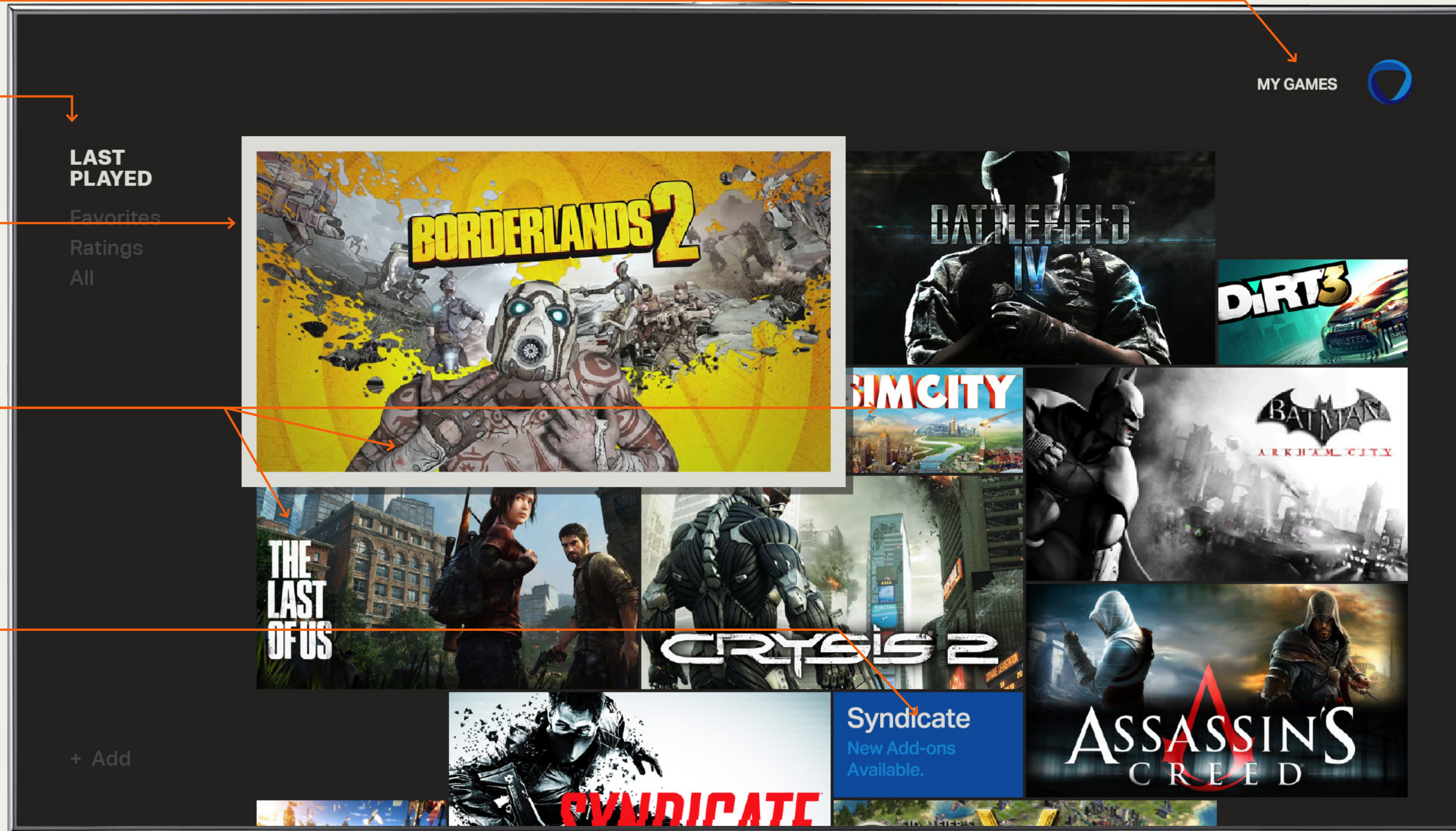
There are 3 set sizes of thumbnails to represent games in grid view: small, medium and large. The size of the thumbnail in the last played channel is based on the number of hours the user has played a game. The order of appearance of the games is by last play - with the most recently played game at the top right.

### 05 Promotional areas

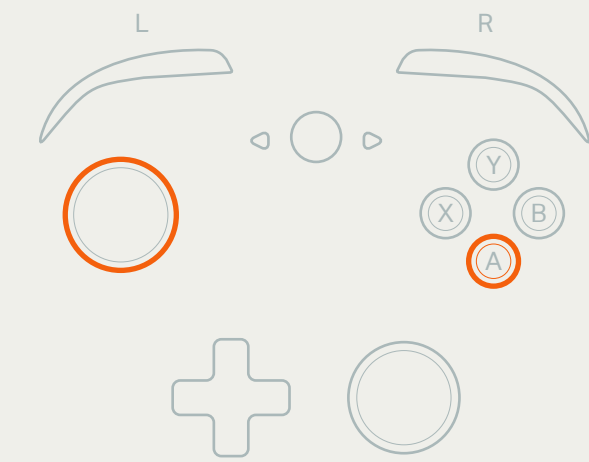
Spaces in the grid can be used for promotional content as long as they comply with the three sizes. The color for these treatments references the current Onlive logo color.

### Grid View - My Games

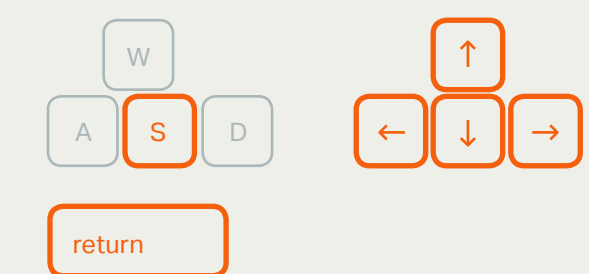
The grid view represents games with three set sizes of key art thumbnails. The content scrolls vertically.



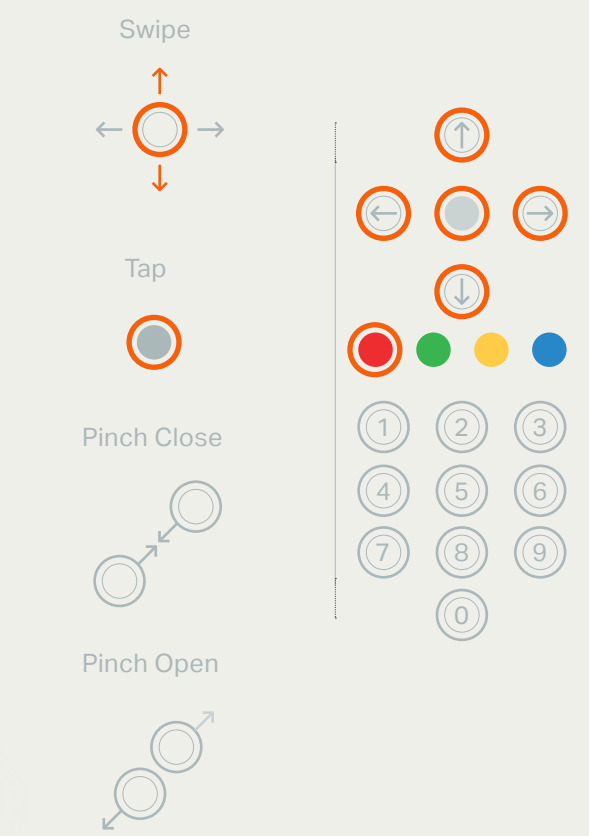
### Controller

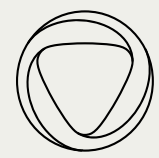


### Keyboard



### Touch 5-Way





# Grid View — Sizes and Scrolling

031

### 01 Focus

On focus, large and medium thumbnails remain the same size. Small thumbnails are scaled to the medium size on focus.

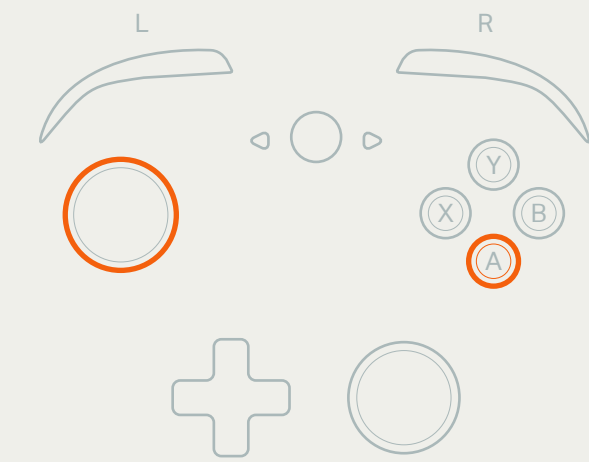
See visual design files for specific sizes

### 02 Scrolling

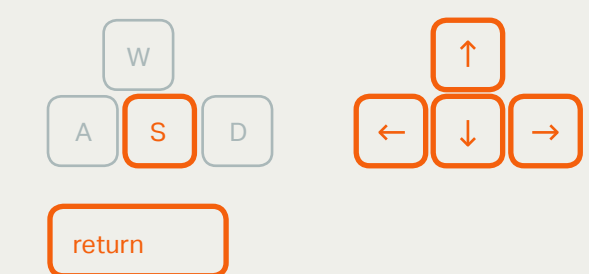
All grid items scroll vertically. As the user scrolls down, the channel title, here 'My Games', scrolls off the screen but the logo mark remains.



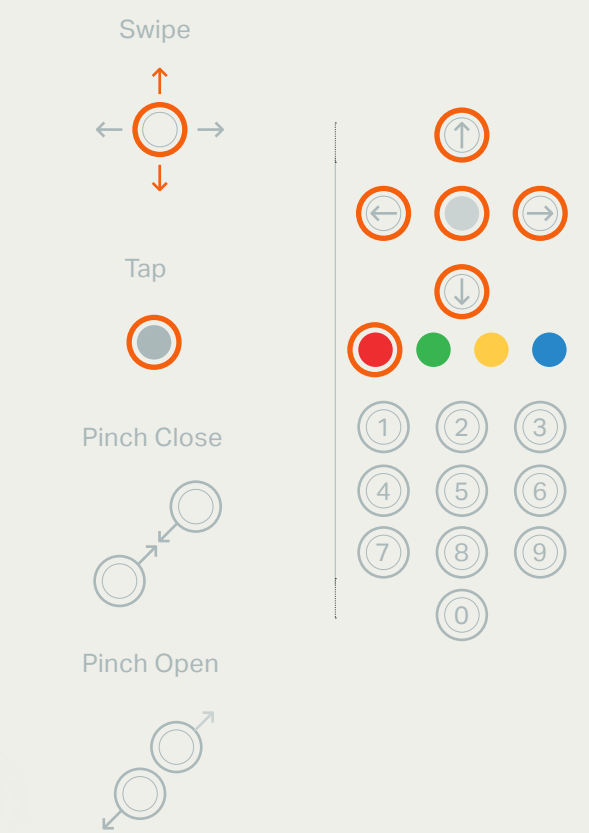
### Controller



### Keyboard

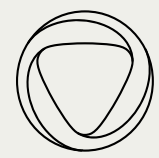


### Touch 5-Way



### Grid View - My Games

The grid view represents games with three set sizes of key art thumbnails. The content scrolls vertically.



# Grid View — Focus with Controls

032

### 01 Focus with Controls

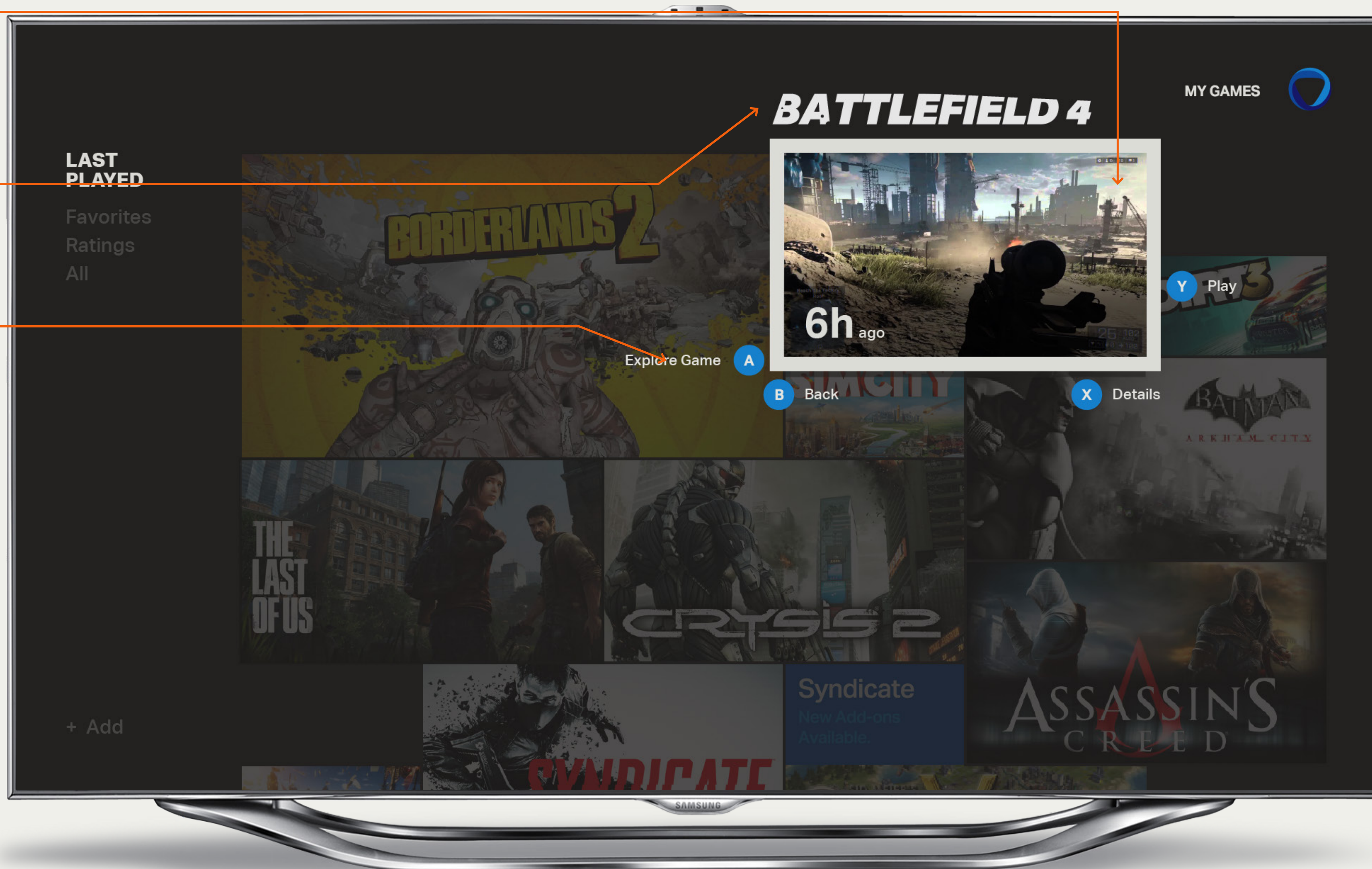
After 2 seconds of focus, all other grid items are dimmed back and controls and other relevant data appear. The game names is displayed at this time as well. The game thumbnail is now swapped with Live Play or a Trailer of the game

### 02 Game Title

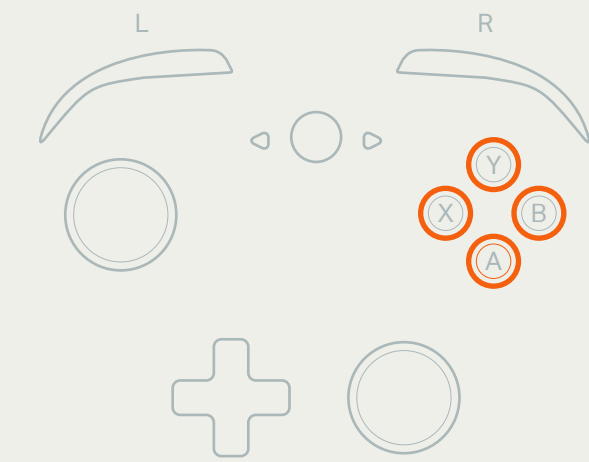
The game title can appear above or below the thumbnail. It's position is untethered and can appear justified to the left or right, or expand past the width of the thumbnail as necessary.

