Leader Boards

Best Practice: How to Implement Leader Boards

A leader board, containing a list of rankings representing performance in a particular category or overall standings, helps to show users *exactly* how they are performing in relation to others. Having a visible score has the added benefit of allowing them to track their own progress, so even if they have dropped a level, they might have the consolation that at least they've improved on their own scores by a fair degree since the last check-in. These steps will help you implement leader boards in your designs:

1 | You will only need **to show users the top performers** (e.g., the top 10, 20, 50, or 100), rather than a complete list. To show users how they are performing in relation to others, place the user name and current position of each user who has made the 'cut' on the leader board. For example, if you are displaying the top ten players in an online football game, you could put the user's name and the number of his or her current position at the bottom of these, but make sure the user's position is *highlighted* and *distinguished* from the other players, so that user can immediately identify the personally relevant information. Alternatively, if the user is number five in a 'top 20', you could just list him/her fifth from the top, complete with score below.

2 | Where appropriate, you might also wish to **show users further leader boards**, such as a 'Hall of Fame' (representing the best performers ever), or a day-by-day, week-by-week, or month-by-month breakdown.

3 | **Filters can also improve the user experience**, allowing users to view select groups of competitors, such as friends, family, or a customized list of rivals. This way, the user can view the desired competitors without having to search for them in a much larger list.