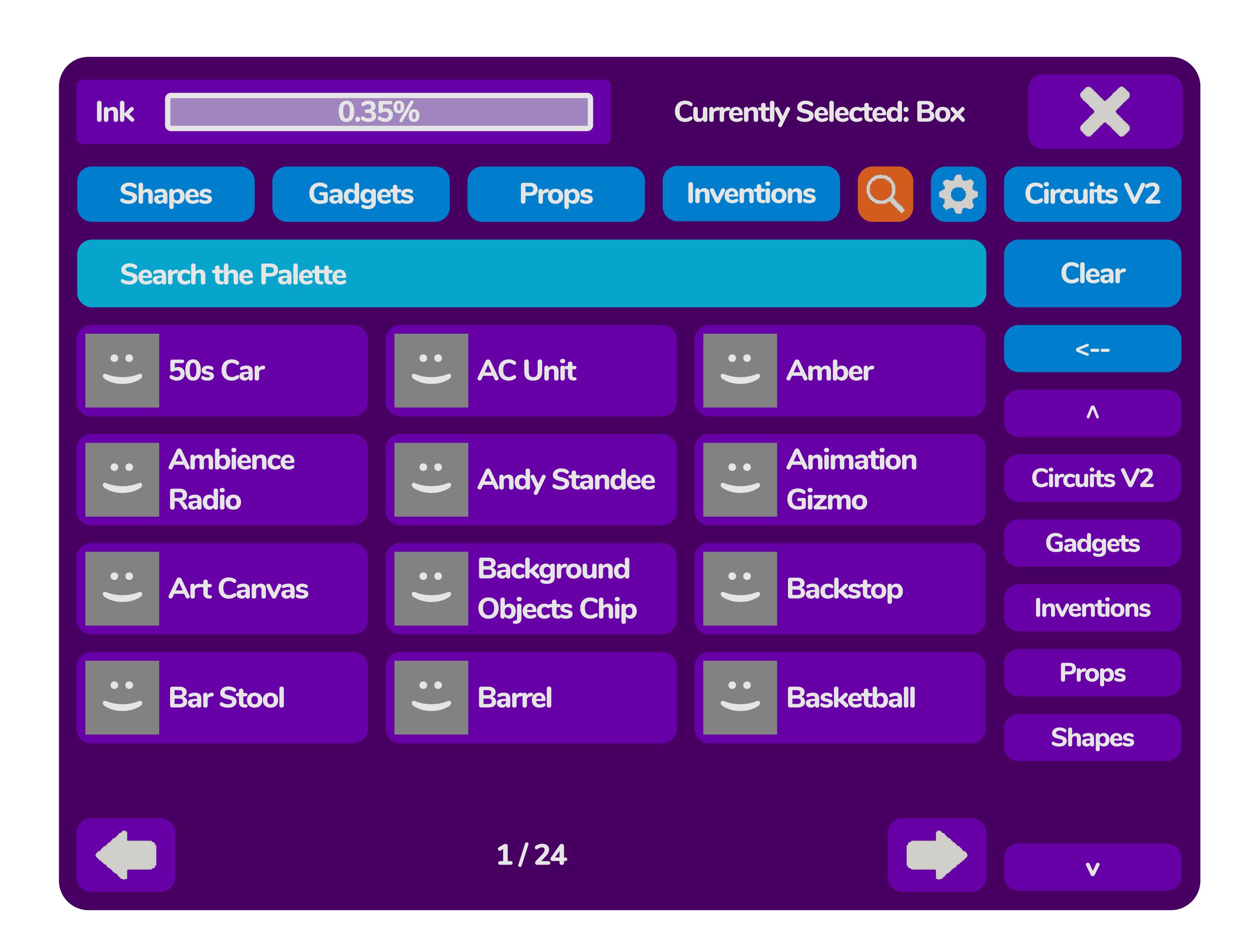
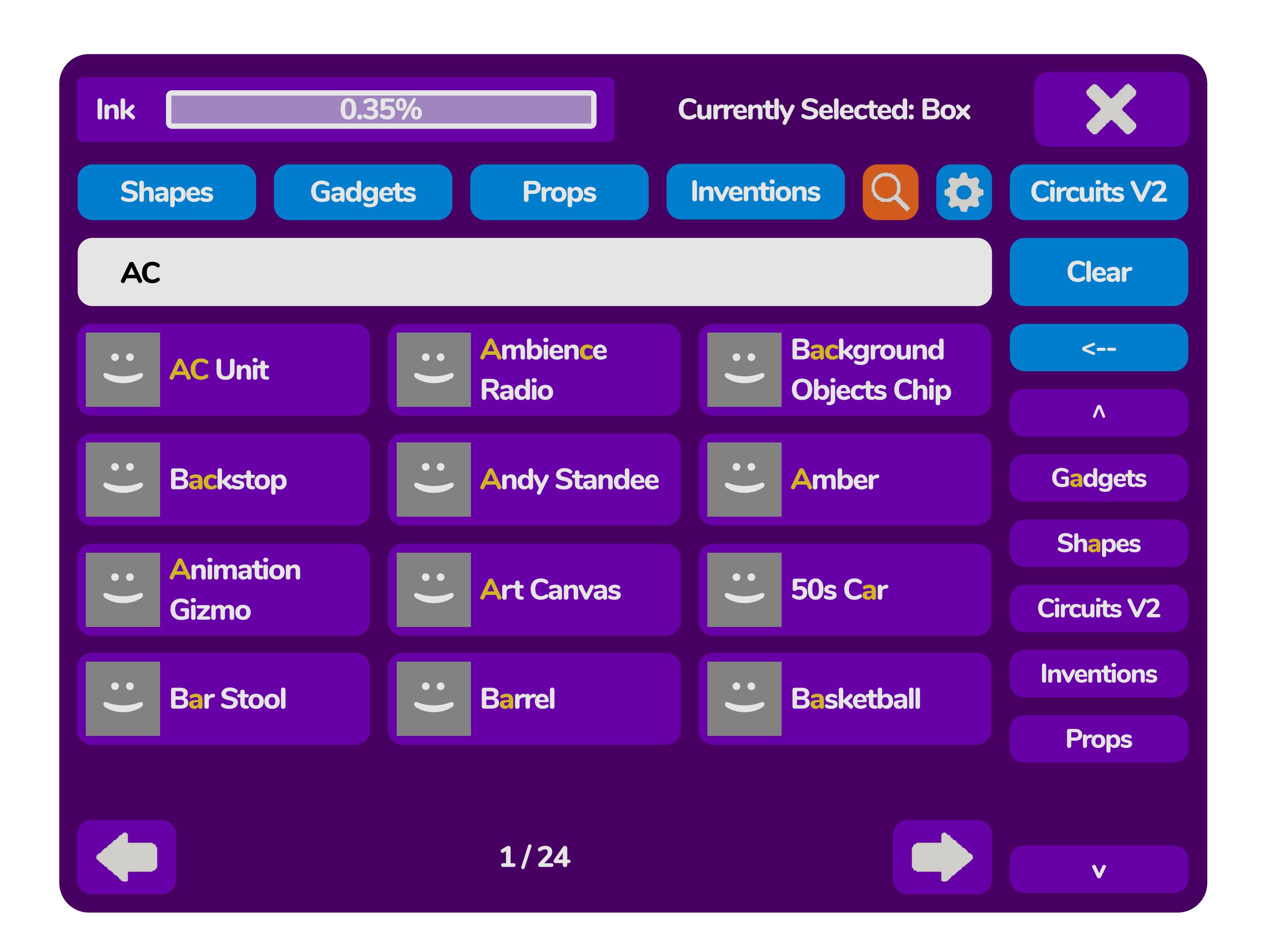