### 03 Game Controls

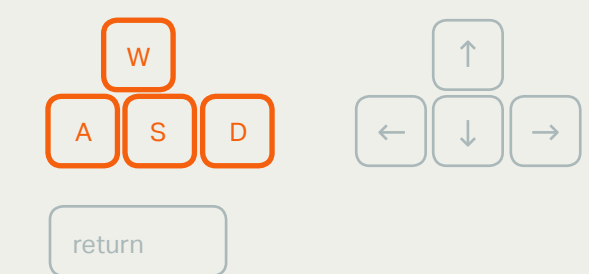
Control appear around the focus frame and their position is also untethered but in proximity to the frame. For keyboard and mouse the keys are mapped: A - S, B - D, X - A and Y - W. Mouse click is also supported. For touch, the controls would



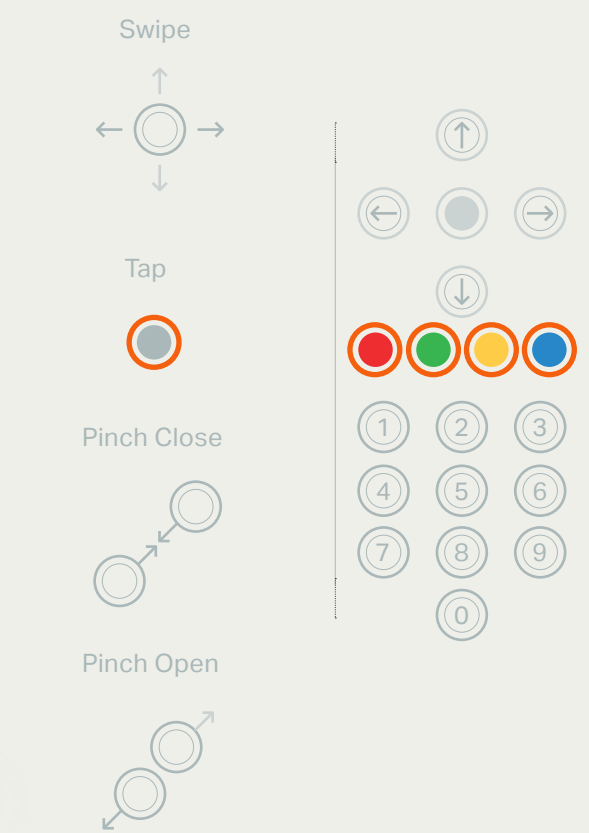
### Controller



### Keyboard



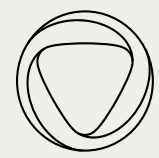
### Touch 5-Way



### Game Controls

For keyboard and mouse the keys are mapped: A - S, B - D, X - A and Y - W. Mouse click and tap are also supported for the controls display.





# Grid View — Focus with Controls Continued

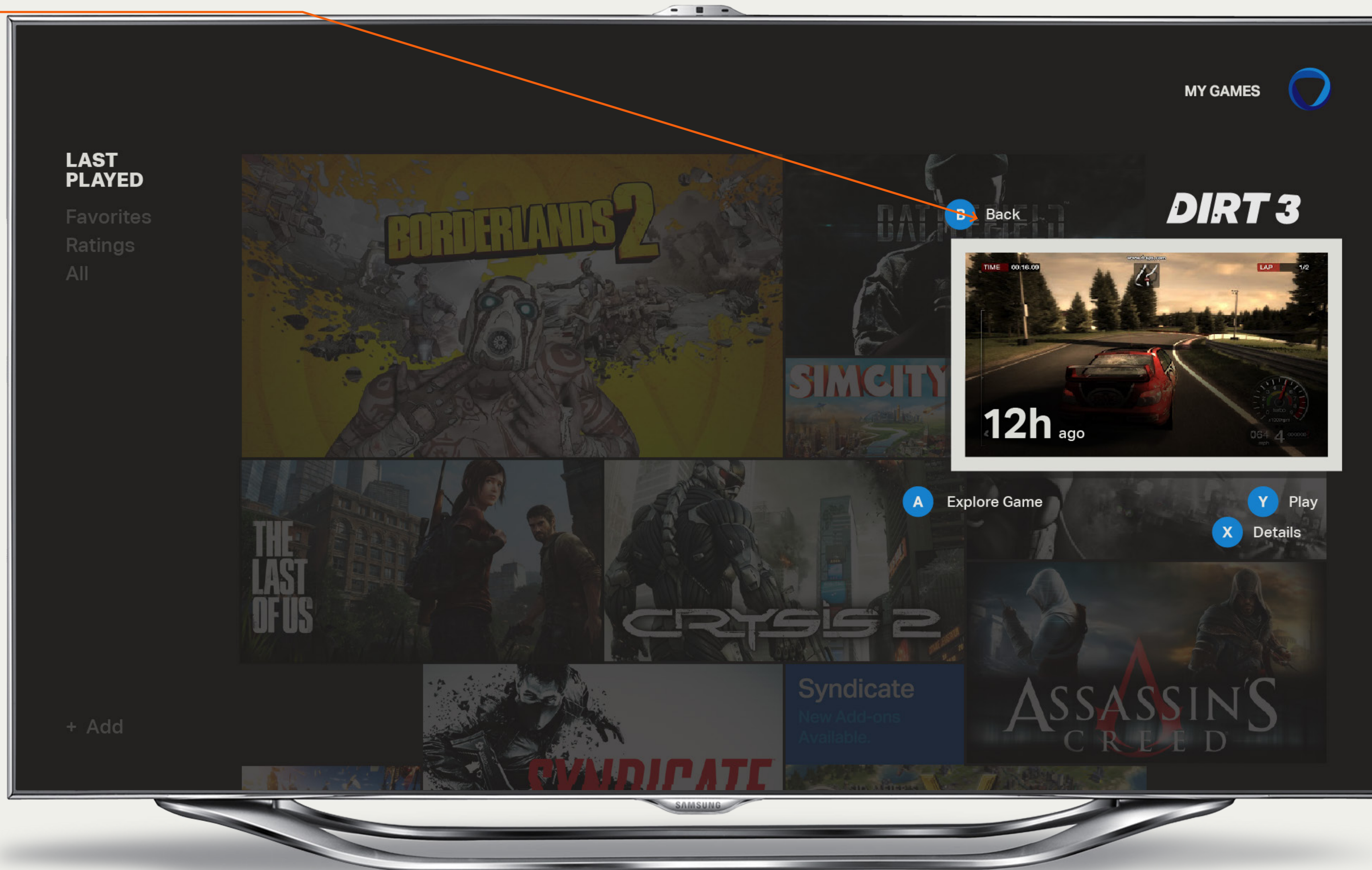
033

### 01 Focus with Controls

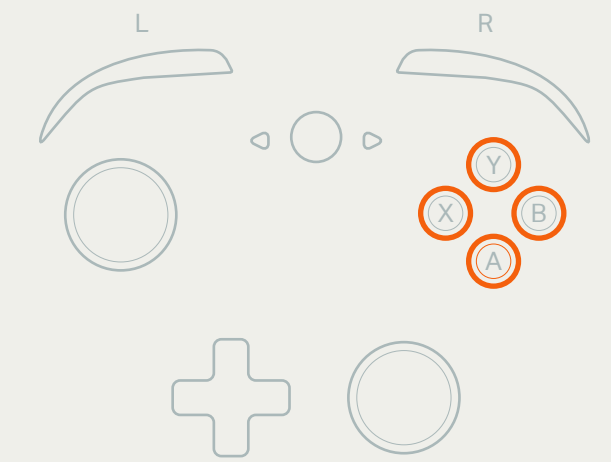
After 2 seconds of focus, all other grid items are dimmed back and controls and relevant data labels appear.

The game name is displayed at this time as well. The game thumbnail is now swapped with Live Play or a Trailer of the game

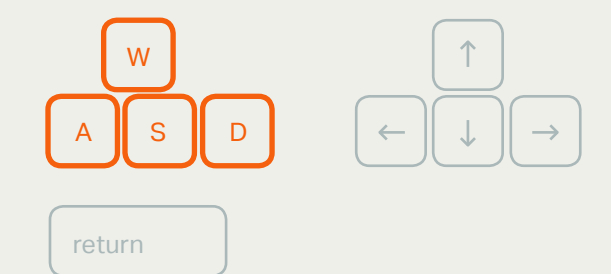
On focus, large and medium thumbnails remain the same size. Small thumbnails are scaled to the medium size on focus.



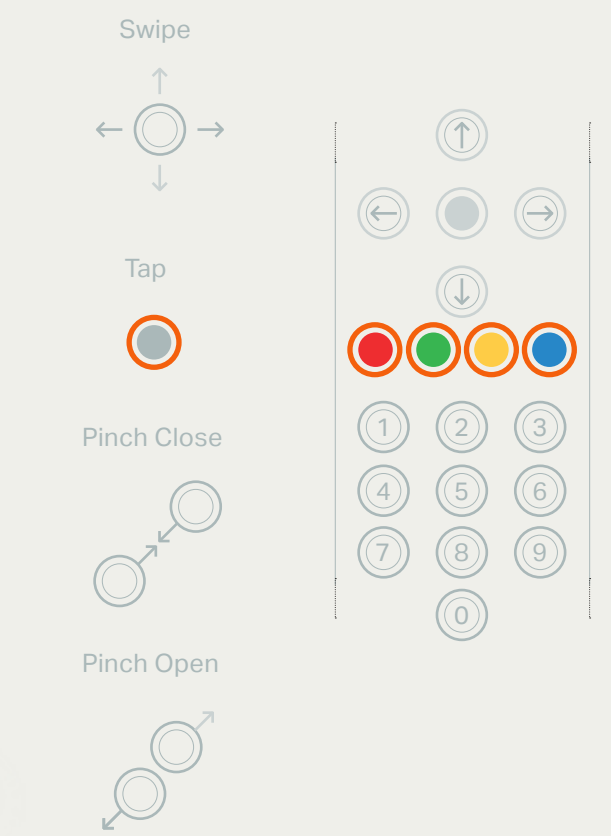
### Controller



### Keyboard

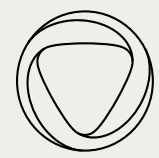


### Touch 5-Way



### Game Controls

For 5-way, the A,B, X & Y controls can be mapped to the 4 colored buttons.



# Grid View — Market Channel

034

### 01 Channel Label

The selected channel name, here 'Market', is displayed here in grid view.

### 02 Stream Names

The current stream name, here 'Featured', is displayed here in white in grid view. All other stream names are grey. For specific type styles refer to the design files.

### 03 Focus

The game in focus is represented with a white stroke with shadow around the key art thumbnail. After 2 seconds of focus, all other grid items are dimmed back and controls and labels appear. The game name is displayed at this time as well.

### 04 Games

There are 3 set sizes of thumbnails to represent games in grid view: small, medium and large. The size of the thumbnail in the last played channel is based on the number of hours the user has played a game. The order of appearance of the games is by last play - with the most recently played game at the top right.

### 05 Promotional areas

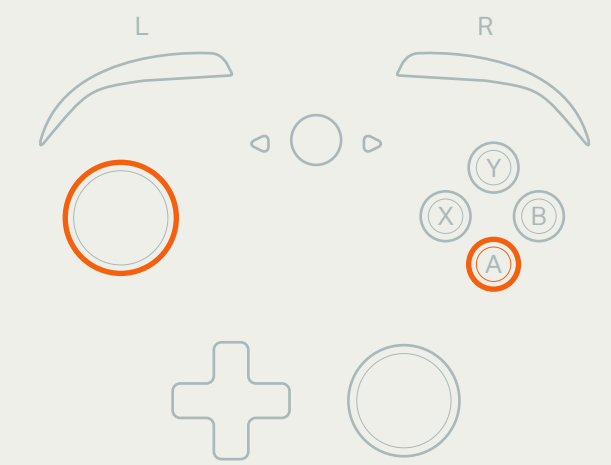
Spaces in the grid can be used for promotional content as long as they comply with the three sizes. The color for these treatments references the current Onlive logo color.

### Grid View - Market

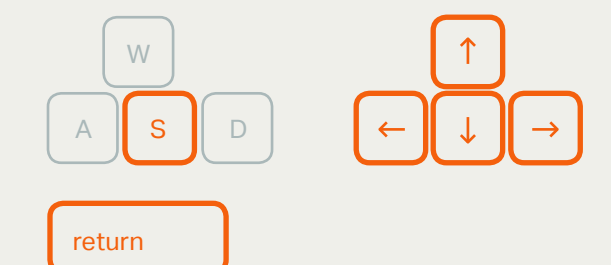
The size of the thumbnails for the Market: Featured stream is curated by Onlive as is the order of appearance. The grid content scrolls vertically.



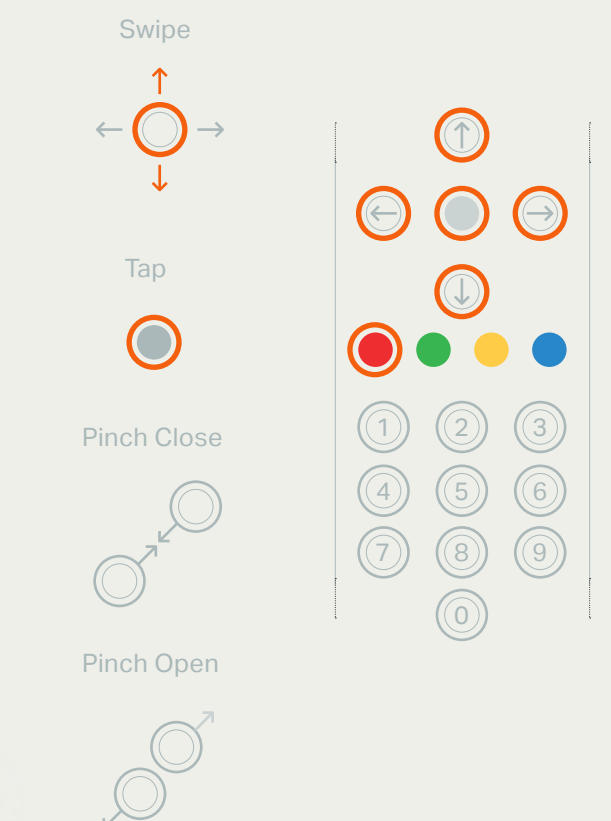
### Controller

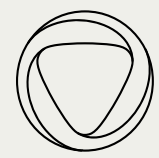


### Keyboard



### Touch 5-Way





# Grid View — Market, Featured Stream

035

### 01 Focus with Controls

After 2 seconds of focus, all other grid items are dimmed back and controls and other relevant data appear. The game names is displayed at this time as well. The game thumbnail is now swapped with Live Play or a Trailer of the game

### 02 Game Title

The game title can appear above or below the thumbnail. It's position is untethered and can appear justified to the left or right, or expand past the width of the thumbnail as necessary.

