

# The Problem of Menus

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Created *17/11/2012 - 2:52am*

Submitted by srlinuxx on Saturday 17th of November 2012 02:52:10 AM Filed under [Software](#) [1]

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.

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