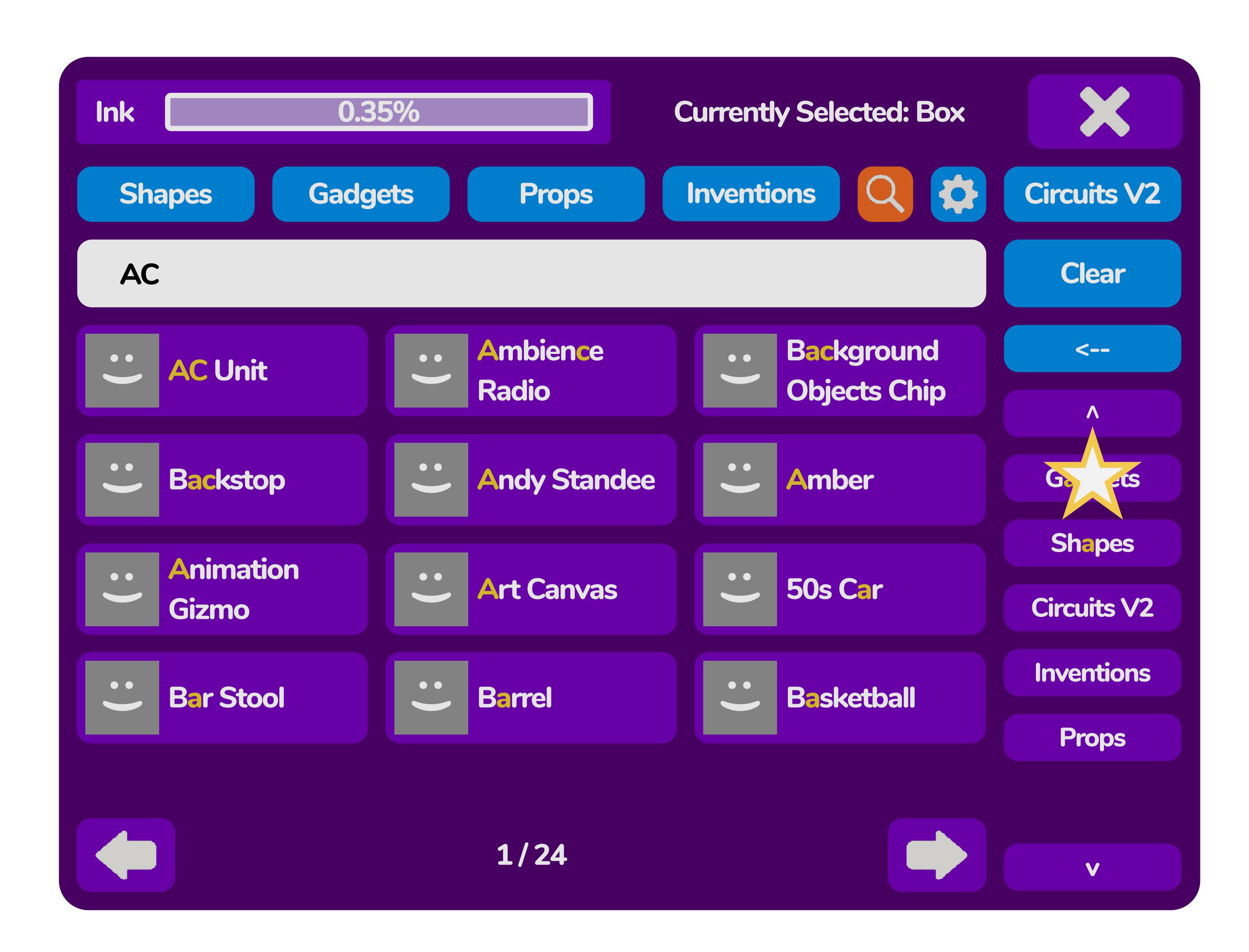
- * We'd like to redesign search to suit some new goals
- * The location of content in the palette is easier to learn for all players
 - * Users can navigate 10,000s of items easily



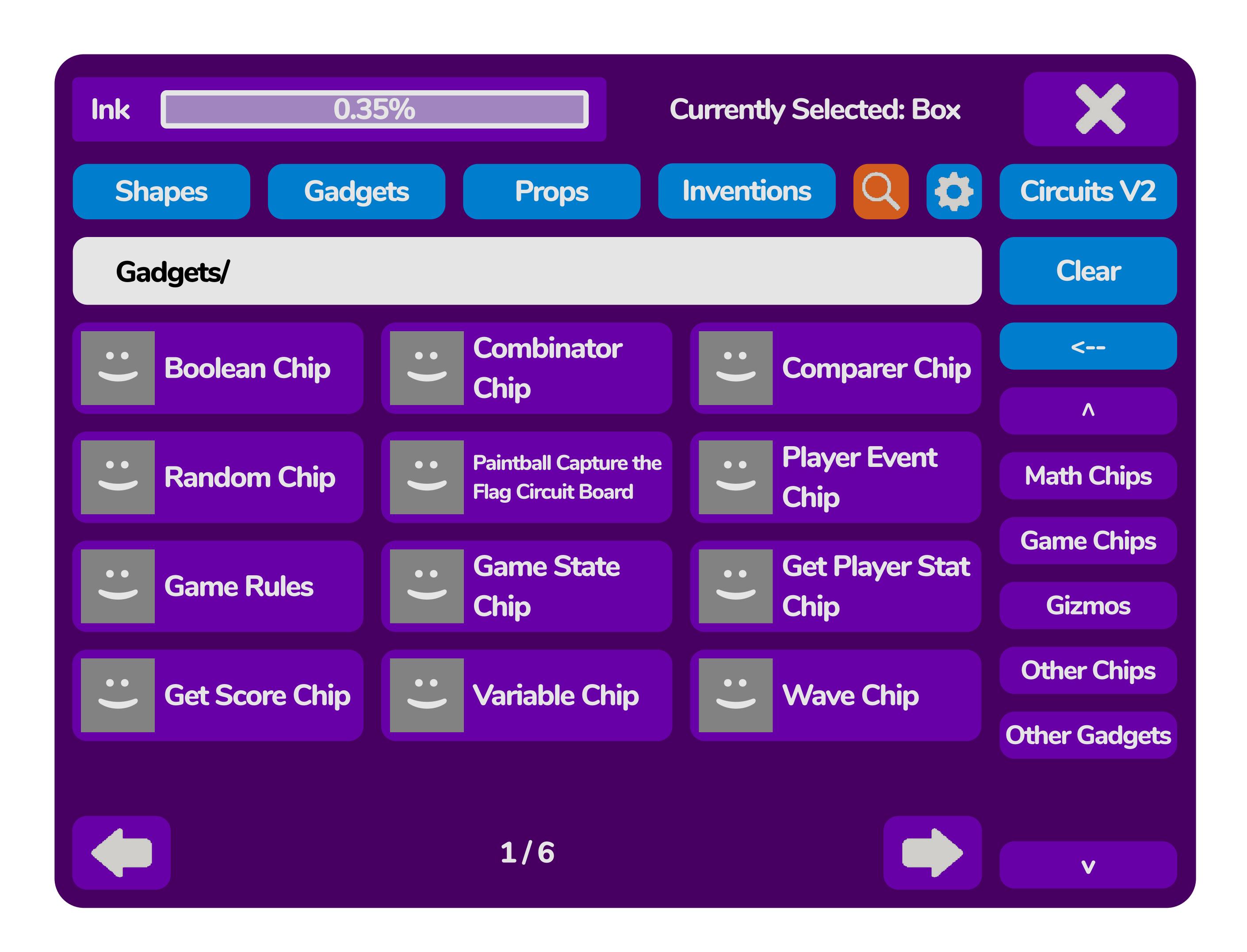
- * How are we going to do it?
- * Add column of filters to search menu
- * Filters are similar to folders with one difference
- * You see a filter's child content as well as its own content
- * This the top-level menu still searches every item in the palette
- * Filtered menus search subsets of the content



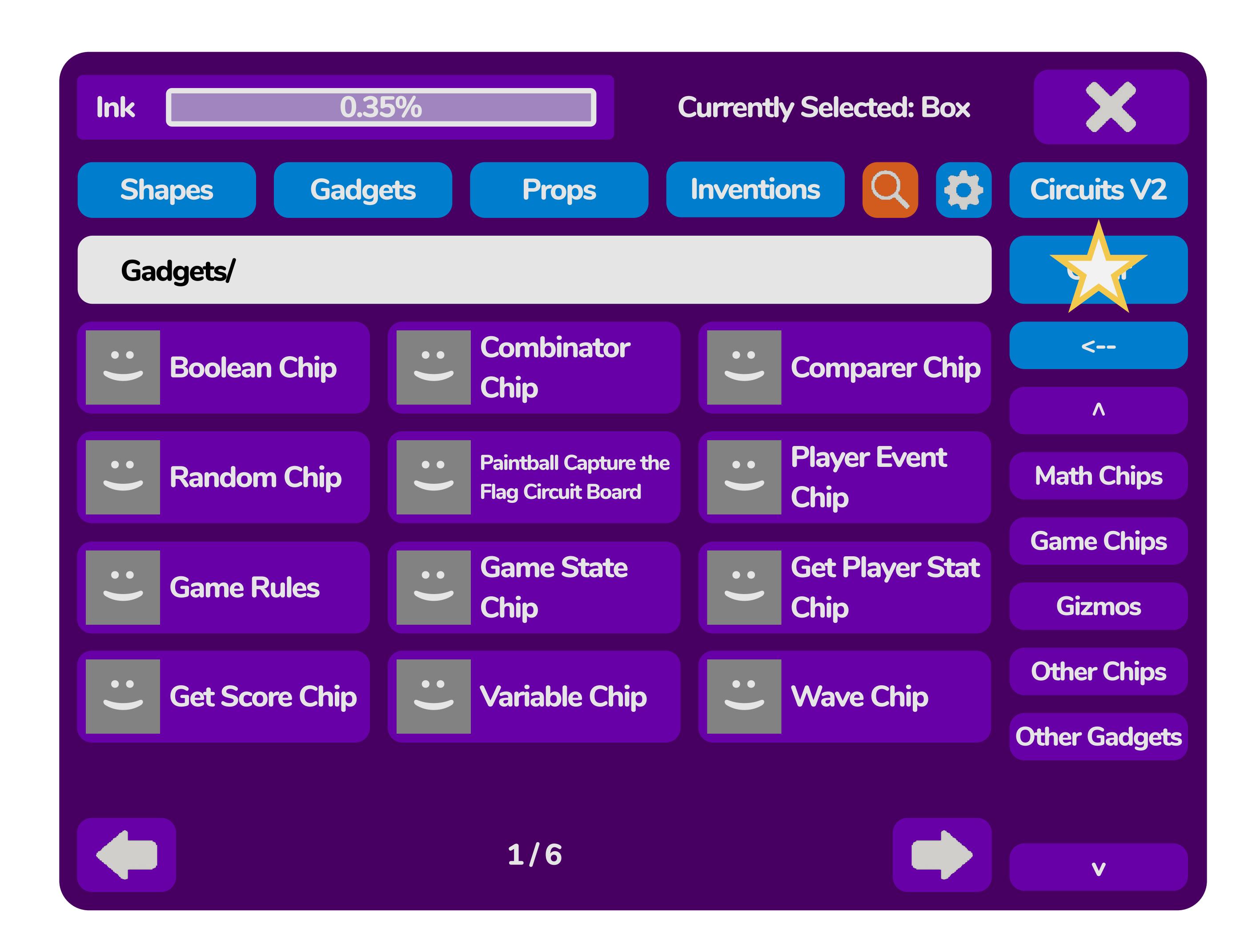
- * Typing searches with subsecond response
- * Search also impacts filters list
 - * Notice that the search items are resorted



