Designing Mobile Experiences: Building Mobile Web Sites and Apps

Offline Montana February 2, 2013

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pinboard.in tag

http://pinboard.in/u:jasonclark/t:offline13/

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A Look Ahead...

- Native Apps versus Browser Apps
- Mobile Design Trends
- Mobile Design Case Studies
- Mobile Development Tips
- Demos and Code Templates

Mobile Expectations

"13% of those ages 16 and older have visited library websites or otherwise accessed library services by mobile device."

Pew Research Center's Internet & American Life Project Released: December 31, 2012 http://libraries.pewinternet.org/2012/12/31/mobile-connections-to-libraries/



Person in this room added 4 photos to the album iOS Photos.

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

Browser (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

Browser

V. Native

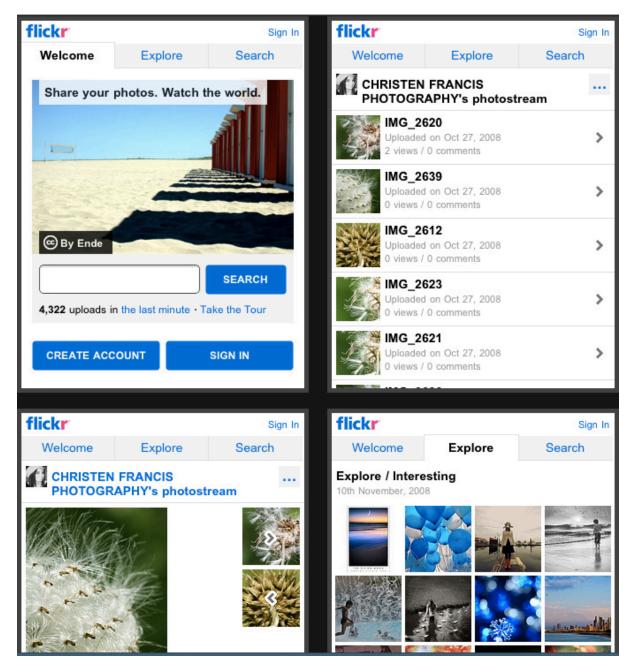
Shiny App Syndrome?

- Mobile web first?
- Incorporate what you learn into App development
- Your thoughts?

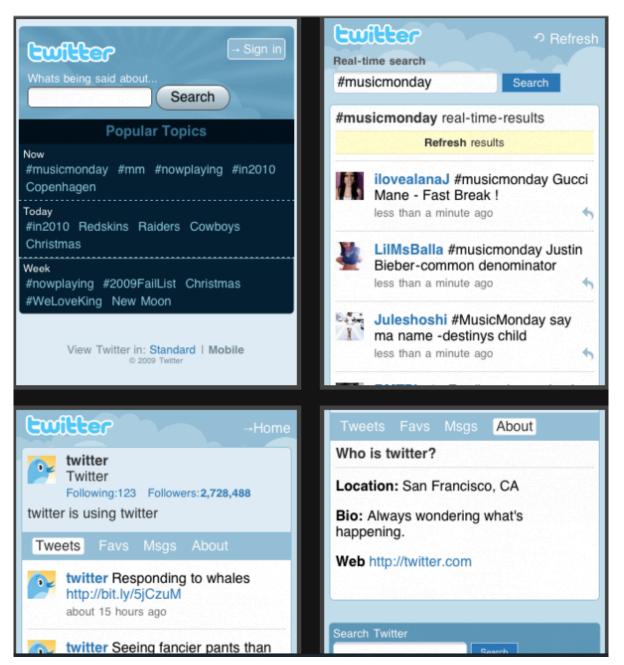
Source: "Shiny app syndrome" and Gov 2.0" by Alex Howard from O'Reilly Radar http://radar.oreilly.com/2010/10/is-there-a-government-app-for.html

