Mobile Apps for Libraries

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A Look Ahead...

- Native Apps versus Mobile Apps
- A Conversion Story
- Demo
- Getting Started
- Future Development

Native Apps

- Installed on the iPhone or Device
- Access to the hardware (speakers, accelerometer, camera, etc.)
- Written with Objective-C (Apple)
- "App Store" or Proprietary Distribution

Mobile Apps

- Web site that is specifically optimized for the iPhone or mobile device
- Built with standard web technologies
- Available at a URL
- Speedy debugging and development

Mobile

v.

Native

A live mobile web app...

Demos:

Terra - lifeonterra.com

Terra mobile - lifeonterra.com/m/

MSU Flickr - flickr.com/photos/msulibrary/

MSU Flickr mobile - lib.montana.edu/~jason/files/mobile/

Code Samples:

http://www.lib.montana.edu/~jason/files.php

A live mobile web app...

Terra - lifeonterra.com

becomes

Terra mobile - lifeonterra.com/m/

functional

essence

necessary primary essential

core

simple

Best Practices

- Respect URL
- Secret sauce - <meta viewport
- Know your devices (320 and 480)
- New interface = touch
- Whitespace is your friend
- Economy of language
- Only Essential App Functions

Future Development

- HTML5 and CSS3
  - Geolocation in Browser
  - Native Video
  - Native Audio
- Testing for interest
- Testing across devices

Contact Information

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