### 03 Game Controls

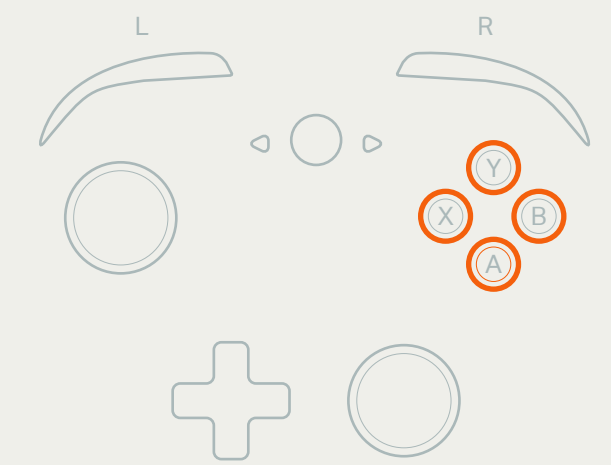
Control appear around the focus frame and their position is also untethered but in proximity to the frame. For keyboard and mouse the keys are mapped: A - S, B - D, X - A and Y - W. Mouse click is also supported. For touch, the controls would be tappable.

### Game Controls

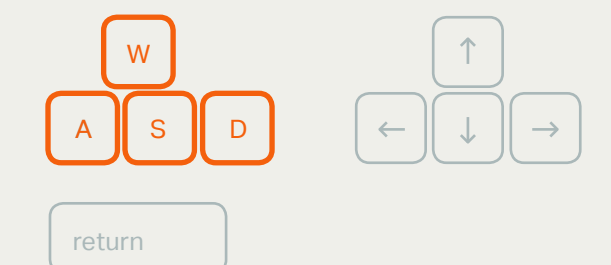
For keyboard and mouse the keys are mapped: A - S, B - D, X - A and Y - W. Mouse click and tap are also supported for the controls displayed.



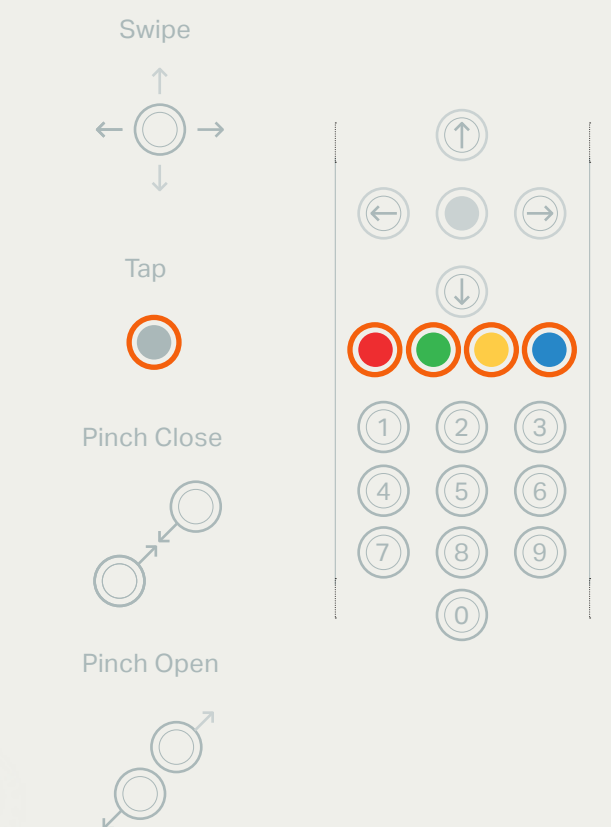
### Controller

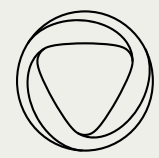


### Keyboard



### Touch 5-Way





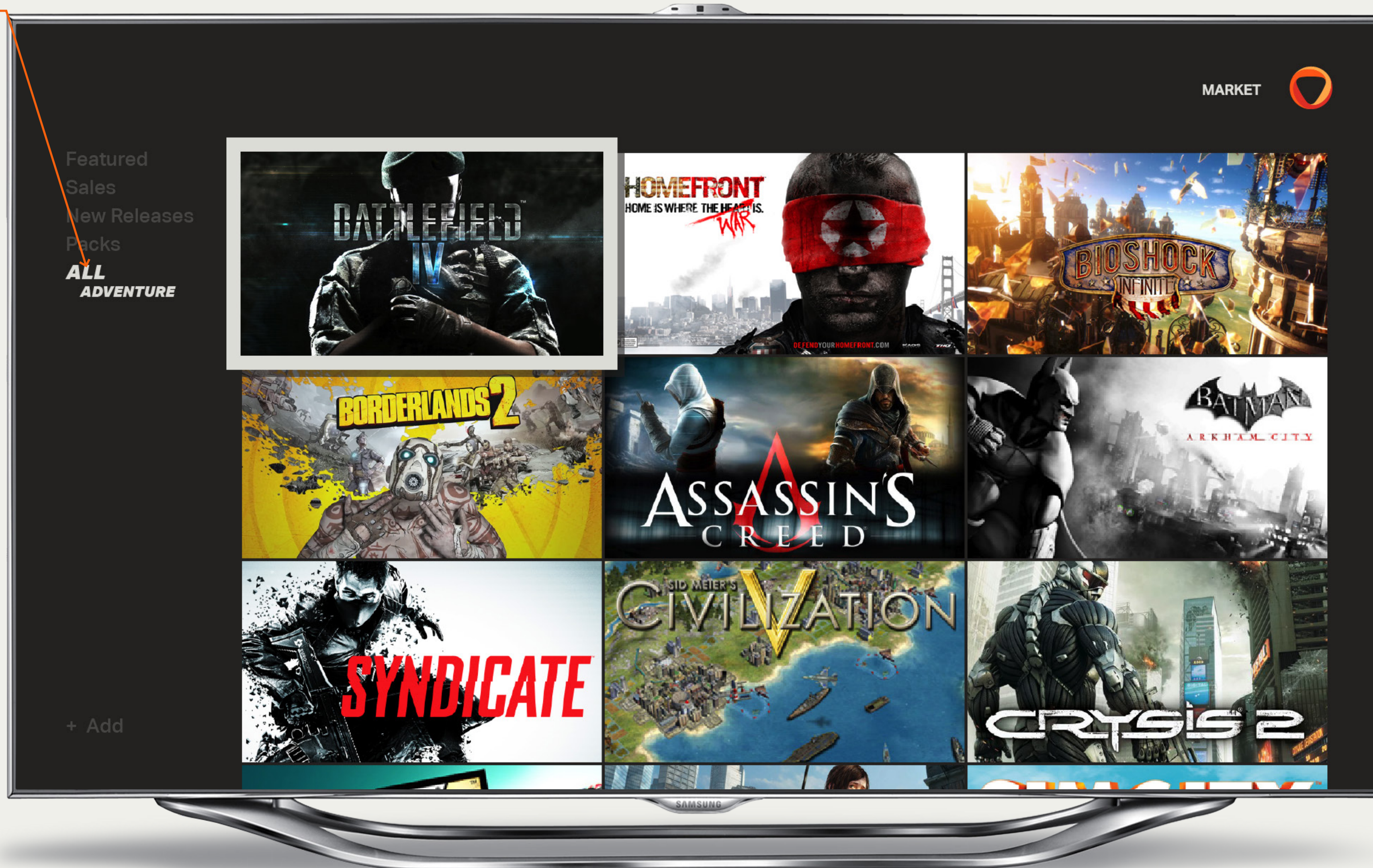
# Grid View — Market Channel - All

036

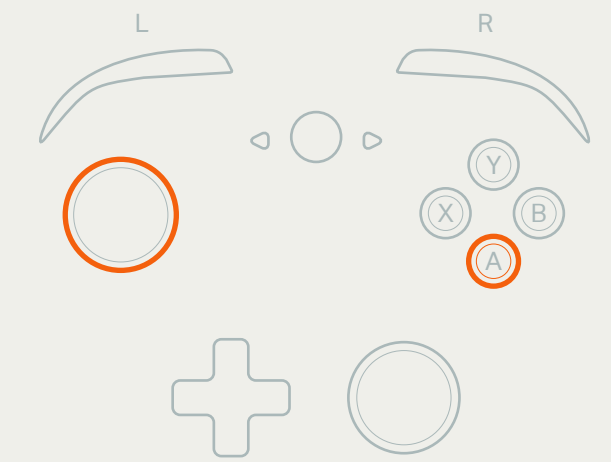
### 01 All

For the 'All' stream, in the 'Market' channel every game is represented by a medium sized thumbnail in order to give each game equal priority. This design was proposed to mitigate publisher concerns.

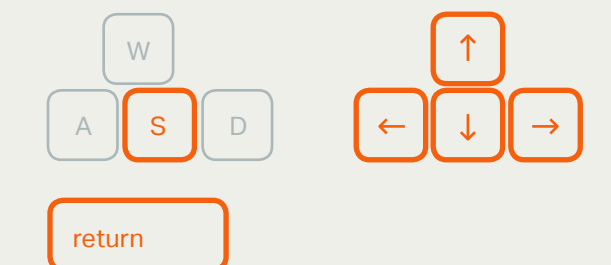
The games would appear in alphabetical order by default.



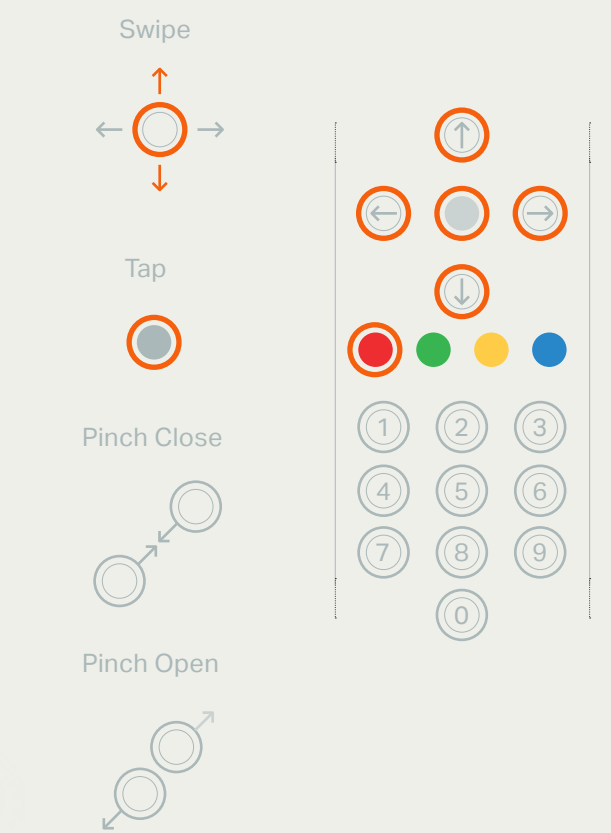
### Controller

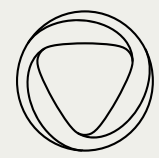


### Keyboard



### Touch 5-Way





# Grid View — Stream Selector

037

### 01 Stream Selector

The streams within each channel are listed in the left side of the grid. Choosing a different stream, curates and prioritizes the grid based on a different pivot. For example, the 'Featured' stream focuses on featured games whereas the 'Sales' stream focuses on games on sale.

### 02 Focus

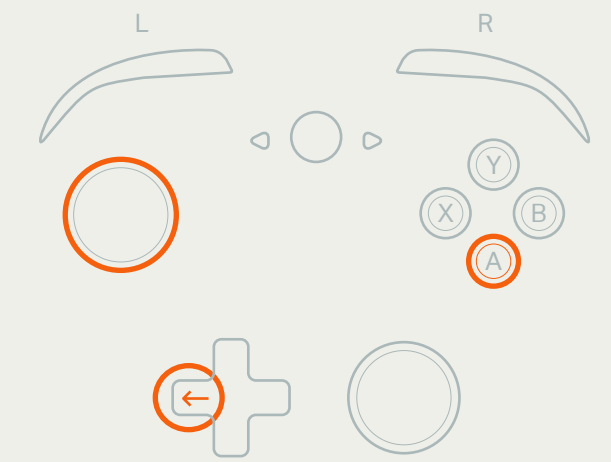
The stream in focus is shown with a white frame. Note: there is no longer a focus frame on the grid and it appears dimmed and scaled back. See files for detailed dimensions.



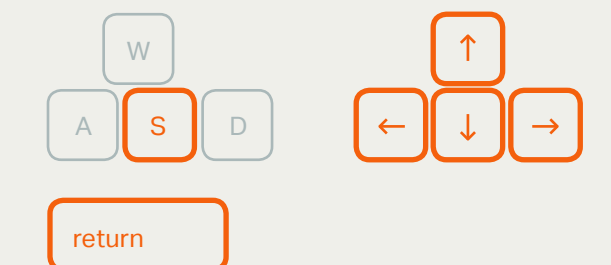
### Stream Selector Controls

D-pad left to access the stream selector from any point on the grid, or use the joystick to move the focus to the far left. Tapping or clicking in the stream selector area will change focus for touch or mouse/keyboard.

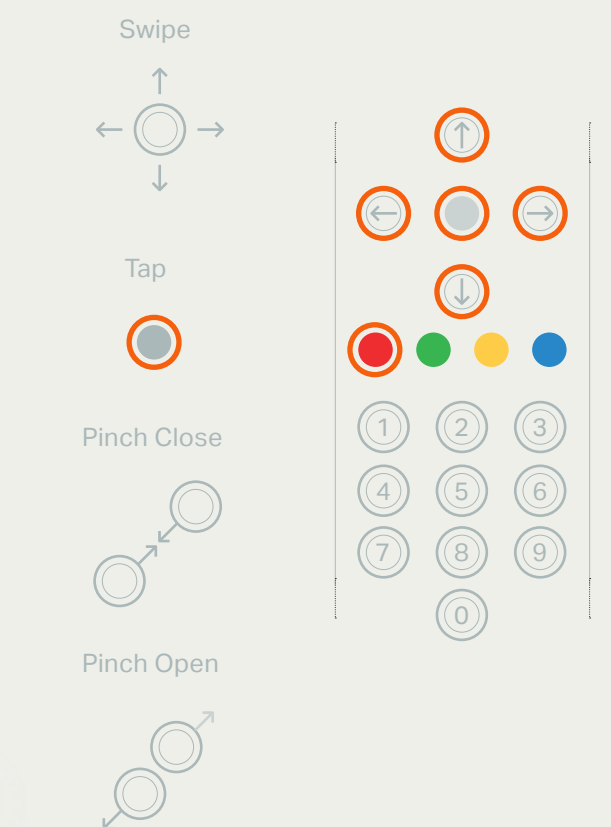
### Controller

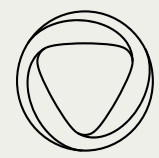


### Keyboard



### Touch 5-Way





# Grid View — Genres Filter

038

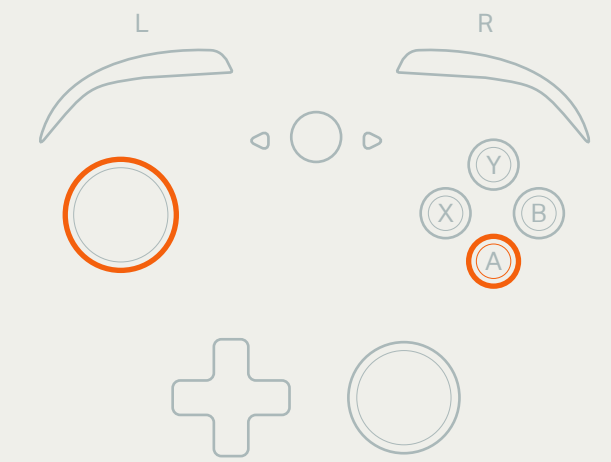
### 01 Genres Filter

When the 'All' stream is selected, the option to filter by genres appears. If the user selects this option, the Genres Filter overlays. The user can now choose an option for filter, here 'Adventure'.