Trends in Mobile Design

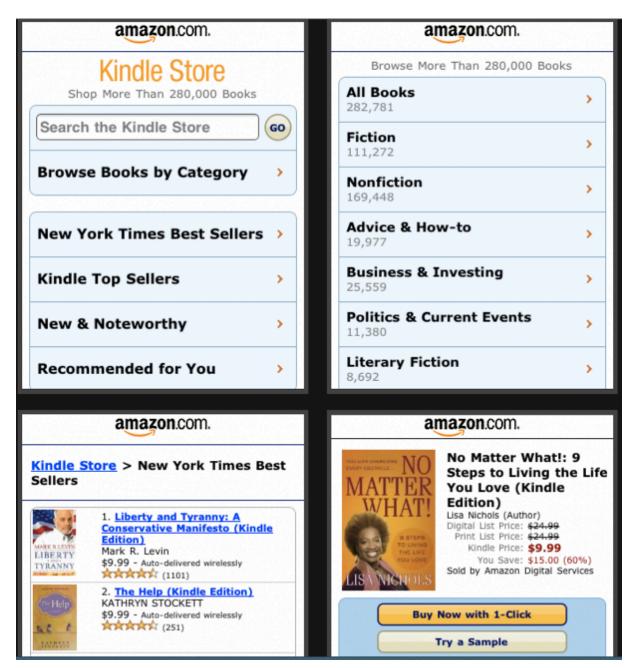
A Survey of Major Web Sites



http://m.flickr.com



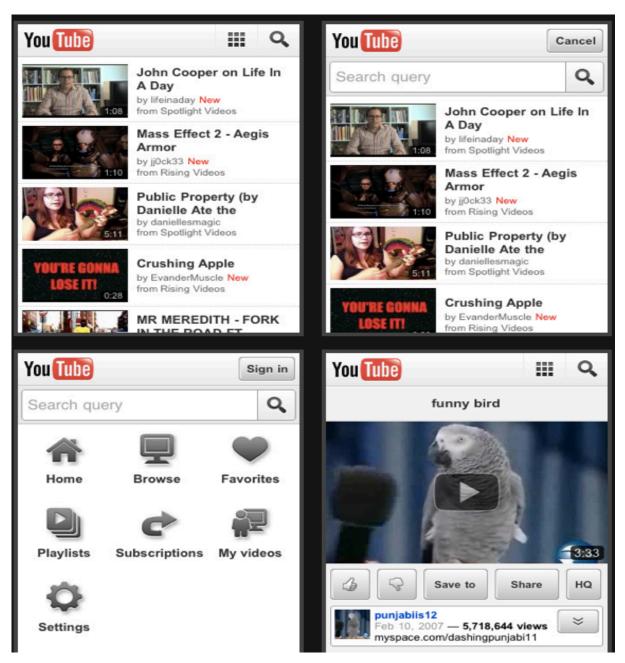
http://mobile.twitter.com



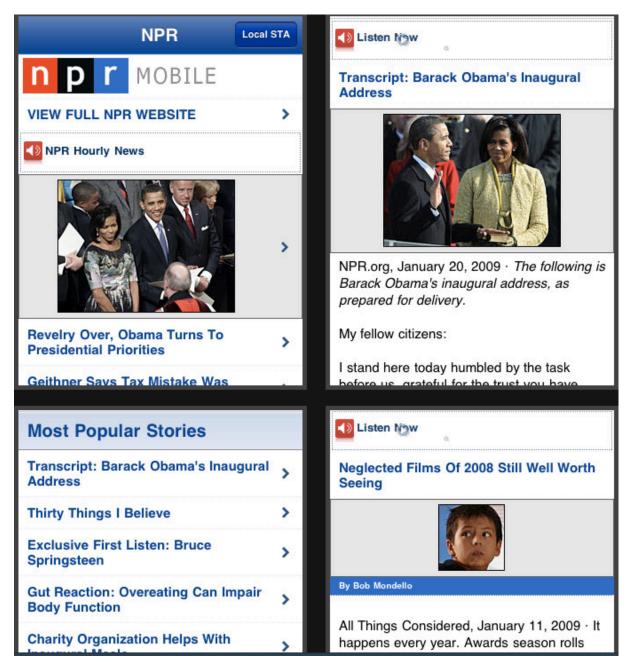
http://www.amazon.com/gp/aw/kindle/storefront/