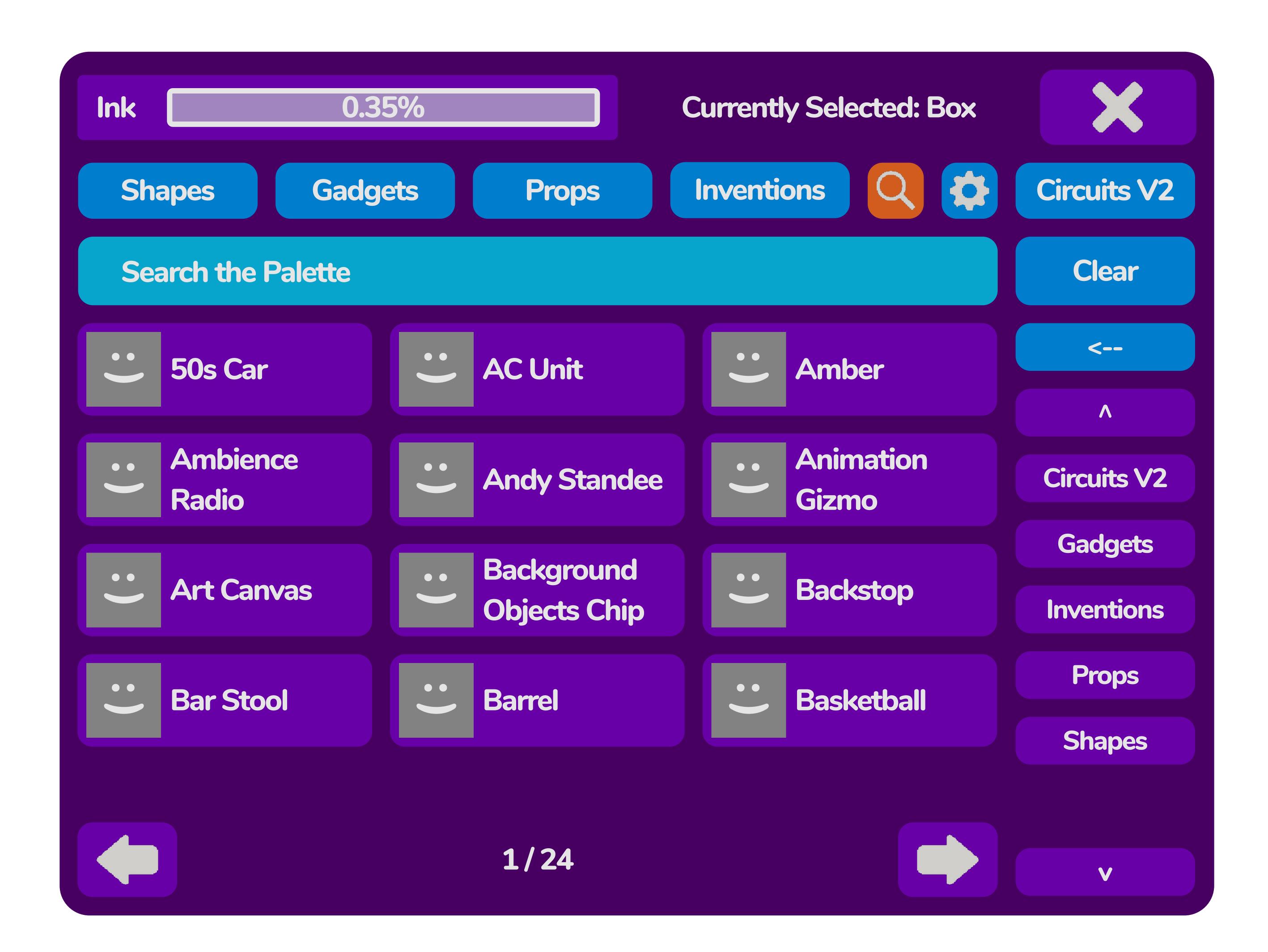
* Lets click a filter



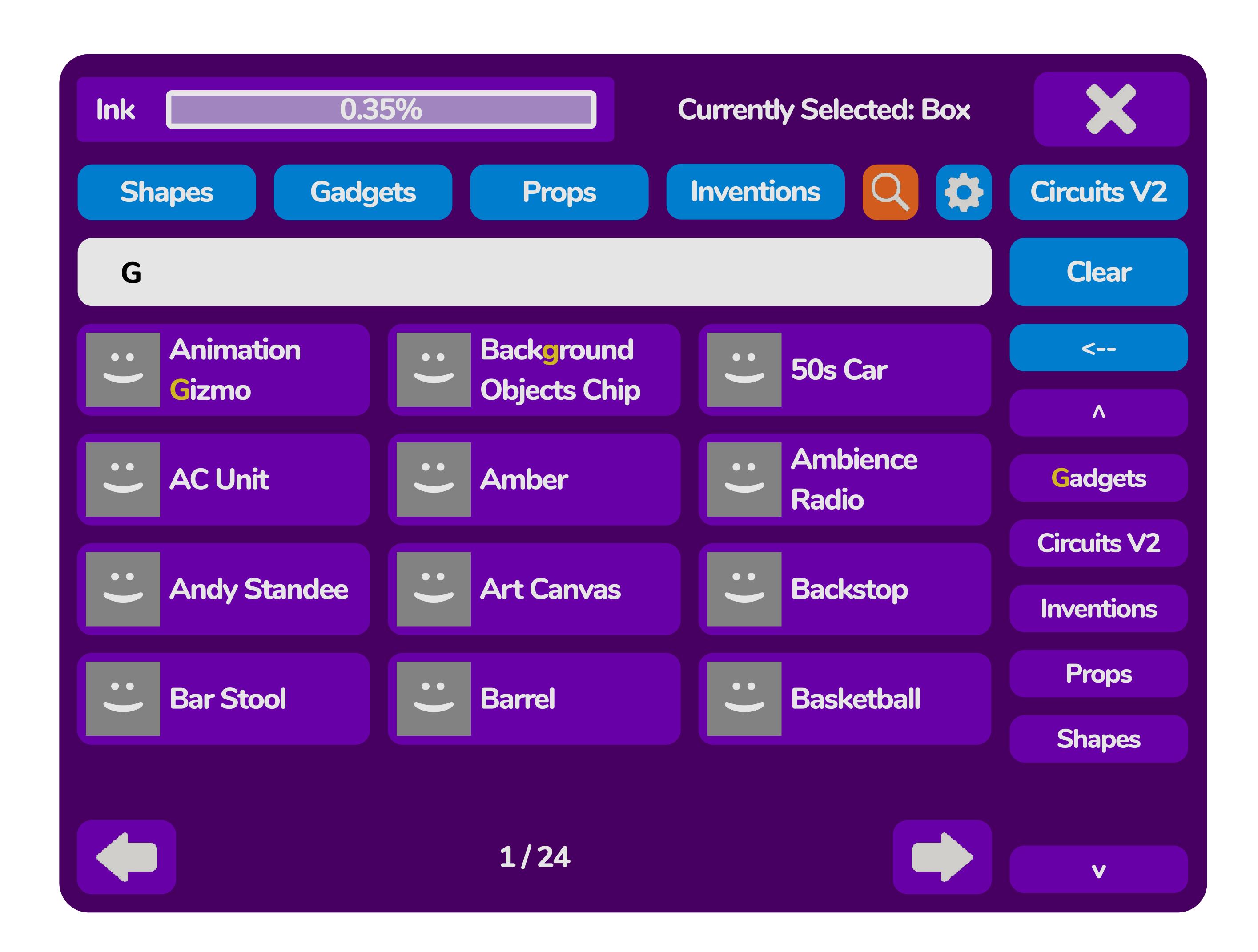
- * Clicking a filter puts its text into the search followed by a slash
- * This is called a breadcrumb
- * The filter is opened and now you see the content of the current filter and its children
- * Typing a slash is equivalent to pressing a button
- * Clicking the back button will clear the last filter
- * Clicking the Clear button clears all the filters
- * Both of these bring you back to the top