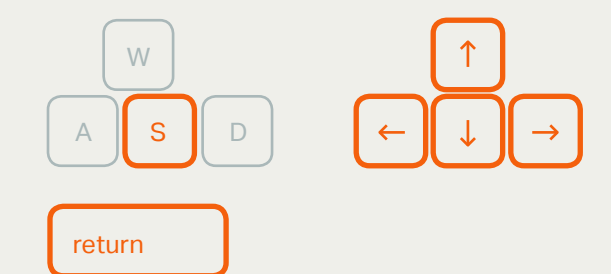
Upon selection with the A button, tap, click or keyboard the grid is brought back in to focus.



### Controller

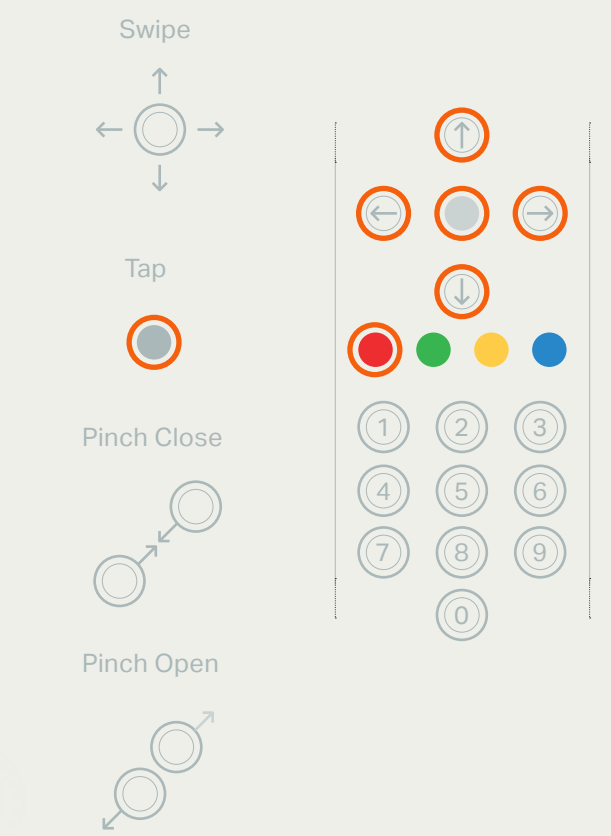


### Keyboard

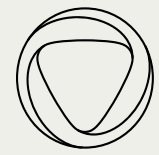


### Touch

### 5-Way







# Game Stream — Live Player Video

040

## 01 Game title

The game title appears on top of dimmed live gameplay footage. The title is untethered and can appear on any of the grid lines and many different Y-positions.

## 02 Particles

Particles surround and gravitate to the game title. One of the particles is colored to represent the user. This color is related to the Onlive logo.

## 03 Section description & amount of content

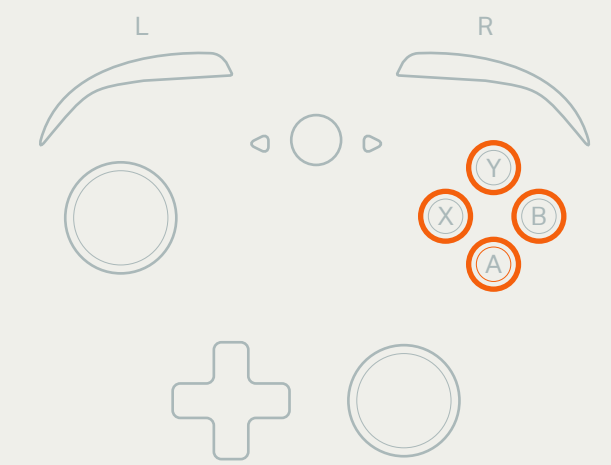
“Live” and then a number appear around the game title to inform users that they are viewing live gameplay, and that there are more live streams than the one they are currently viewing.

## 04 Current stream info

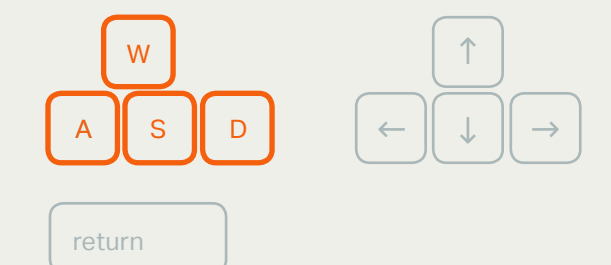
The avatar and name of the user who is currently playing in the background is displayed, as well as the number of viewers that user currently has.



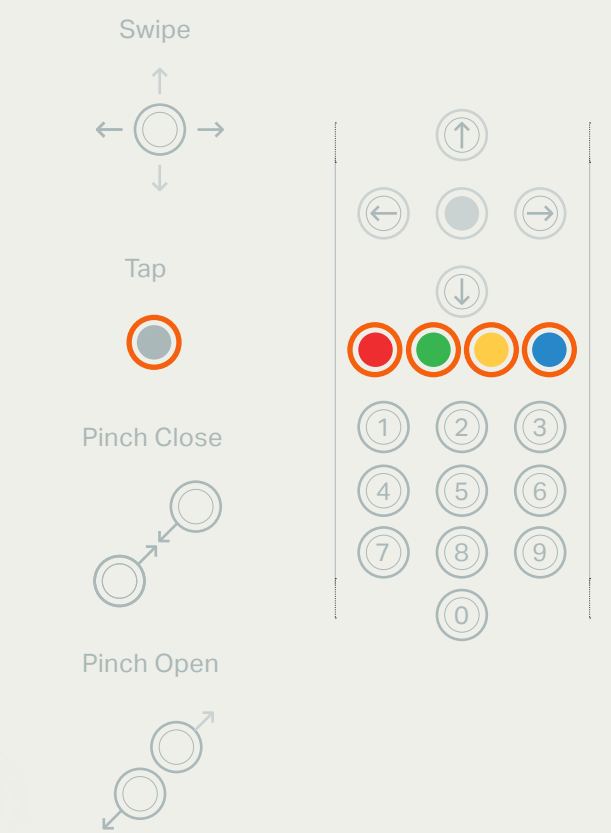
## Controller



## Keyboard



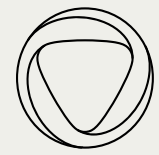
## Touch 5-Way



## Game Stream Controls

Within the stream, users can press A to watch the game, B to access Grid View, X for Game Details and Y to Play or Try the game if the user doesn't own it.





# Game & Player Stream — Stream Navigation

041

## 01 Changing Streams

The user can navigate up or down using the joystick, D-pad, arrow keys or swiping to change the stream.

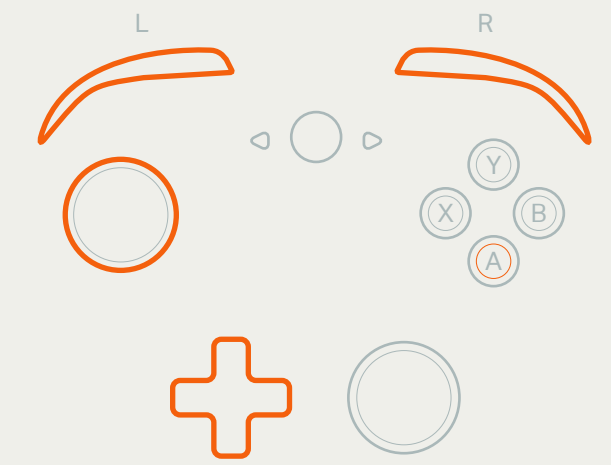
See Interaction Model p.8

## 02 Exploring the Stream

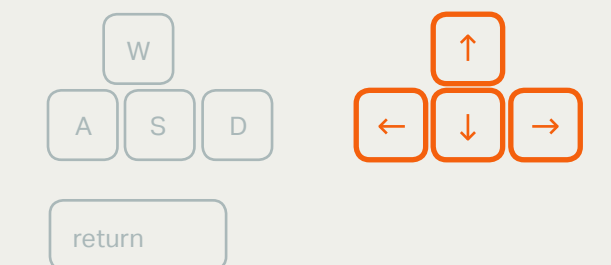
The user can navigate from left to right using the joystick, arrow keys or swiping to advance to the next point in the stream. To avoid having to joystick through multiple selectable objects the user can use the D-pad as a shortcut.



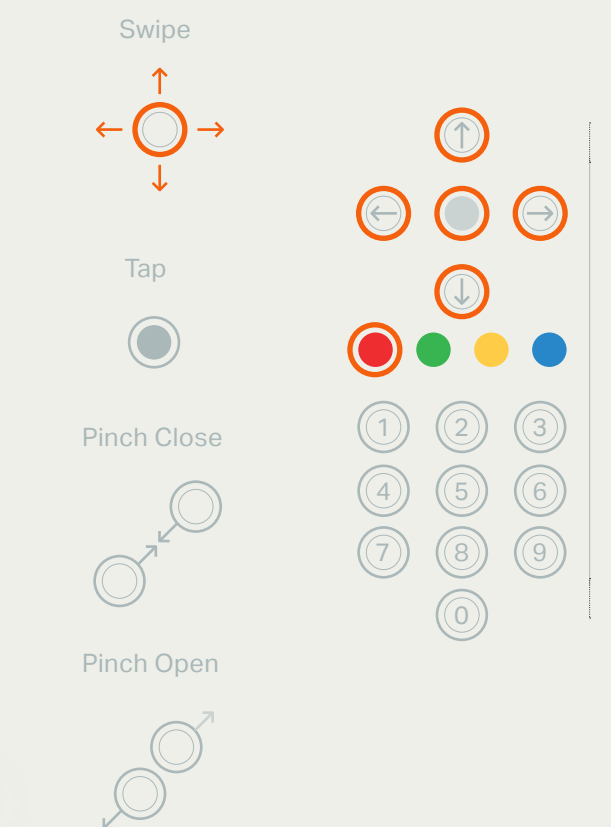
## Controller



## Keyboard

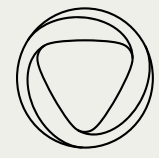


## Touch 5-Way



## Stream Navigation

Within the stream, users can RB or LB to quickly advance to the next point in the stream. See [Online\\_Navigate\\_Stream.mov](#)

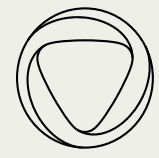


# Game Stream

— Live Player Video with Long Game Name

042





# Player Stream — Live Player Video

043

### 01 Player name

In player streams, the player name and avatar are emphasized.

### 02 Game title

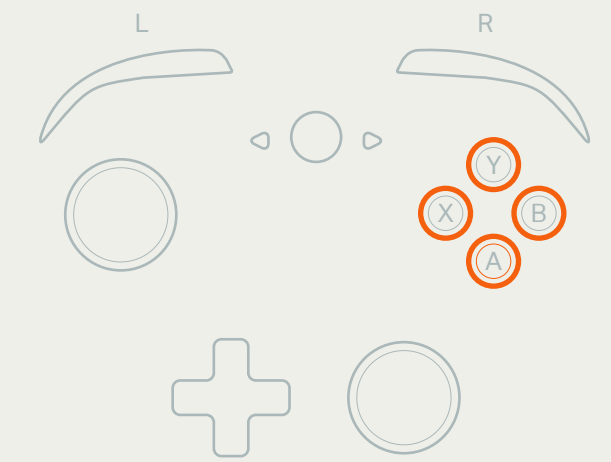
The current or last game the player played is featured on the live page of the player stream. If the player is currently playing, their live play is displayed in the background. If they are currently offline or not playing, a trailer for the last game is playing in the background.

### 03 Stream info

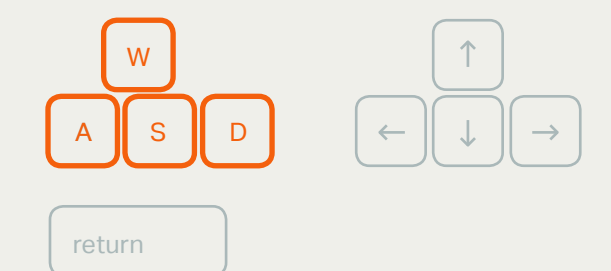
The current number of viewers for the player's current session, as well as cheers are displayed under the user's name.



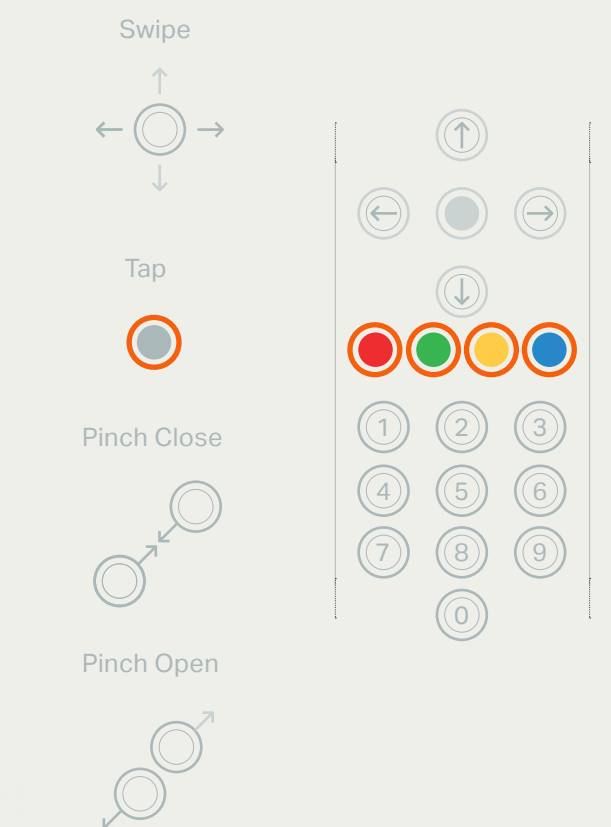
### Controller



### Keyboard



### Touch 5-Way



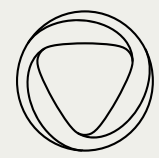
### Player Stream Controls

Within the stream, users can press A to watch the player, B to access Grid View, X for Player Profile and Y to Play or Try the game if the user doesn't own it.



# Brag Clips

044



# Game Stream — Brag Clips

045

01 Game Title

02 Section title

02 Brag Clip Thumbnails

The top cheered brag clip this week for the chosen game is highlighted and in focus. The number of thumbnails displayed can range from 1- 4. These top thumbnails are playing in full motion and are scaled according to the number of cheers each one has. When the cursor moves over each one, it scales up and the rest scale down slightly.

03 Clip info

The number of cheers appears on top of each brag clip, along with the player name and when the clip was created.

04 Background thumbnails

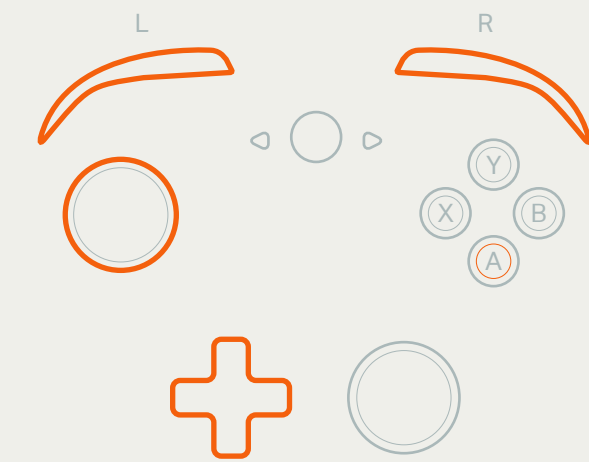
If there are more than 4 brag clips from the current week, the rest appear behind the top 4 in greyscale and as still images.

