

The Problem of Menus

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Interfaces for traditional computers and mobile devices have become increasingly inventive in the last few years. So far, however, none have solved a basic design challenge: designing an efficient menu.

The challenge rarely exists within applications. An application usually has half a dozen or more top level menus, each with less than a dozen items, so a drop-down system is usually good enough.

But on the desktop environment, the norm has always been to have a single menu that lists all applications, and often shut-down commands, a list of favorites, and a few other items.

[rest here](#) [2]

[Software](#)

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