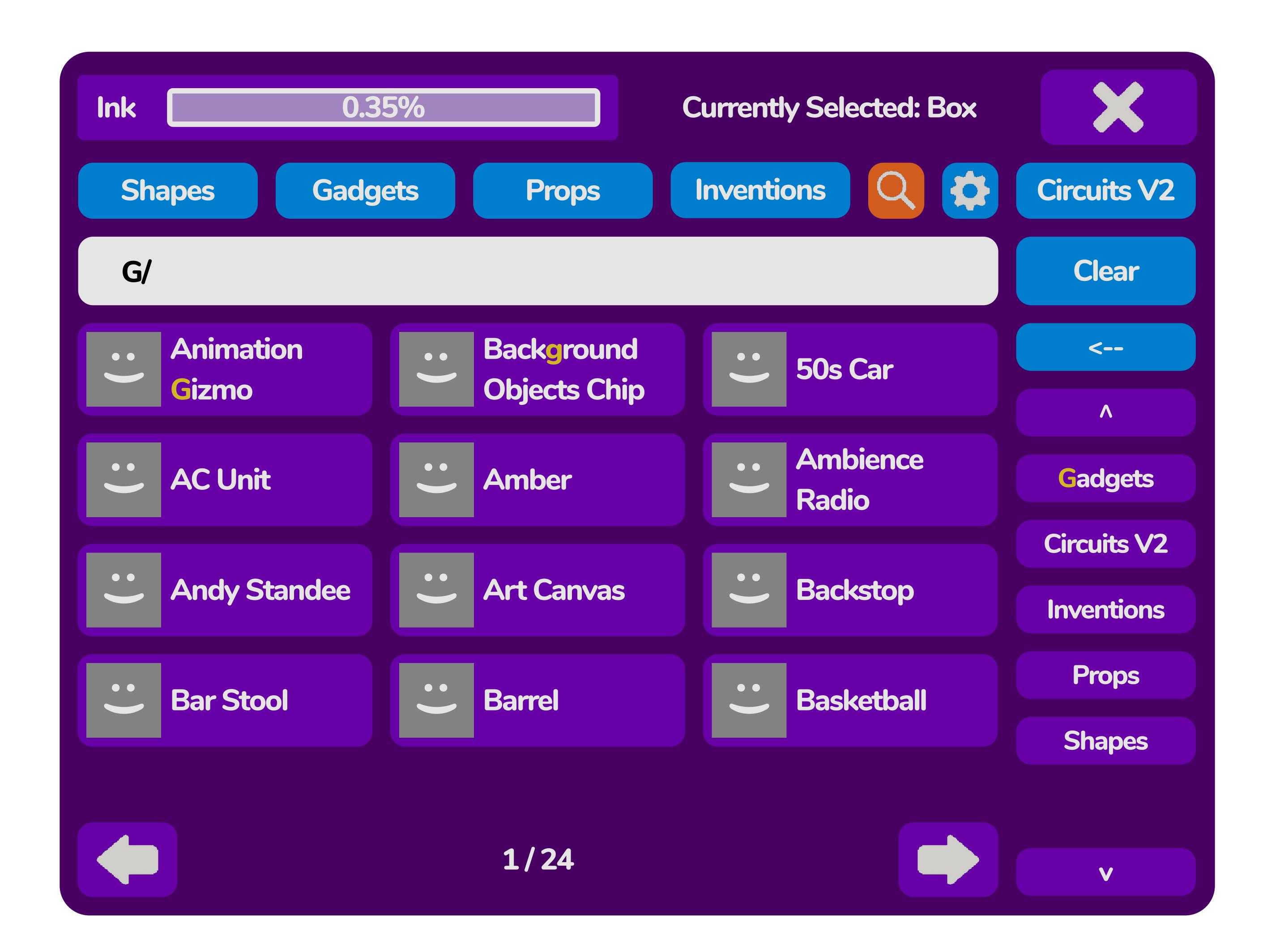
* Back up at the top



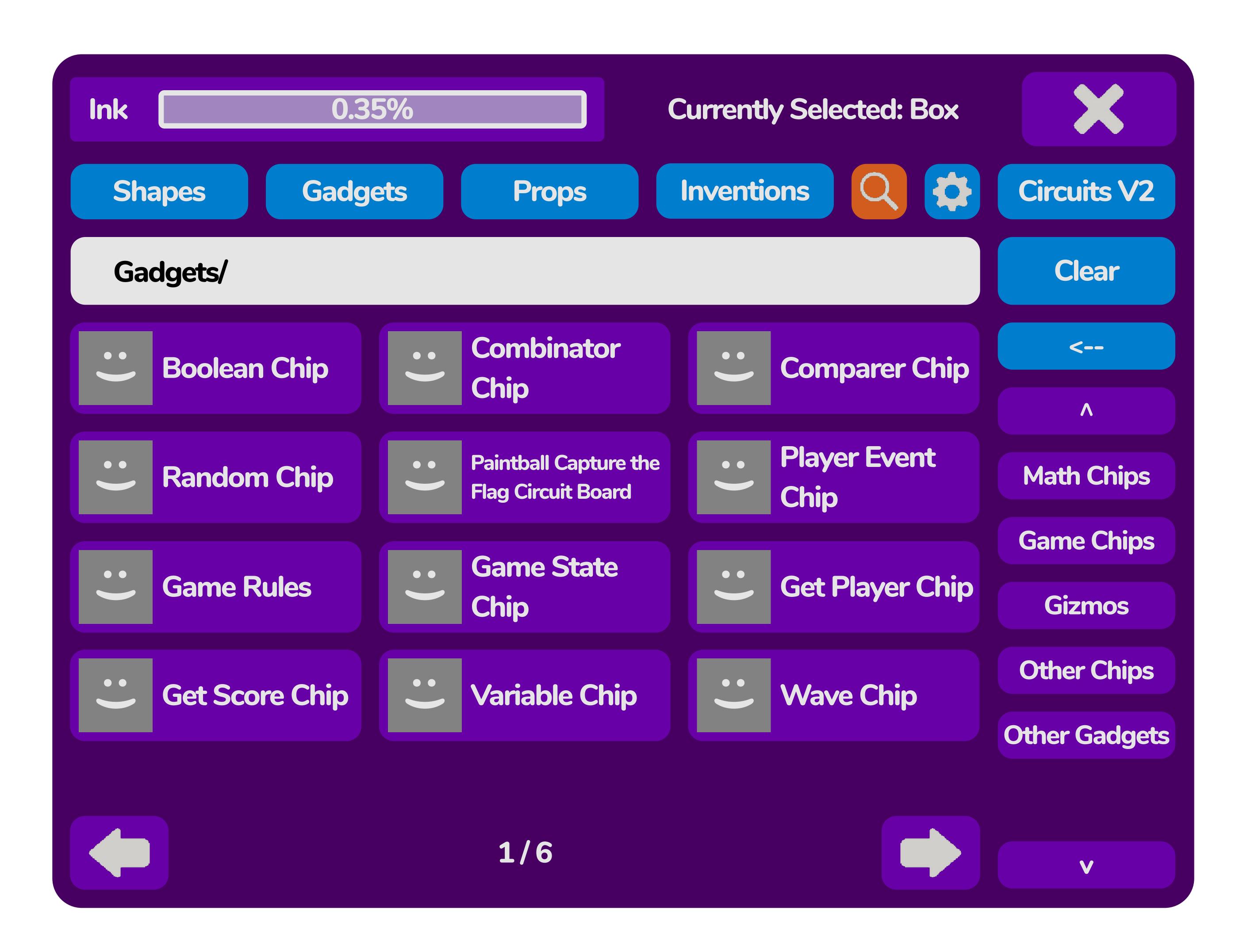
* We can also click the filter directly by sorting it to the front and then typing slash