### Moving the focus

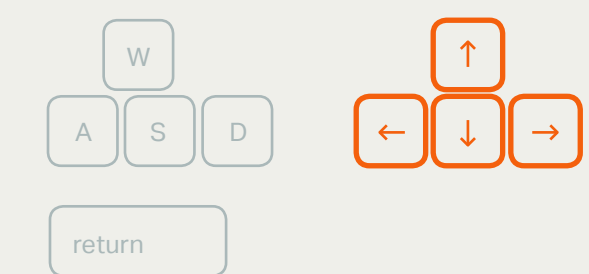
Users can use the joystick to change focus between Brag Clip thumbnails.



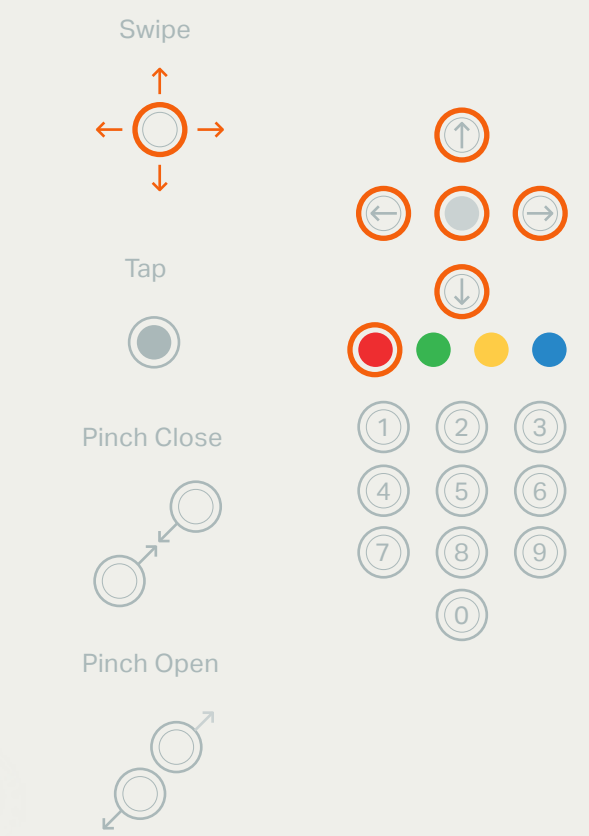
### Controller

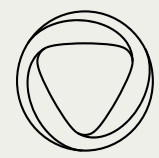


### Keyboard



### Touch 5-Way





# Game Stream — Brag Clips with Long Game Name

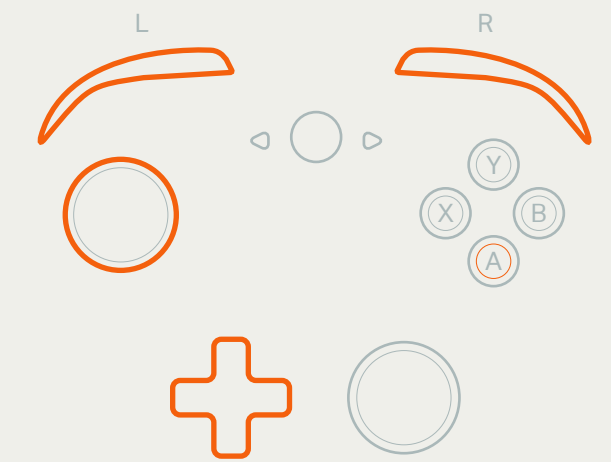
046

### 01 Brag clip thumbnails

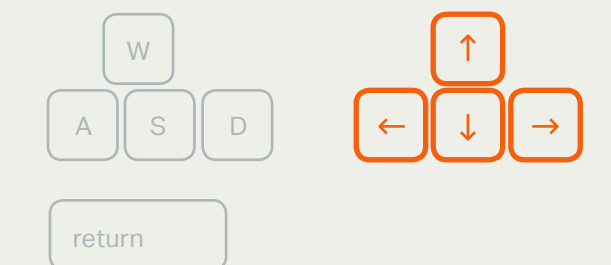
Here is a variation of the brag clip page with only two brag clips during the current week.



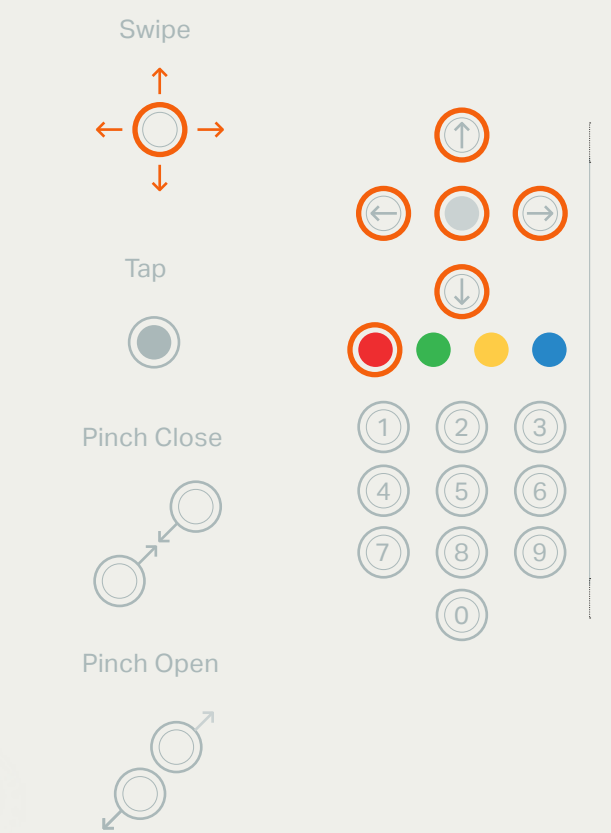
### Controller



### Keyboard

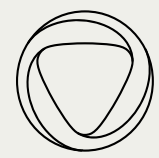


### Touch 5-Way



### Deep Dive

Pressing A on any Brag Clip or Game thumbnail enters the deep dive experience for all clips or games.



# Player Stream — Brag Clips

047

01 Player name

02 Brag Clip Thumbnails

The top cheered brag clip this week for the chosen player is highlighted and in focus. The number of thumbnails displayed can range from 1- 4. These top thumbnails are playing in full motion and are scaled according to the number of cheers each one has. When the cursor moves over each one, it scales up and the rest scale down slightly.

03 Clip info

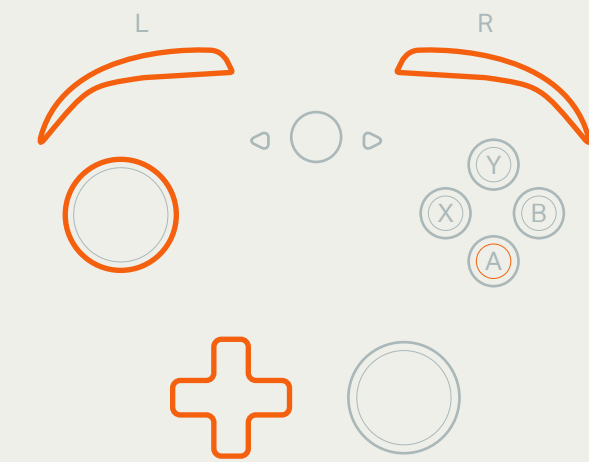
The number of cheers appears on top of each brag clip, along with the game name and when the clip was created.

04 Background thumbnails

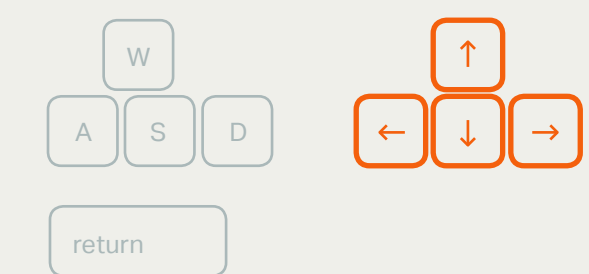
If there are more than 4 brag clips from the current week, the rest appear behind the top 4 in greyscale and as still images.



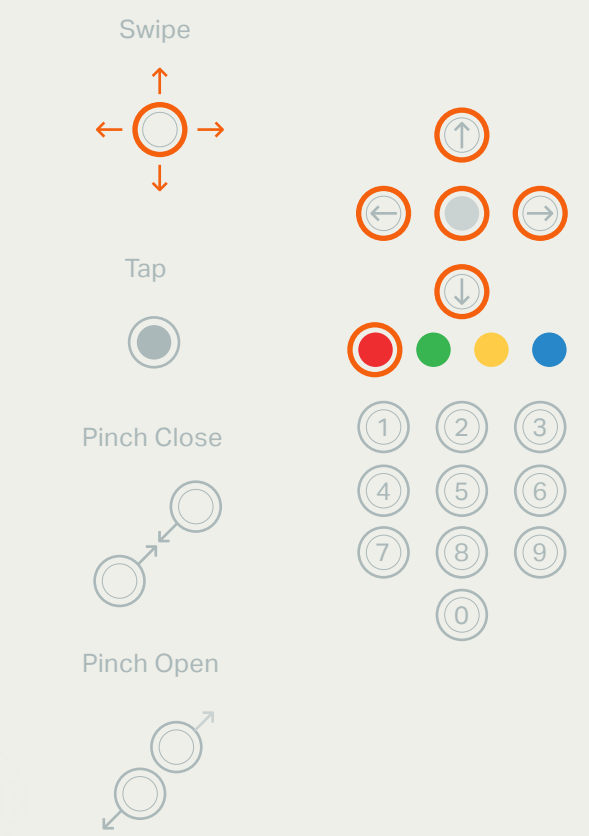
Controller

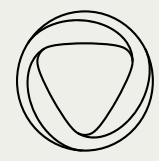


Keyboard



Touch 5-Way





# Player Stream — Player's Games

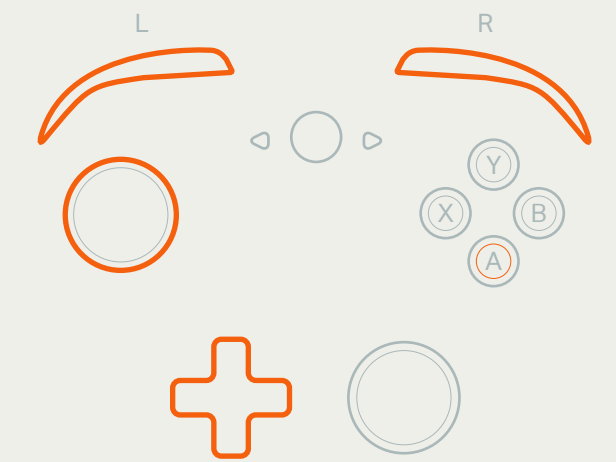
048

### 01 Top Games

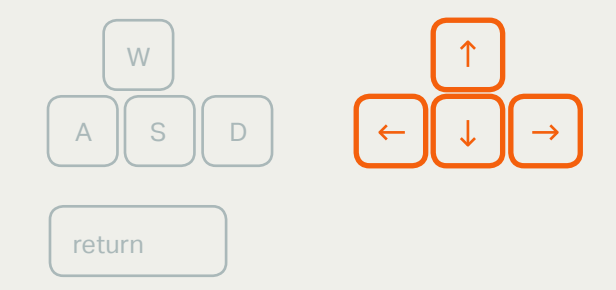
The games on this screen are the games that the current player has played the most. Each game's size is determined by the number of hours the player has played. Similar to brag clips, this screen can feature between 1-4 games. Instead of live play from these games, key art is used.



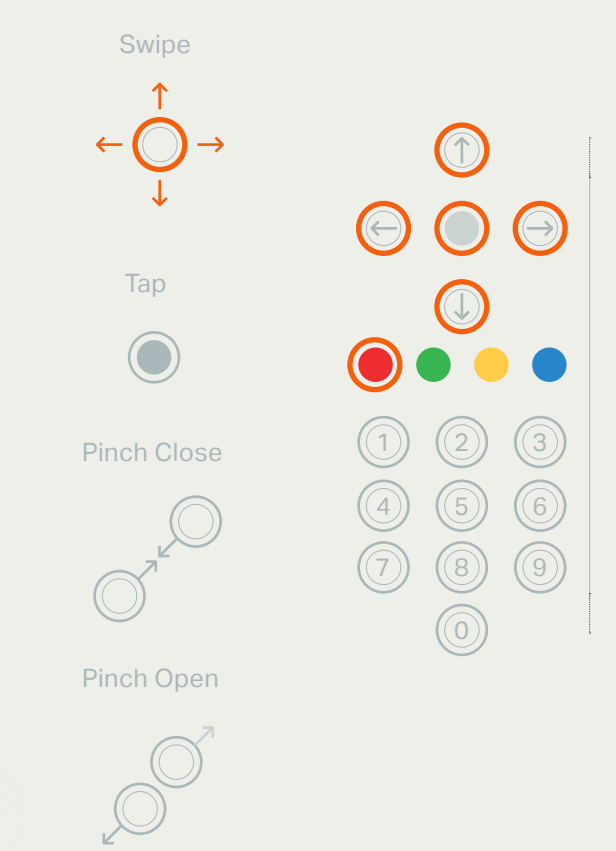
### Controller



### Keyboard

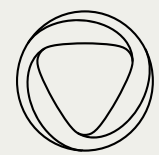


### Touch 5-Way









# Game Stream — Friends and Players

050

### 01 Players & friends

Friends who play the game of the stream users are currently on are featured. If none of the user's friends play the current game, it displays the players who have played this game the most this week. This screen can feature a combination of 1-7 friends and users.

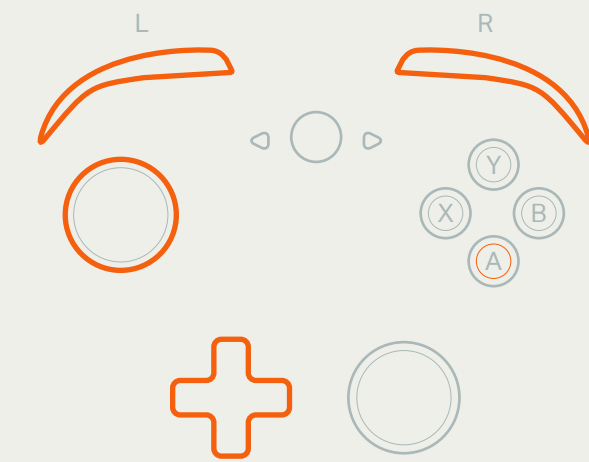
### 02 Player avatar

The avatar for each user appears to the left of the user information. A triangle shape indicates that the user is online, while a circle shape indicates that the user is offline. The size of the avatar corresponds with the amount that each user has played the selected game.

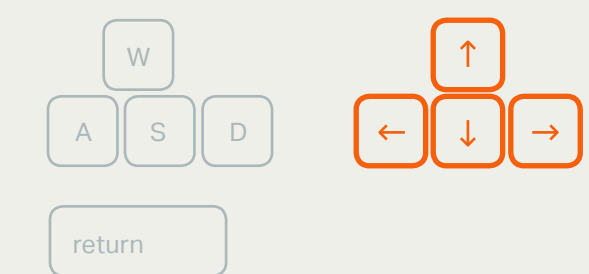
### 03 Player information

The player's username, as well as his or her play time is listed next to the avatars. If the player is currently online and playing the current game, the number of spectators he or she currently has is displayed as well.