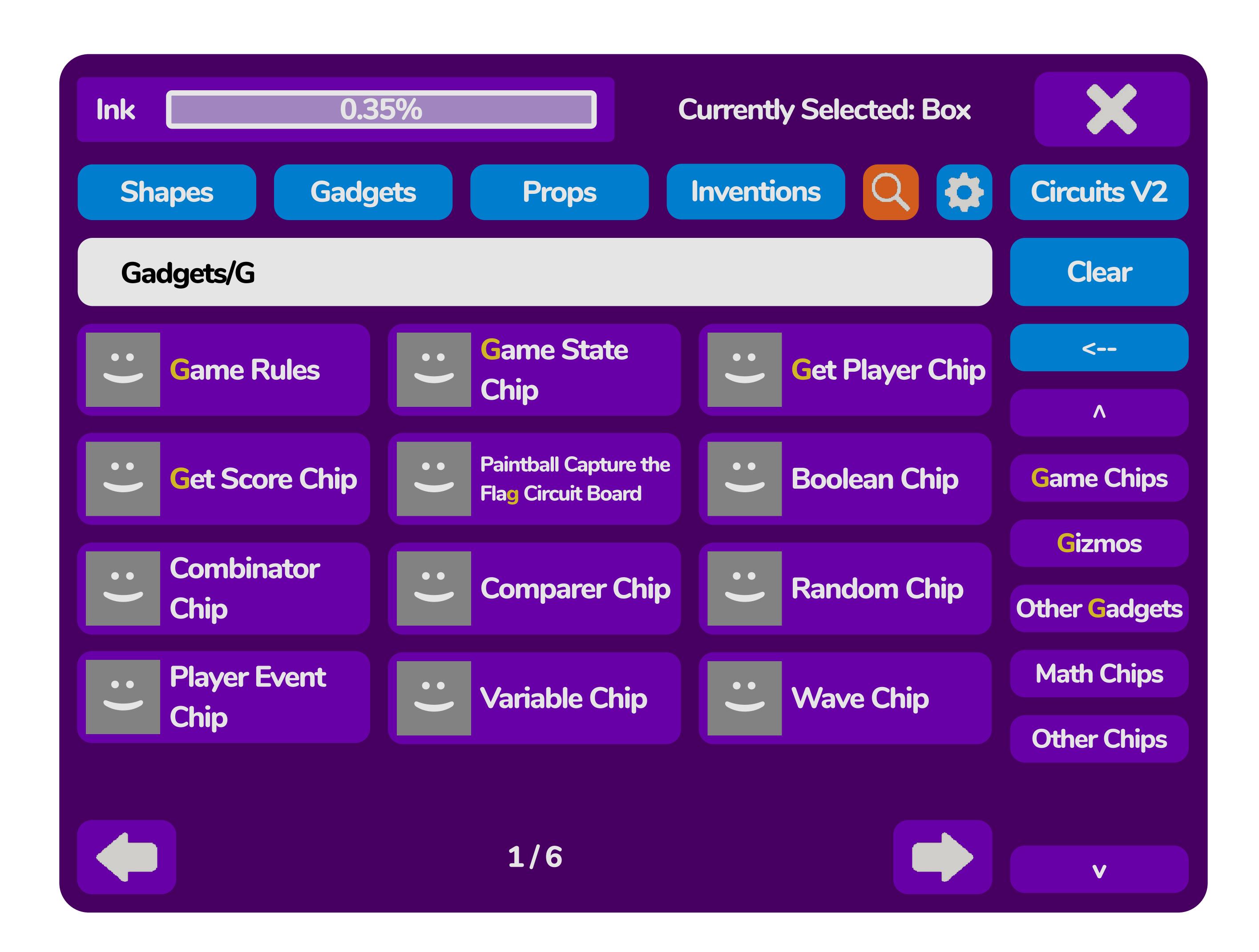
* Typing "G" sorts it to the front



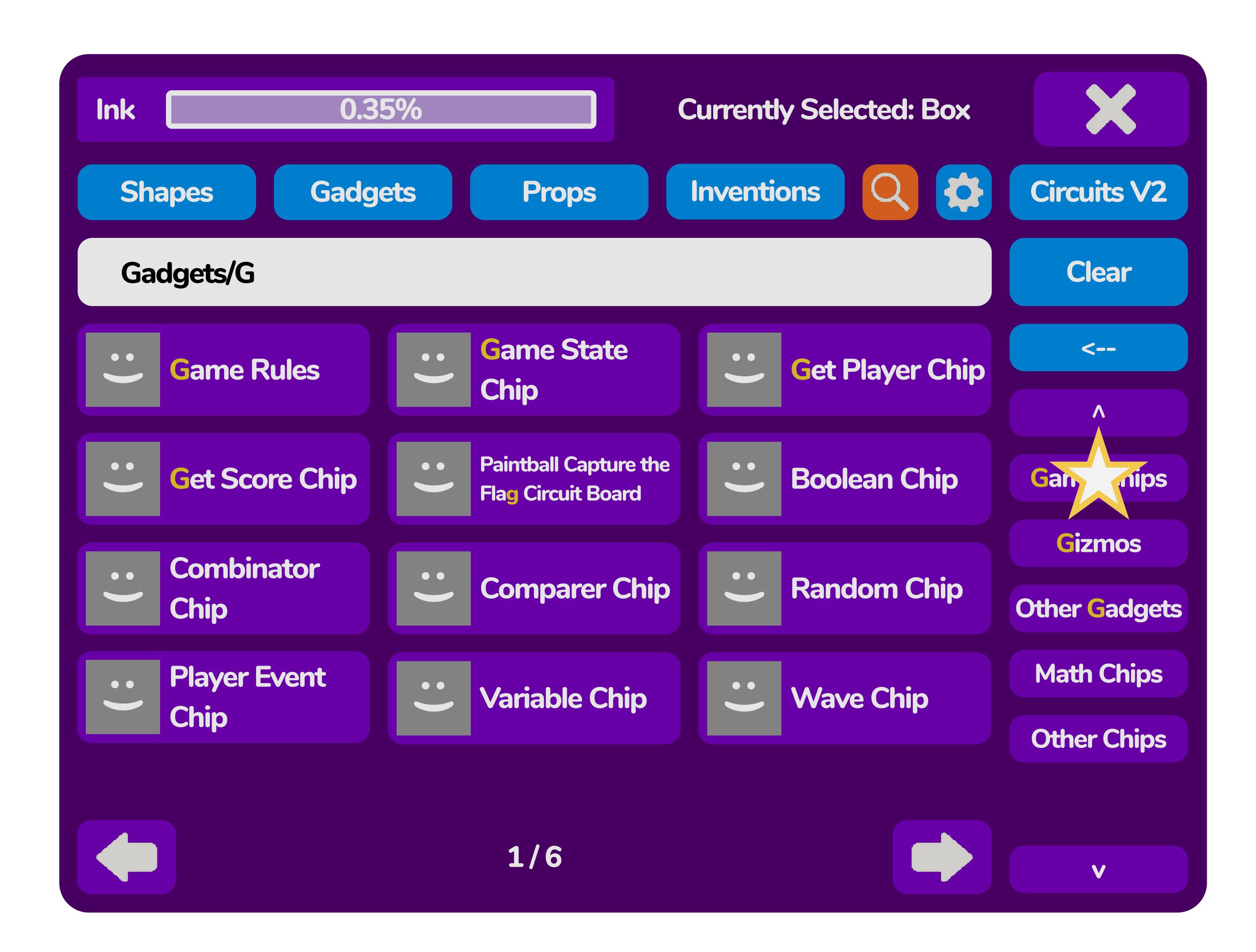
* Typing "/" selects the first option



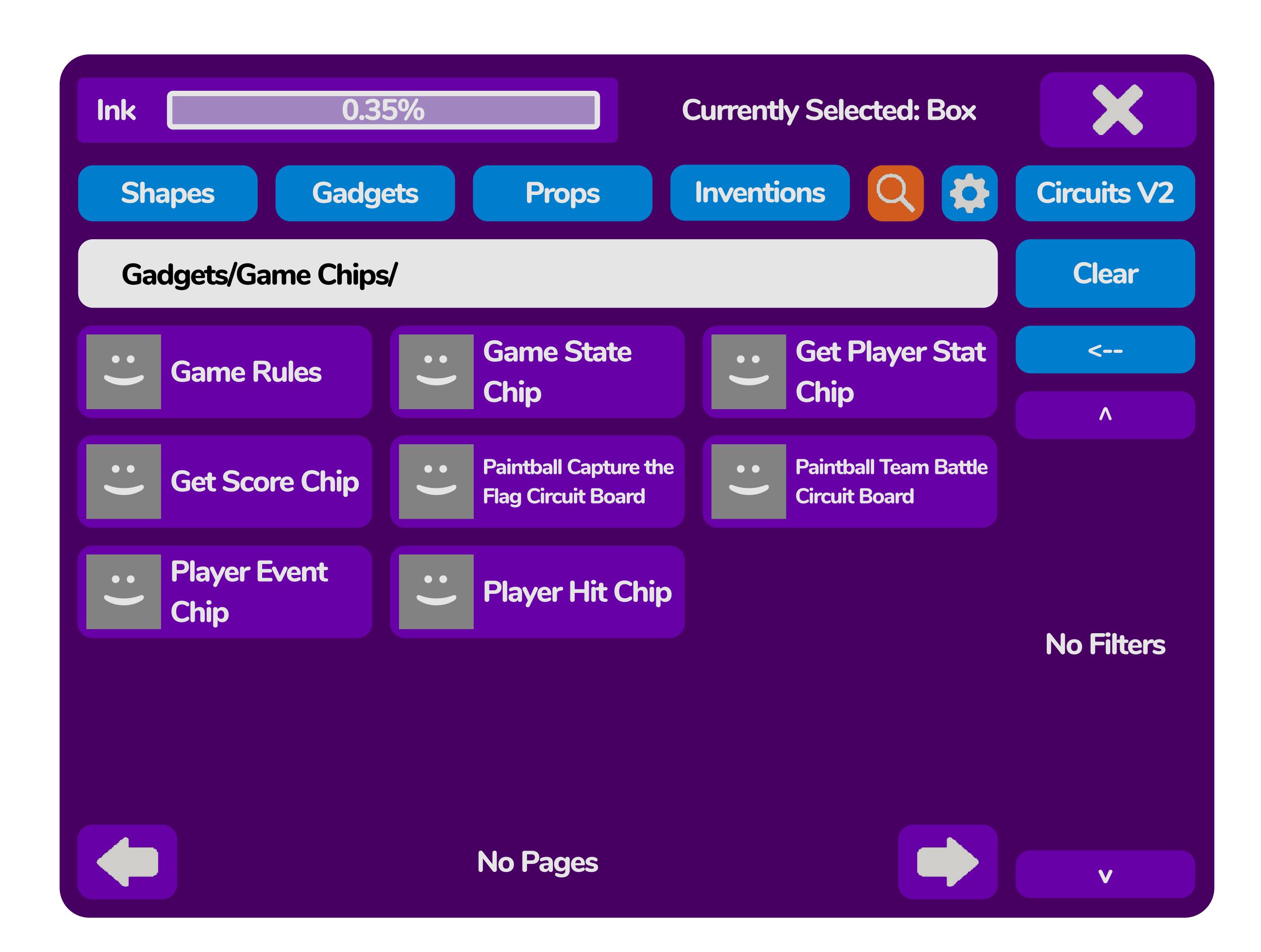
* We are back here



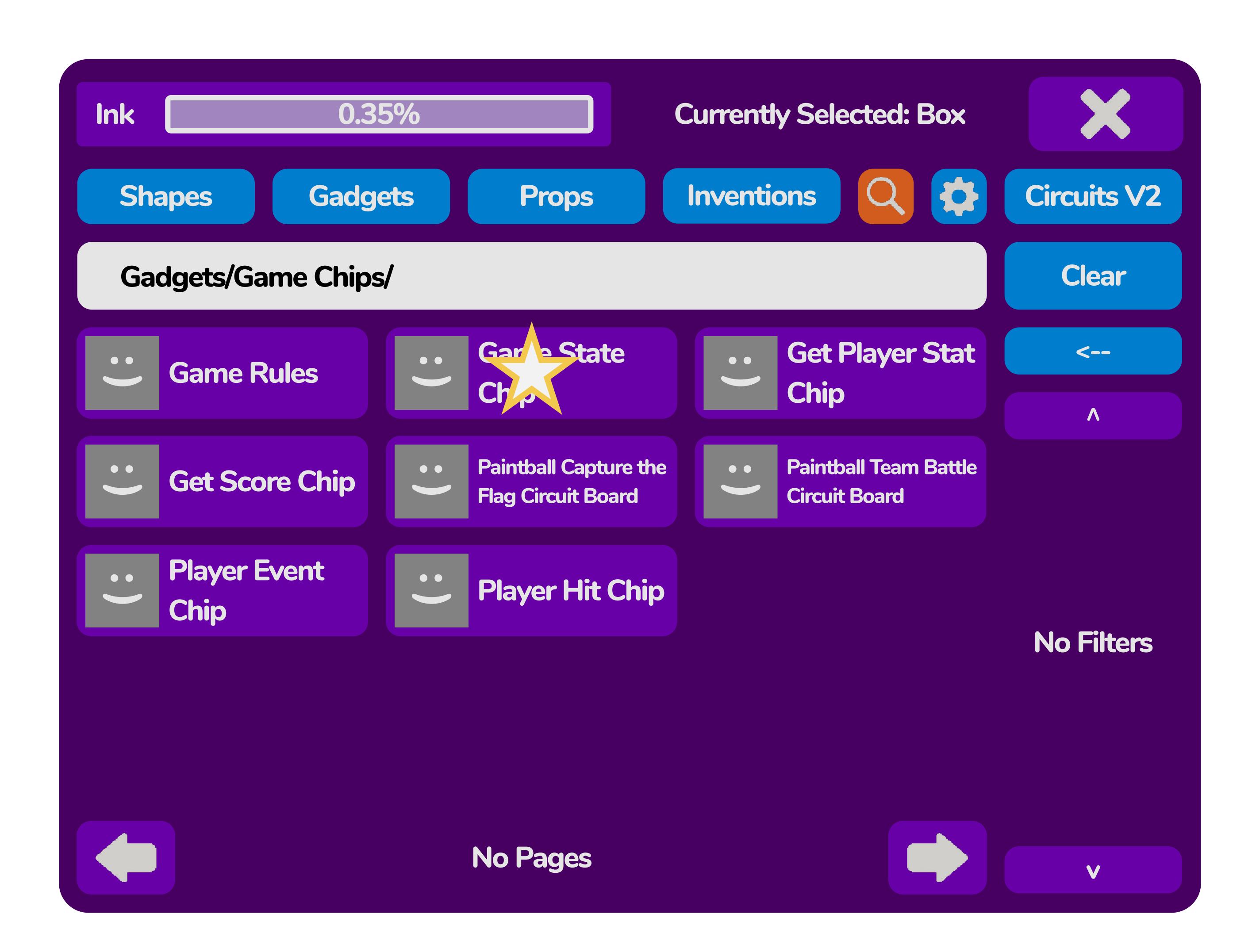
* If we continue typing here we can continue the sort