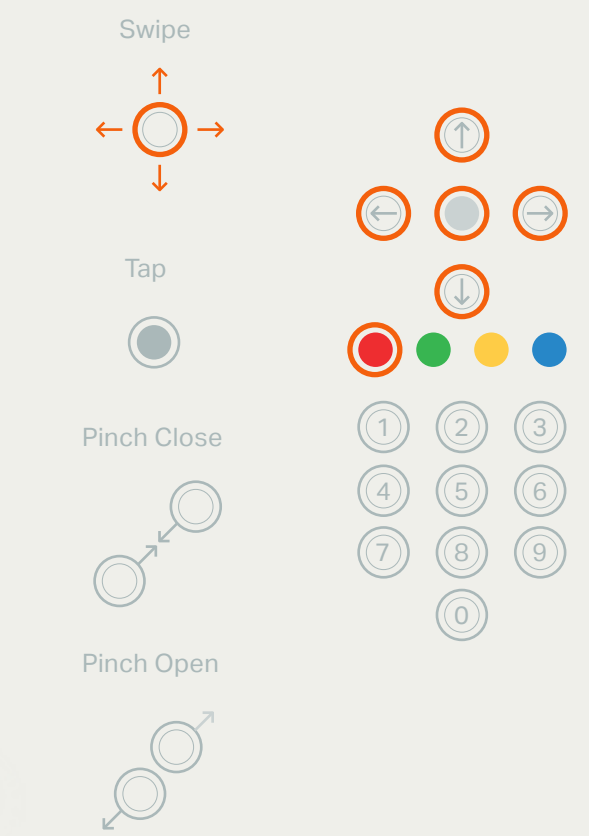
### Controller

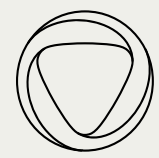


### Keyboard



### Touch 5-Way





# Player Stream — Player's Friends

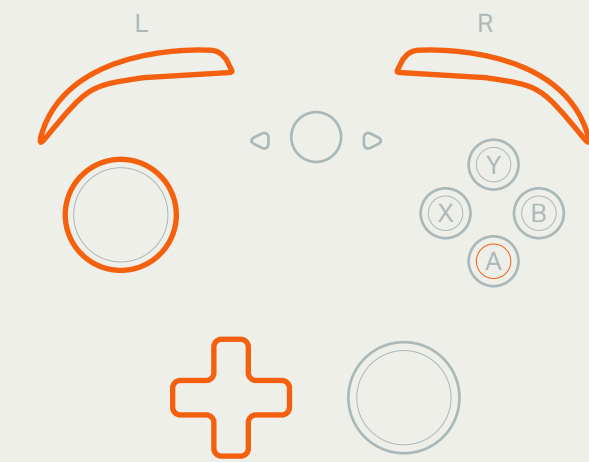
051

### 01 Friends

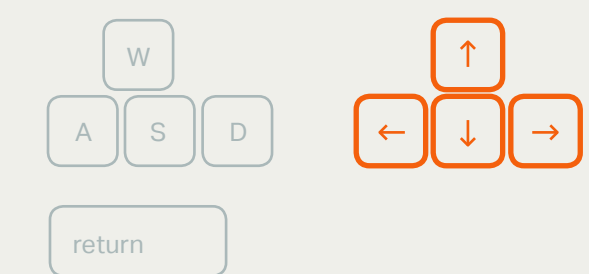
The friends who have been online most recently appear in the friends section of the player stream. If the friend is currently online, his or her current session time is displayed. If the friend is offline, the time since his or her last play session is listed.



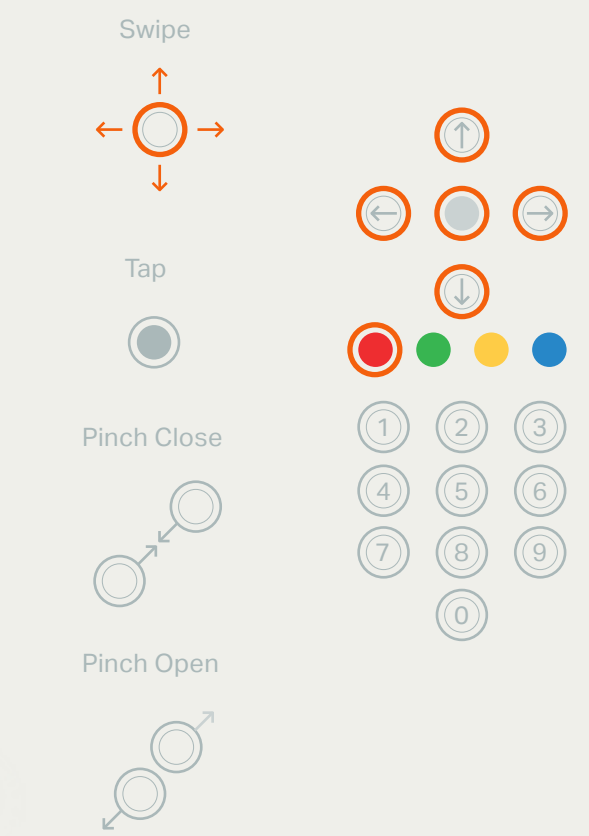
### Controller



### Keyboard



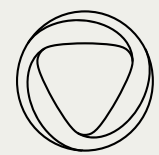
### Touch 5-Way





# Details

052



# Game Stream — Game Details

053

### 01 Game Metadata

The genre, developer, and publisher of the current game are listed here. Activating any of them takes the user to the "Market > All" grid view with either the genre, developer, or publisher as the filter.

### 02 User rating

Users can rate each game, as well as view the average rating from the community.

### 03 Game description

The description given from the game publisher or developer. This text area can be activated to read the entire text in a modal window.

### 04 Purchase & trial options

These items are selectable and take the user many different places. The 'try' and 'trailer' options take the user into a deep dive of either playing the game or watching a trailer. The 'buy' option takes the user into a purchase flow. The achievements option opens a modal with achievement information. Add-ons takes the user to 'Market > all with a filter for this game's add-ons.

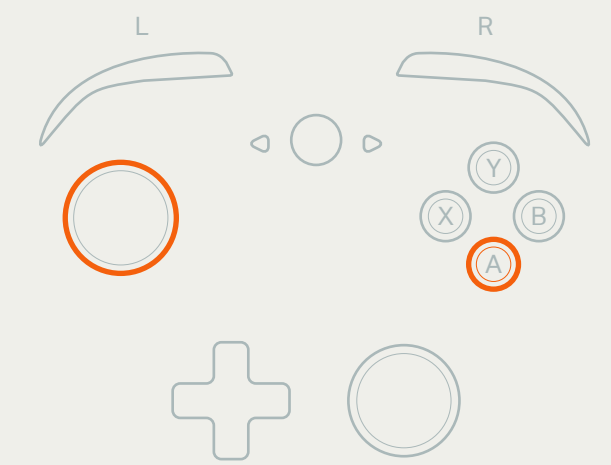
### 03 Other details

The other details for this game are displayed as icons.

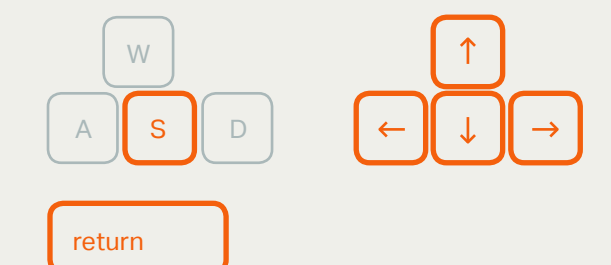
### Game Details for a user owned game

If a user owns a game, the initial focus will be on the call to action 'It's Yours, PLAY'

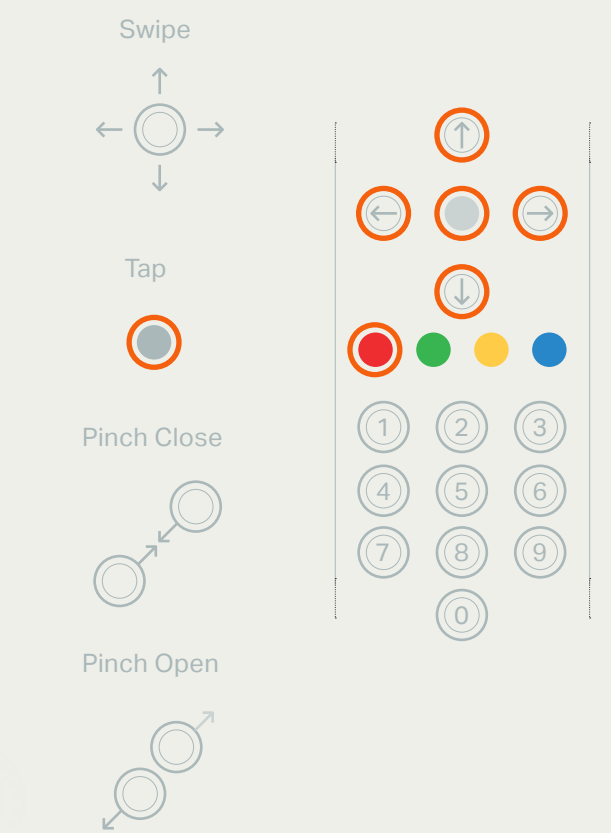
### Controller

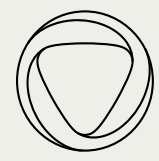


### Keyboard



### Touch 5-Way

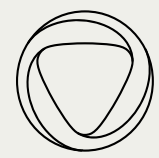




# Game Stream — Game Details Rating

054





# Player Stream — Player Details

055

### 01 Player stats

These items are actionable and take the user to the appropriate place in the player stream or into a modal.

### 02 Player name

### 03 Last played game info

Information about the game this user is currently playing or played last, including the game title, session time, as well as cheers.

### 04 Last played game preview

If the user is currently playing, this shows the live stream. If the user is not playing, this displays a trailer for the game this user last played..

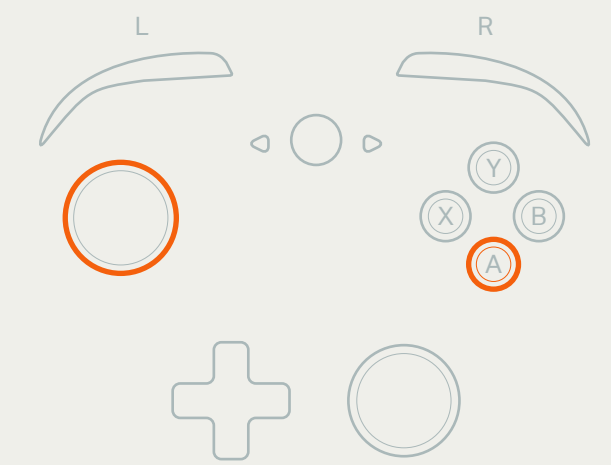
### 05 Friend options

Actions the user can perform related to this player are displayed here.

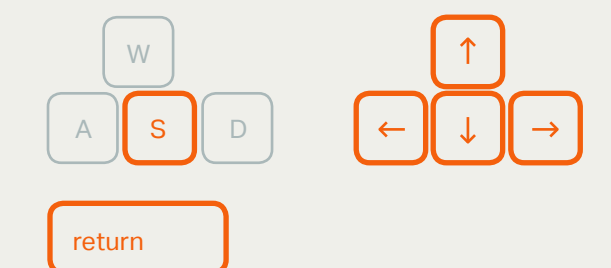
### 06 Activity feed

Actions that this player has taken in onlive appear in a list to the right with the most recent actions at the top. Users can highlight the feed and scroll up and down within the list.

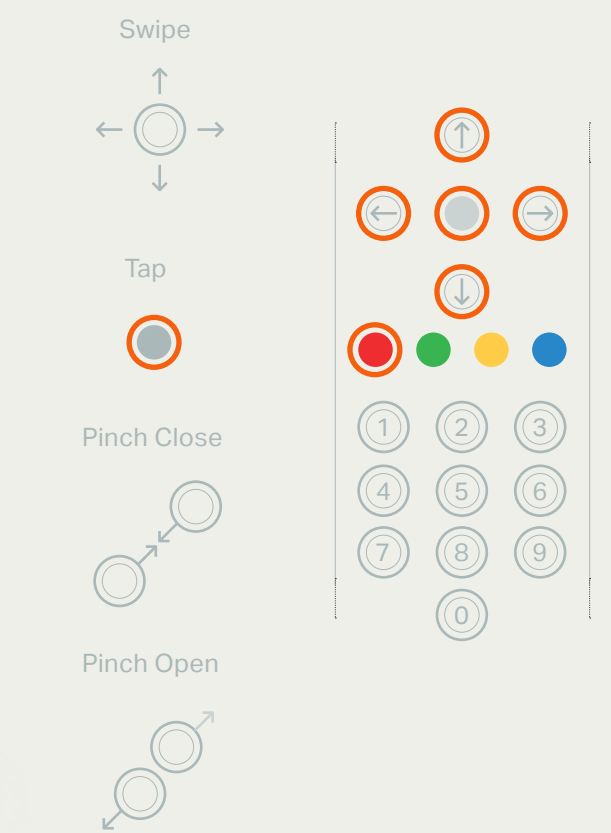
### Controller



### Keyboard

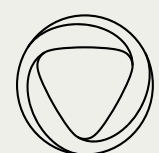


### Touch 5-Way









# Deep Dive — Watch Brag Clip

057

### 01 Cheers

The current number of cheers for the current brag clip the user is viewing.

### 02 Player info

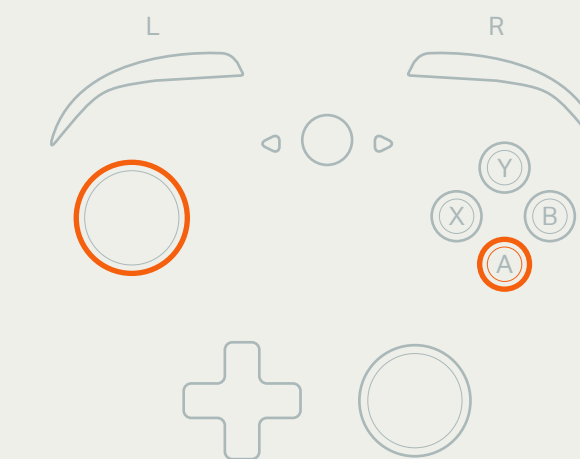
The clip creator's avatar, username, and creation date.

### 03 More clips indicator

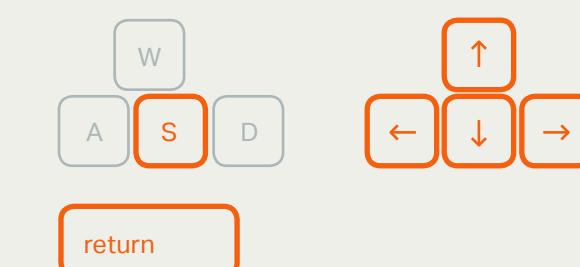
The number of the current brag clip as well as the number of total brag clips for the current deep dive.



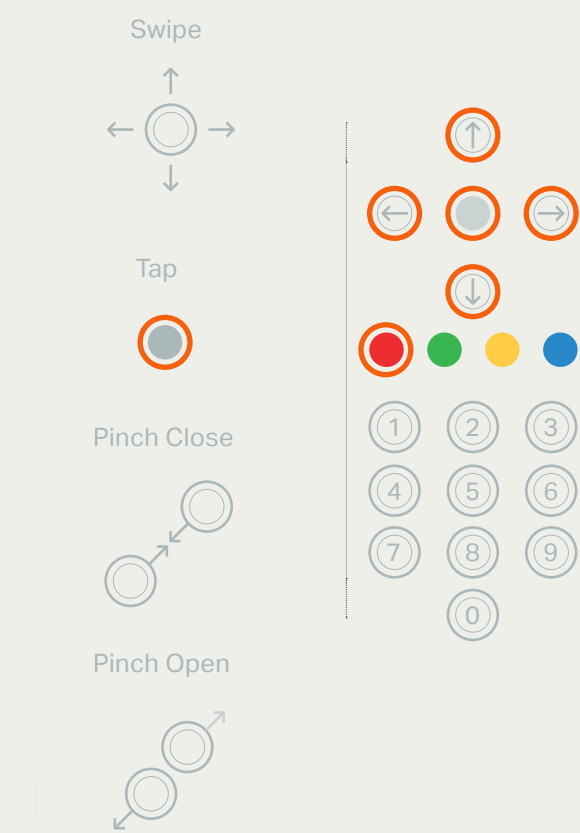
### Controller

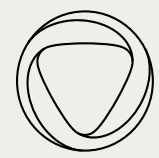


### Keyboard



### Touch 5-Way





# Deep Dive — Watch Game Play

058

### 01 Cheers

The current number of cheers for the current live stream the user is viewing.