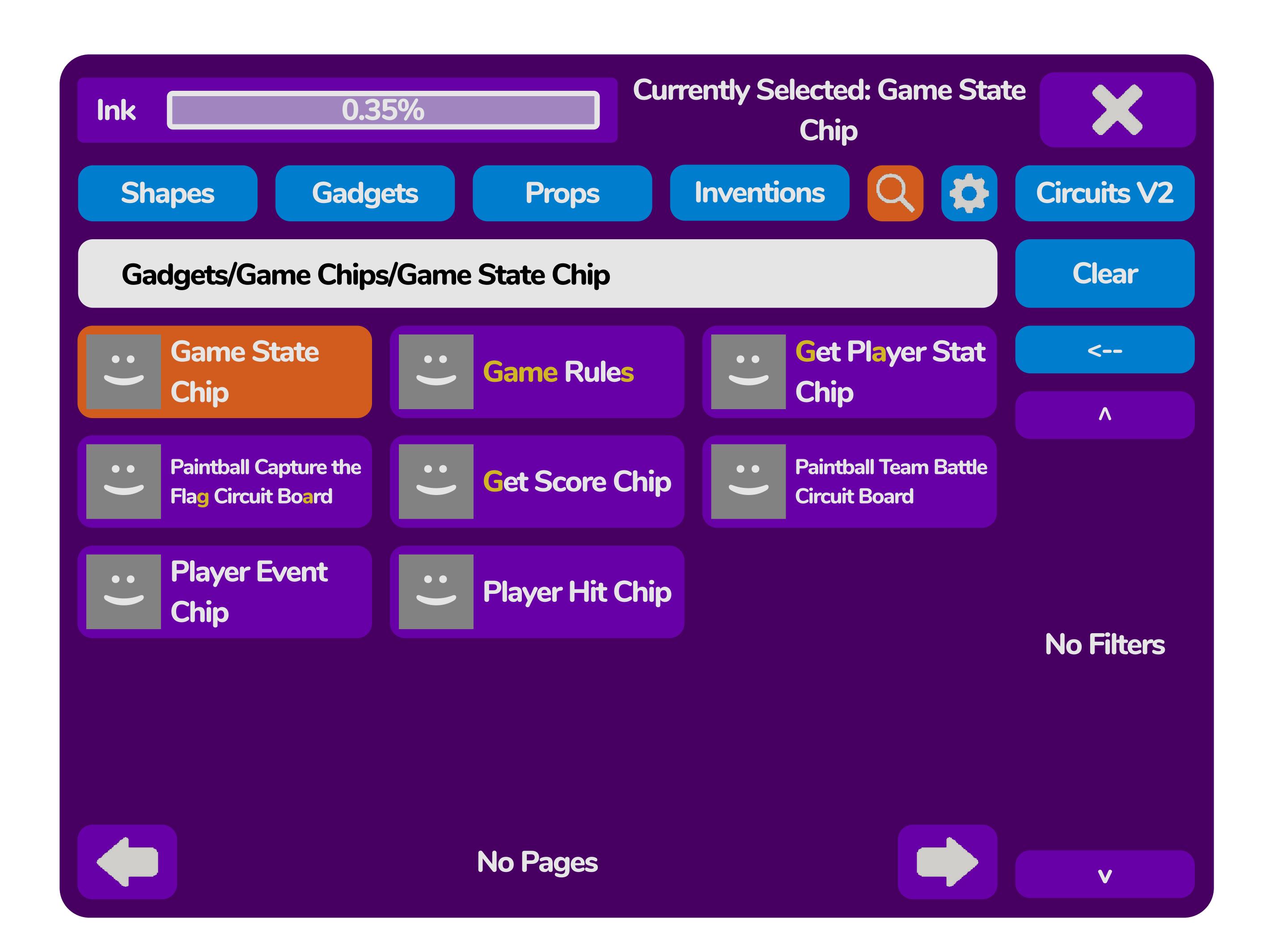
* Lets look at our Game Chips



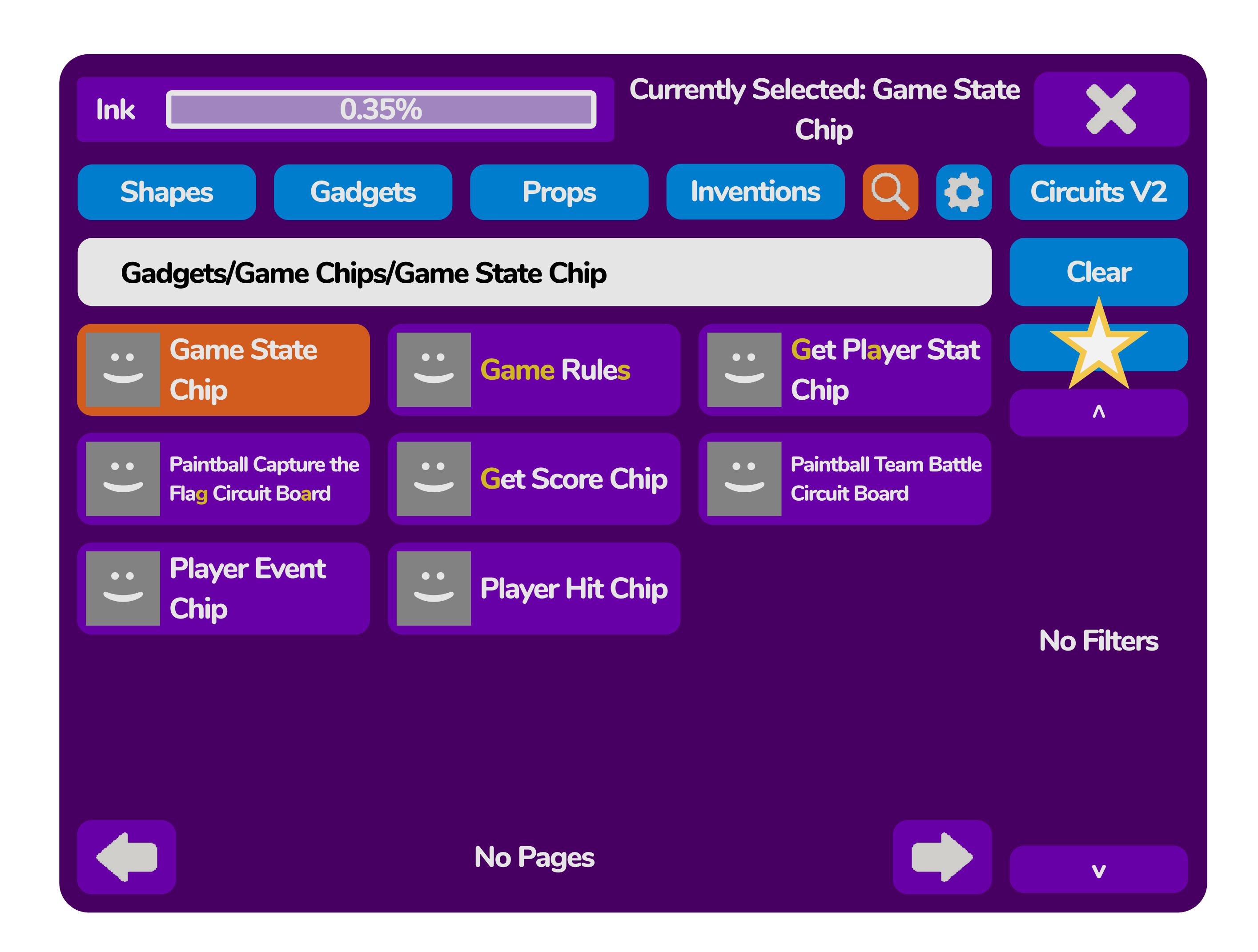
* Now we are at the bottom level



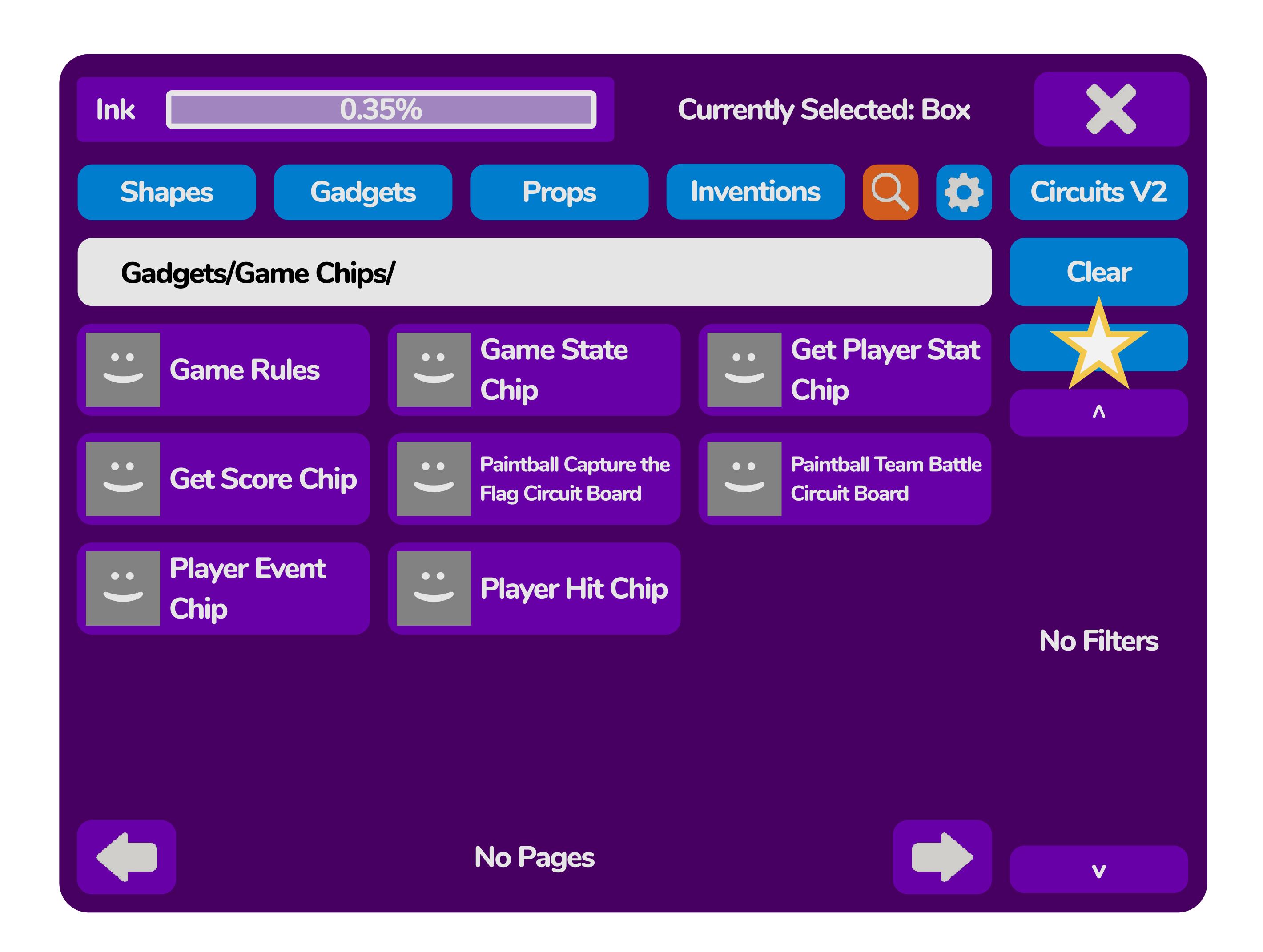
* Lets click an item



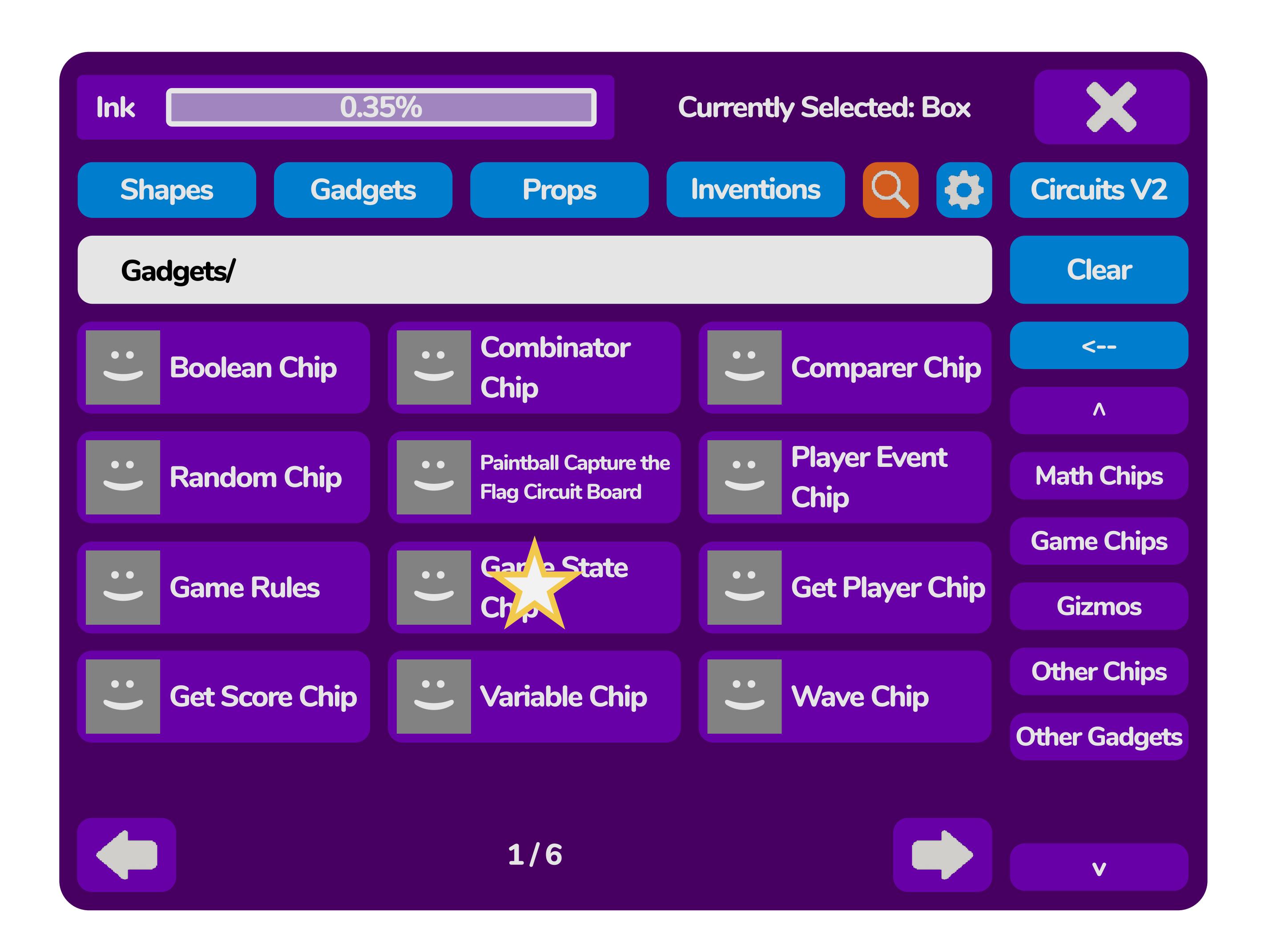
- * The item is selected
- * Alphabetical sort brings similar items nearby



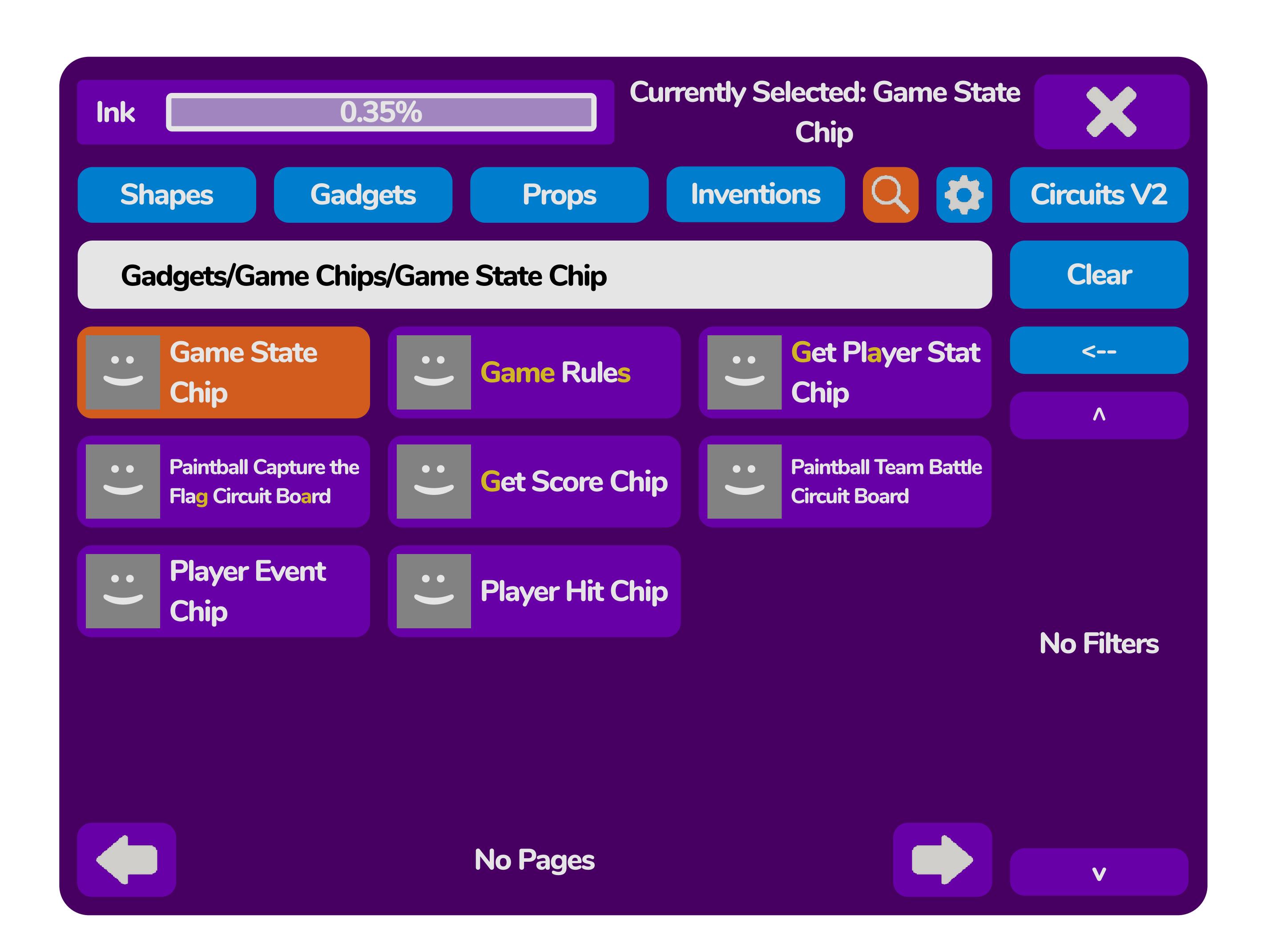
- * There are other ways to get into this state
- * Lets go back up top



- * Back once clears the item
- * Click it once again for the filter



* Back in gadgets we can click on the Game State Chip directly



- * Clicking directly brings us back to the bottom level
- * This is important because we can see the breadcrumbs and related content
- * This helps players learn how to find content quickly in the palette