### 02 Player info

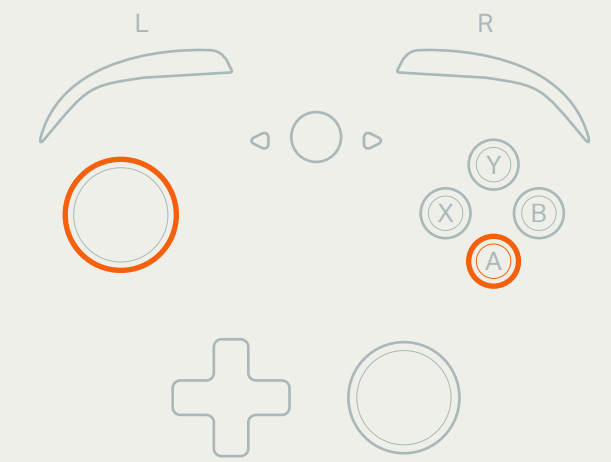
The stream creator's avatar, username, and session time.

### 03 More clips indicator

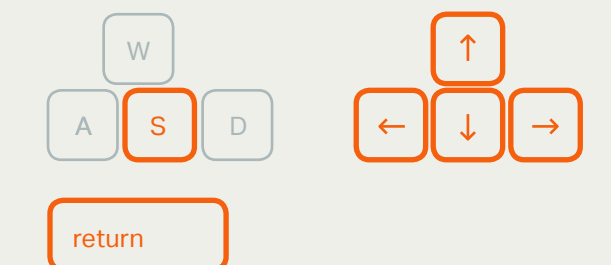
The number of the current stream as well as the number of total streams for the current deep dive.



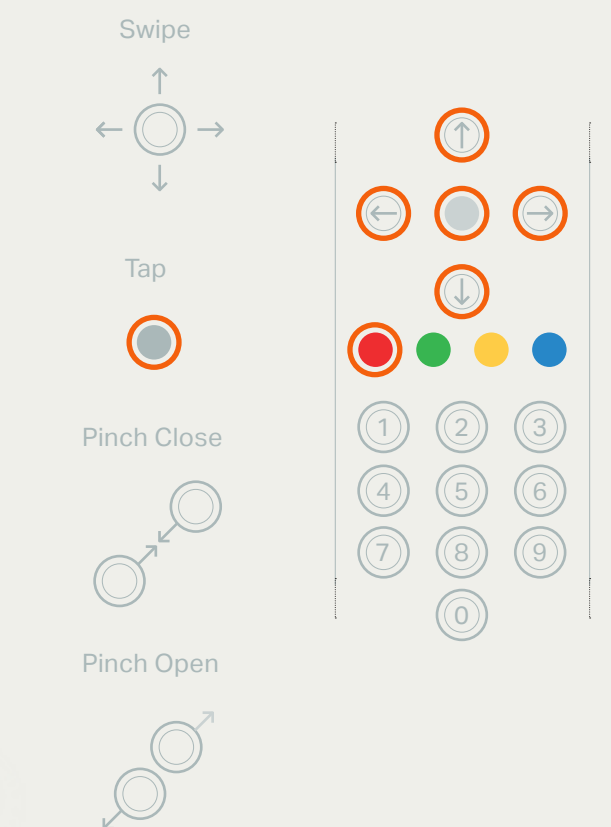
### Controller



### Keyboard

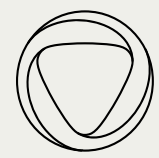


### Touch 5-Way



### Access Deep Dive Navigation

Pressing RB or press and hold on the joystick will provide the deep dive navigation screen



# Deep Dive — Navigate Deep Dive

059

01 Deep dive section name

02 Timeframe filters

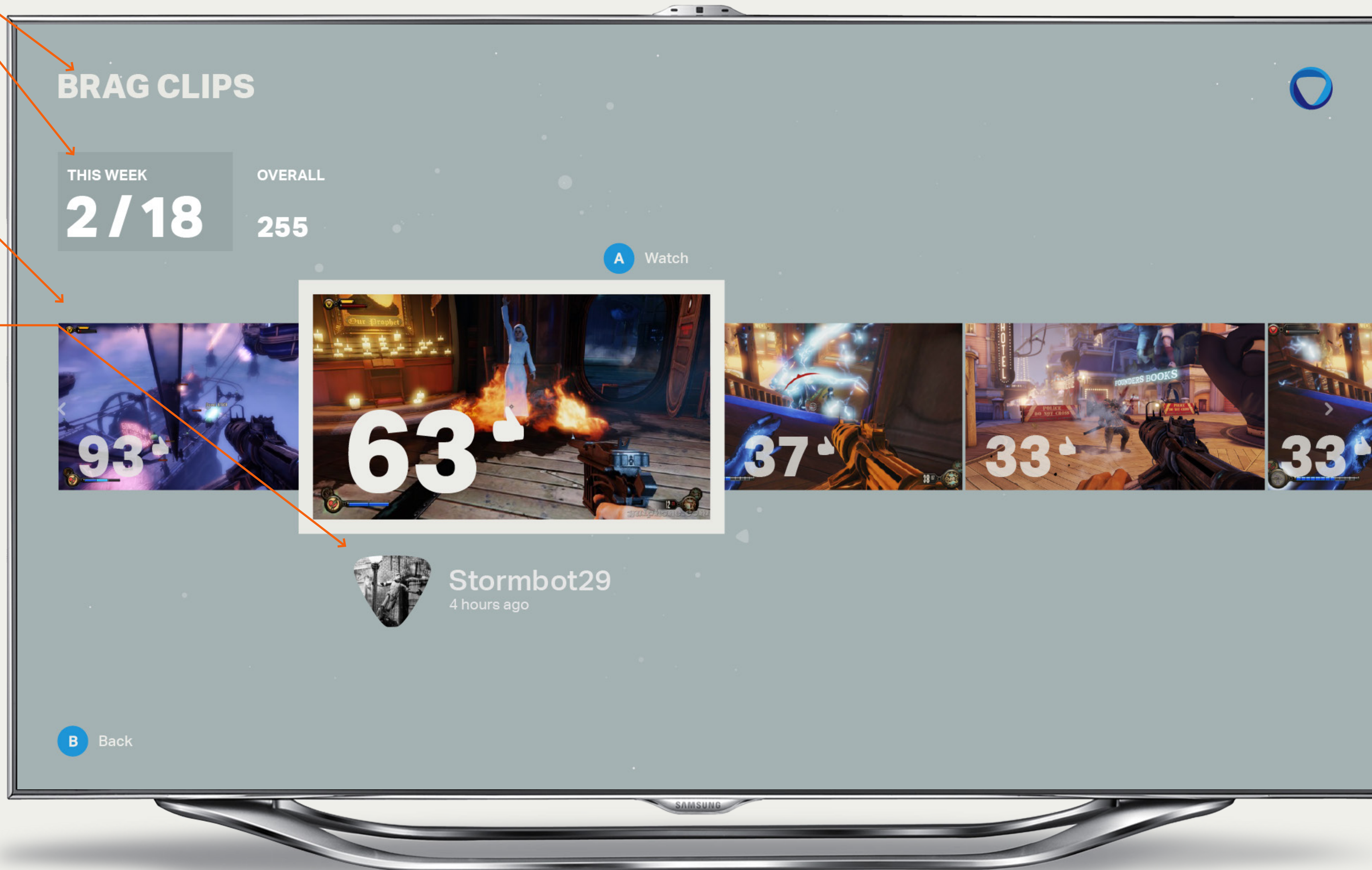
These buttons toggle between seeing just this week's top brag clips or to see the top brag clips from all time. The first number represents the number of the currently selected brag clip, while the second number represents the total number of clips for the selected time range.

03 Deep dive list

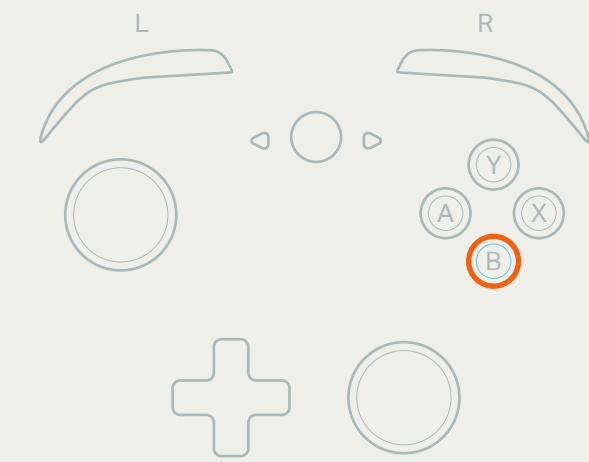
All of the content for the active deep dive, in order based on the number of cheers.

04 Item details

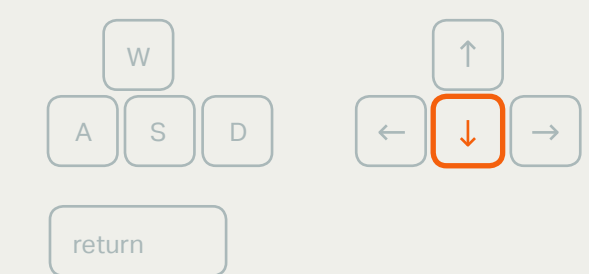
The details for the focused content item are listed below, such as the user avatar, user name, and how long ago the content was posted.



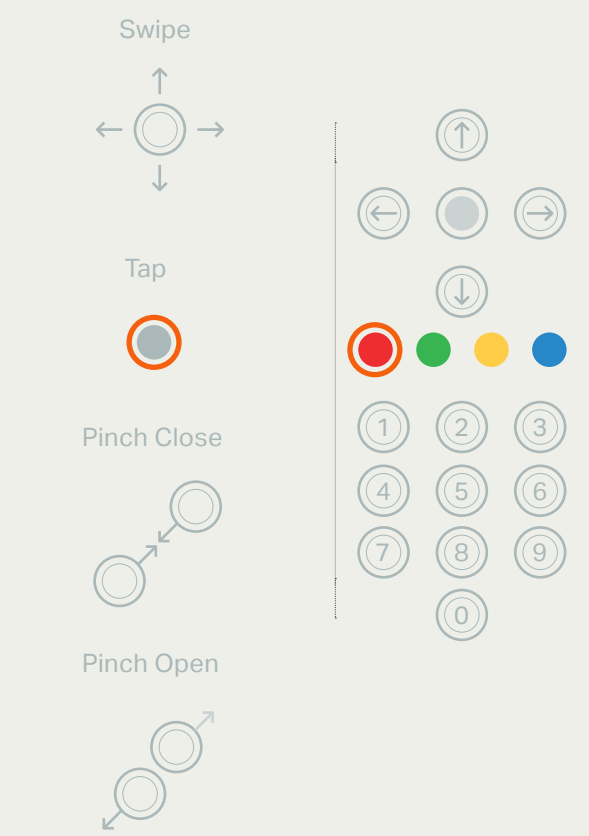
Controller



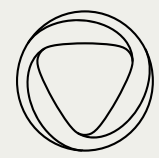
Keyboard



Touch 5-Way







# Modals — Achievements Modal

061

### 01 Onlive Logo

The Onlive logo remains on top of the dimming layer used for the modal

### 02 Modal Title

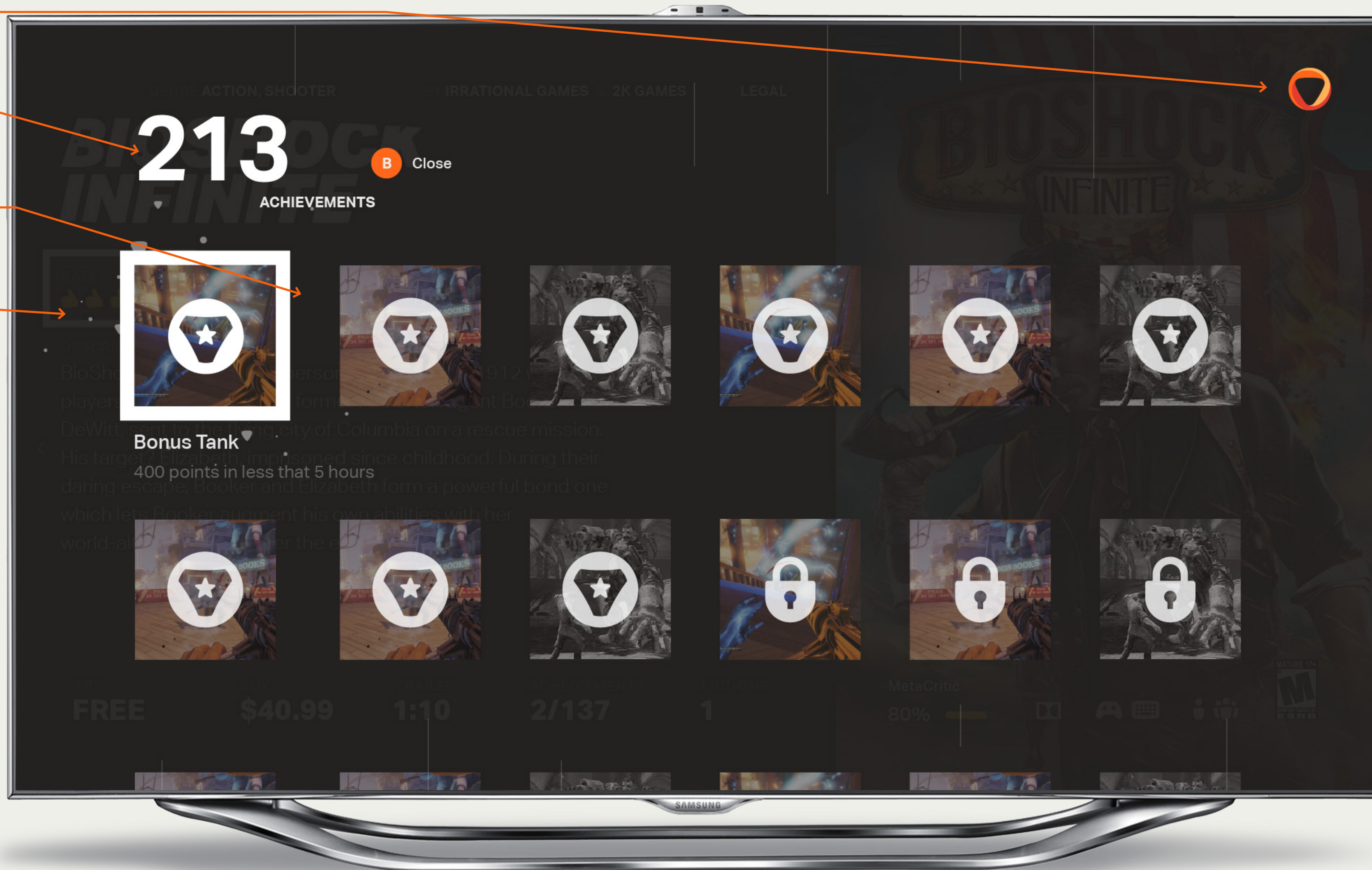
Number of achievements or if it's a game the user owns 'X/total number' would be displayed.

### 03 Content

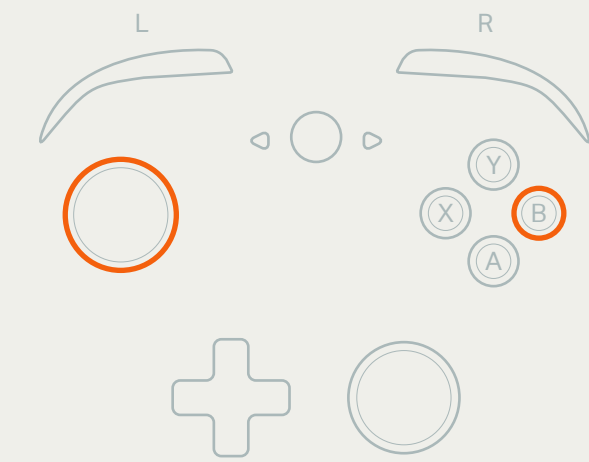
The white frame indicates the achievement in focus.

### 04 Dimming Layer

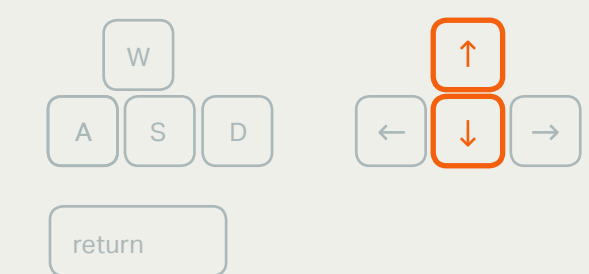
This layer visually dims the content behind the modal information and calls to action.



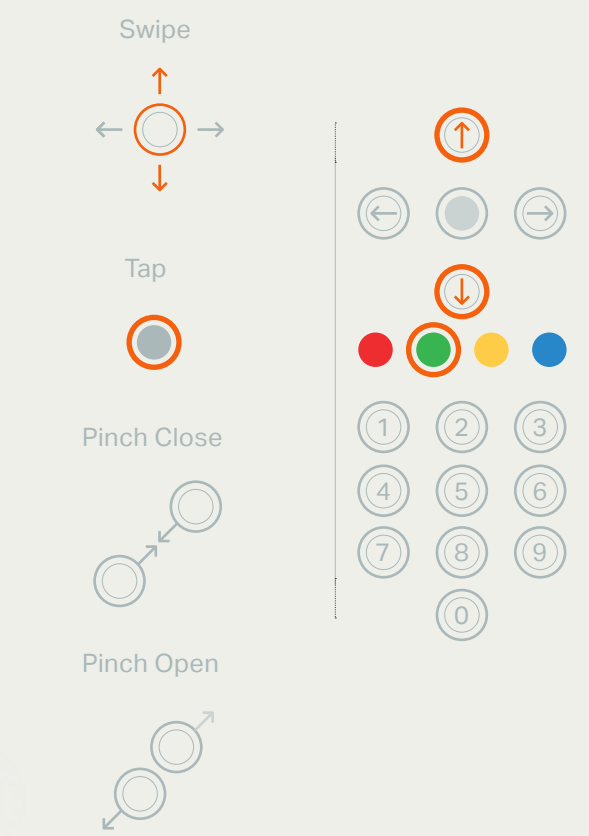
### Controller

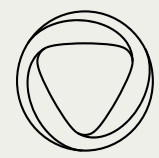


### Keyboard



### Touch 5-Way





# Modals — Dialog

062

### 01 Onlive Logo

The Onlive logo remains on top of the dimming layer used for the modal

### 02 Dialog Title

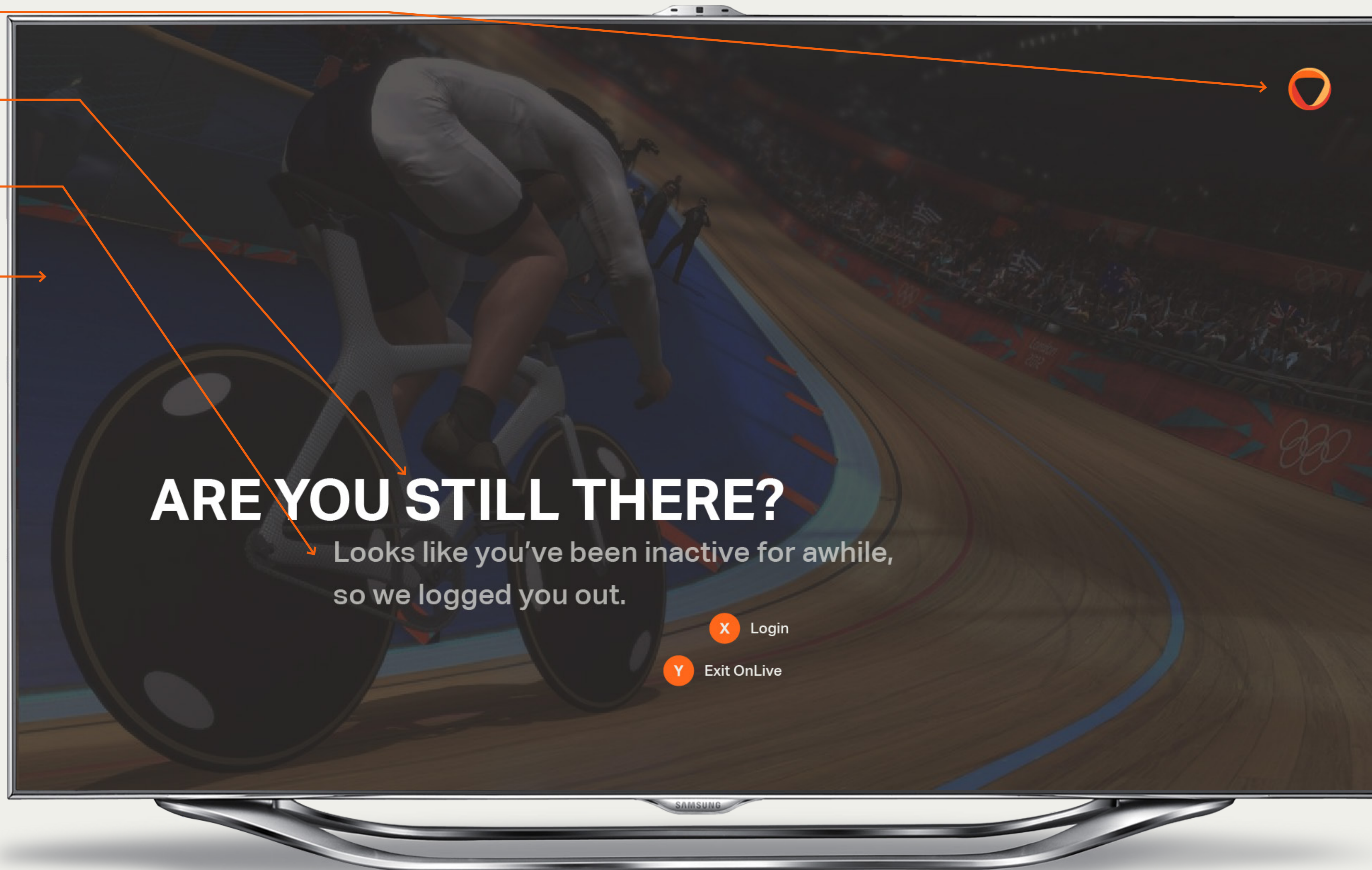
The dialog title and content appear with untethered positioning.

### 03 Content & Controls

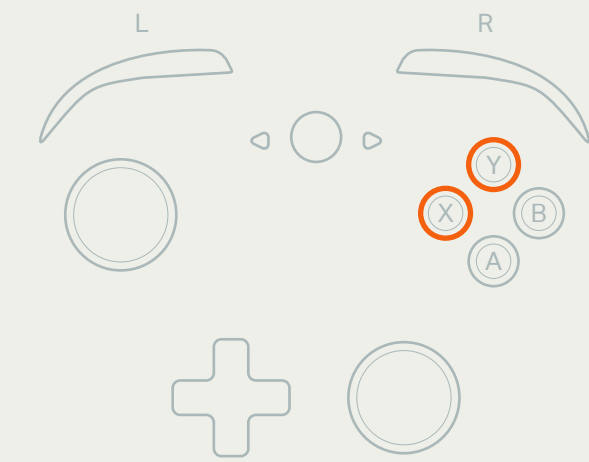
Message appears below the title along with applicable controls

### 04 Dimming Layer

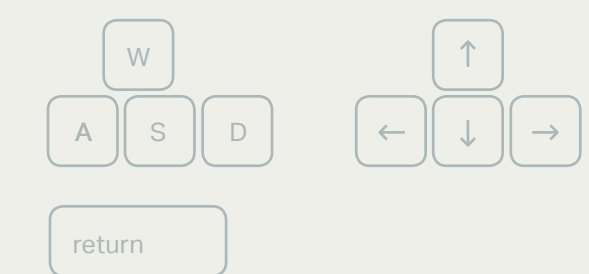
This layer visually dims the content behind the modal information and calls to action.



### Controller

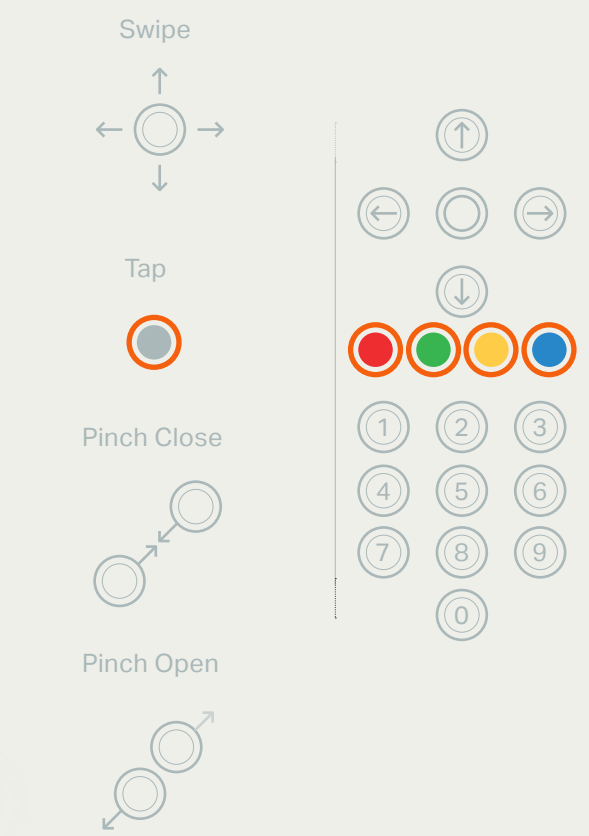


### Keyboard

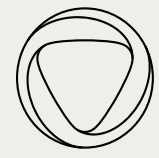


### Touch

### 5-Way







## Notifications — Single Notification

064

### 01 Single Notification

Notifications always appear in the top left corner of the screen replacing the location of the Onlive logo. Notifications can appear at any point across the UI. They are not actionable.



### Notification Transition

For a high-level motion study for notifications please refer to [Onlive\\_Notifications.mov](#)





# Notifications — Transitions

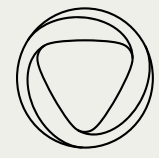
065

## 01 Notification Transition

Notifications time-out and fade after 3 seconds and the Onlive logo is returned to it's position if it was in view.



A



# Notifications

## — Multiple Notifications

066

### 01 Multiple Notifications

If there are multiple notifications that are triggered at the same time. The notifications stack.



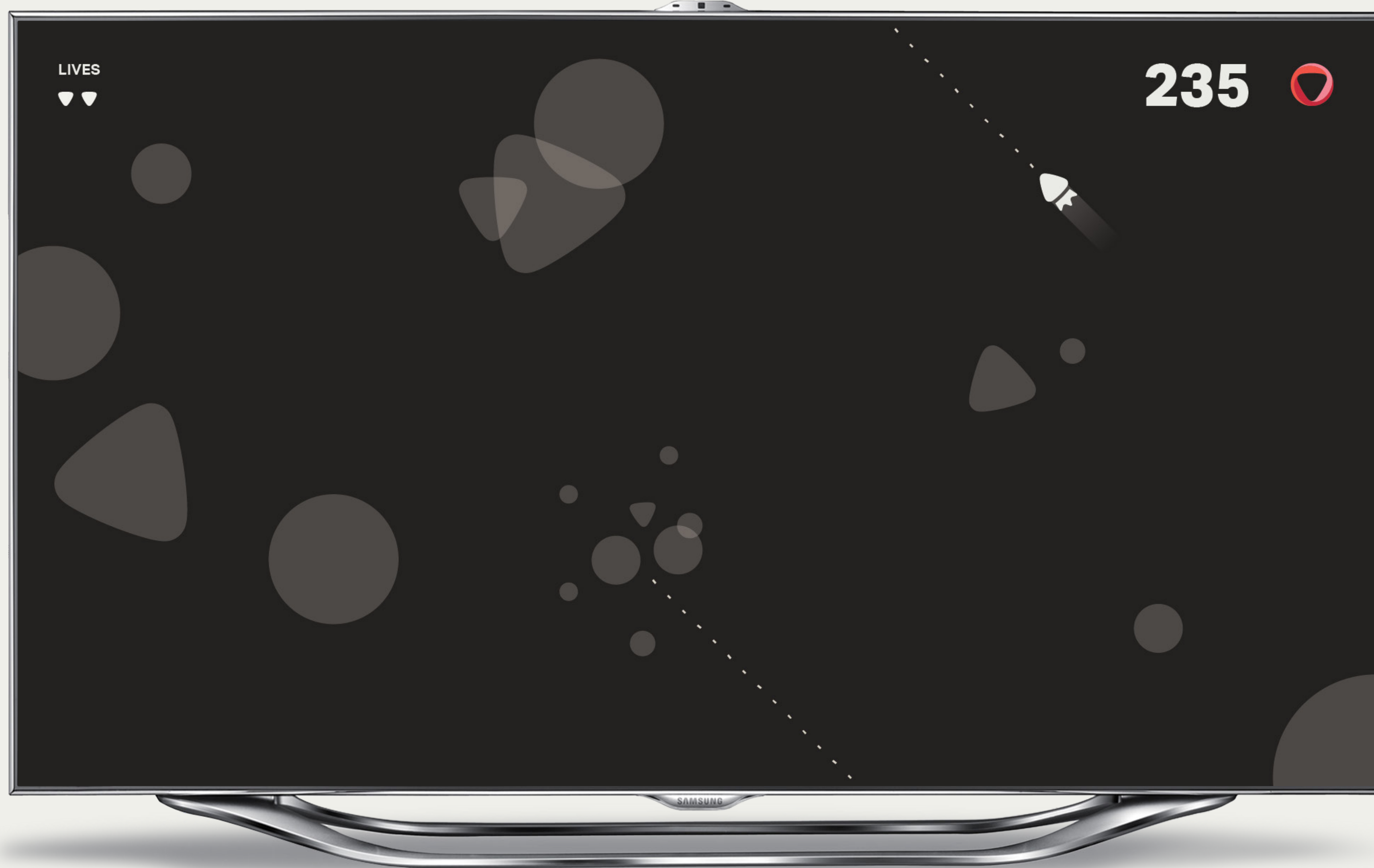


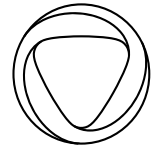


# Future Thinking

— And, if you don't have enough to build already...

068





069

# Onlive

## Thanks.

For any further questions, please contact:

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