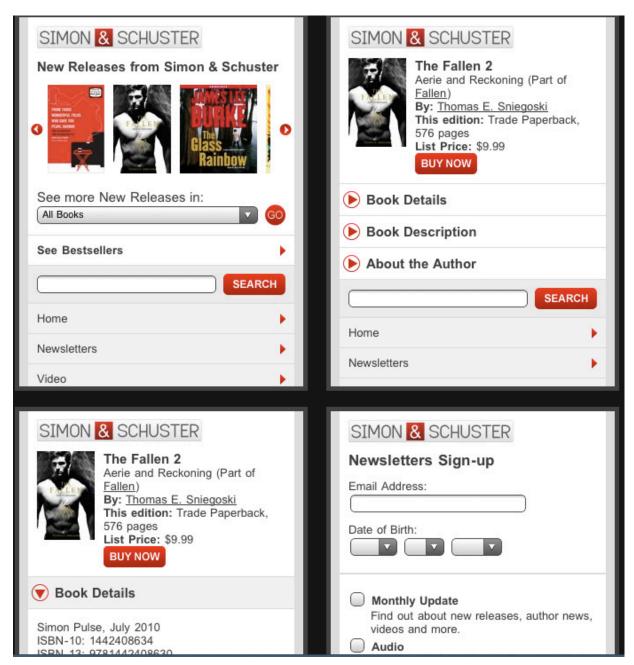
http://mobile.usc.edu/



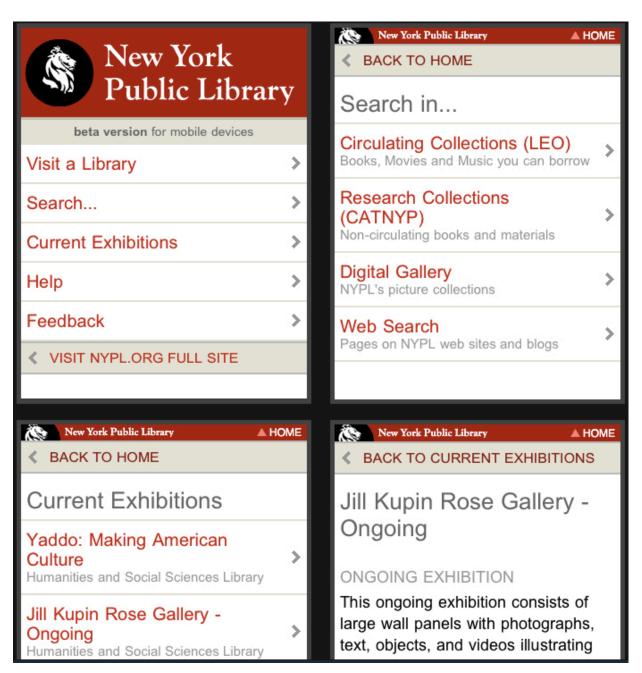
http://m.youtube.com



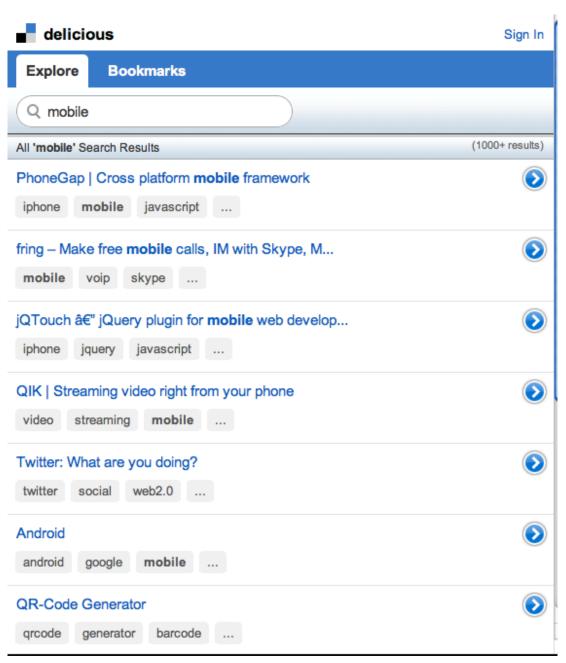
http://m.npr.org/



http://www.simonandschuster.mobi/



http://m.nypl.org



http://m.delicious.com/

Mobile App Design, Case Studies

Demos:

MSU Historical Photos Walking tour app http://arc.lib.montana.edu/msu-photos/app/

Terra - lifeonterra.com
Terra mobile - lifeonterra.com/m/

MSU Extension - arc.lib.montana.edu/msu-extension/ MSU Extension mobile - arc.lib.montana.edu/msu-extension/m/

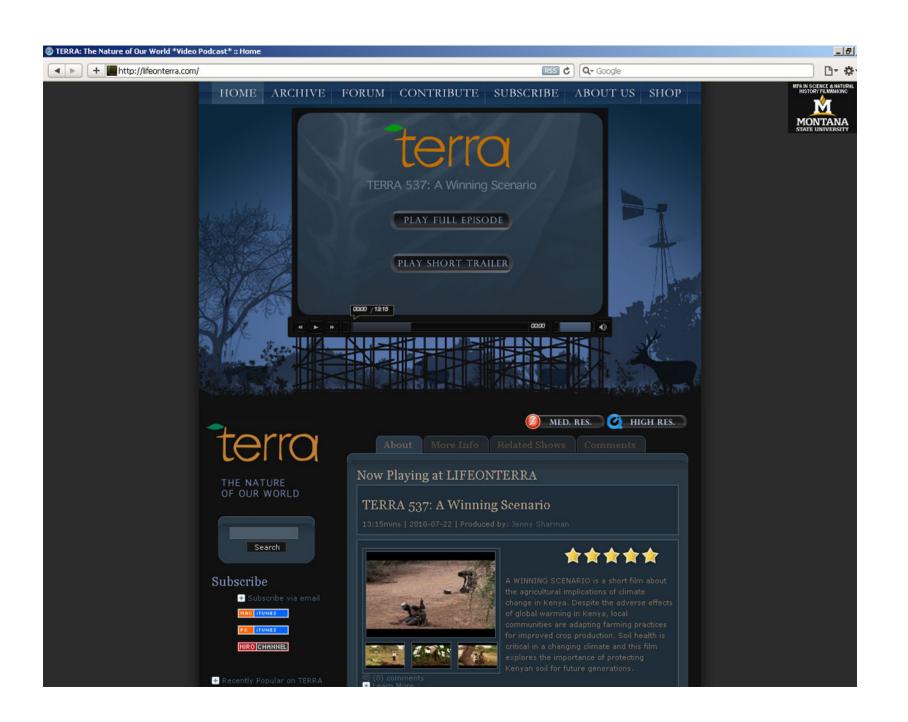
Downloads:

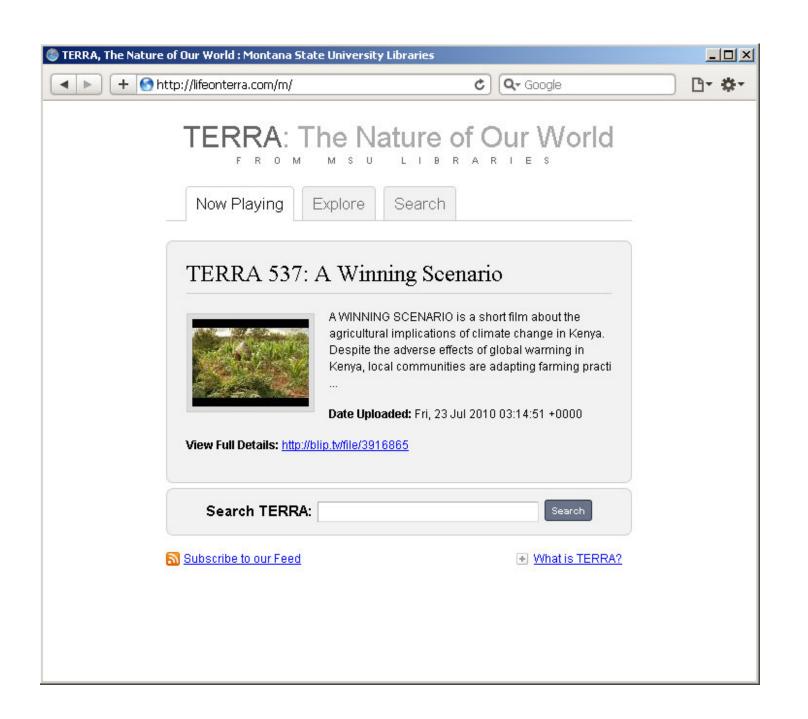
http://www.lib.montana.edu/~jason/files.php

2 live mobile web apps...

Terra - lifeonterra.com becomes Terra mobile - lifeonterra.com/m/

MSU Libraries - www.lib.montana.edu becomes MSU Libraries mobile – www.lib.montana.edu/m/











HOME EPISODES ABOUT TERRA OUR PARTNERS CONTACT

TERRA 719

TRUSTPennsylvania

produced by WITNESS

Ashley, an 18-year old from western Pennsylvania, is asking the government to come up with a climate recovery plan that does not destroy our single most essential resource...the atmosphere. Check it out.



Welcome to TERRA: the nature of our world



TERRA 719: TRUST Pennsylvania Produced by WITNESS



TERRA 718: Passing It Down Produced by Christopher J. Carter



TERRA 717: Whiteout Produced by Katie Jepson



TERRA 716: Chasing Birds in Beringia Produced by Stephani Gordon





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Staff Directory Give to the Library Library Collections Site Search + more...

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- · 3/14 Free Workshop: Exploring Wikipedia
- 4/12 Distinctive Dialogues
- . Gothic & Horror in Fiction & Film

More News

More Hours

















Inspiration, Discovery, Knowledge



CatSearch

Search for articles, journals, books and more

SEARCH

Advanced Search

FIND

Find research materials, including articles, books, databases, journals, and course reserves

REQUEST

Request resources and services, including group study rooms, laptops, documents, and books

INTERACT

Learn about the library and meet with us for research assistance, writing help, and tech support

Events

Hours

Twitter

10/15 Library Workshop: Google Search Secrets

10/16 Library Workshop: Word 2010 Tips & Tricks

10/23 Library Workshop: Keyboard Shortcuts: Let your f

Database trial: IBISWorld Industry Research Reports







Making the Move to Mobile...

"My goal was initially just to make a mobile companion for the facebook.com mothership, but once I got comfortable with the platform I became convinced it was possible to create a version of Facebook that was actually better than the website."

Joe Hewitt, lead developer for touch.facebook.com Source: http://joehewitt.com/post/ipad/

functional essence necessary primary coressential COPE

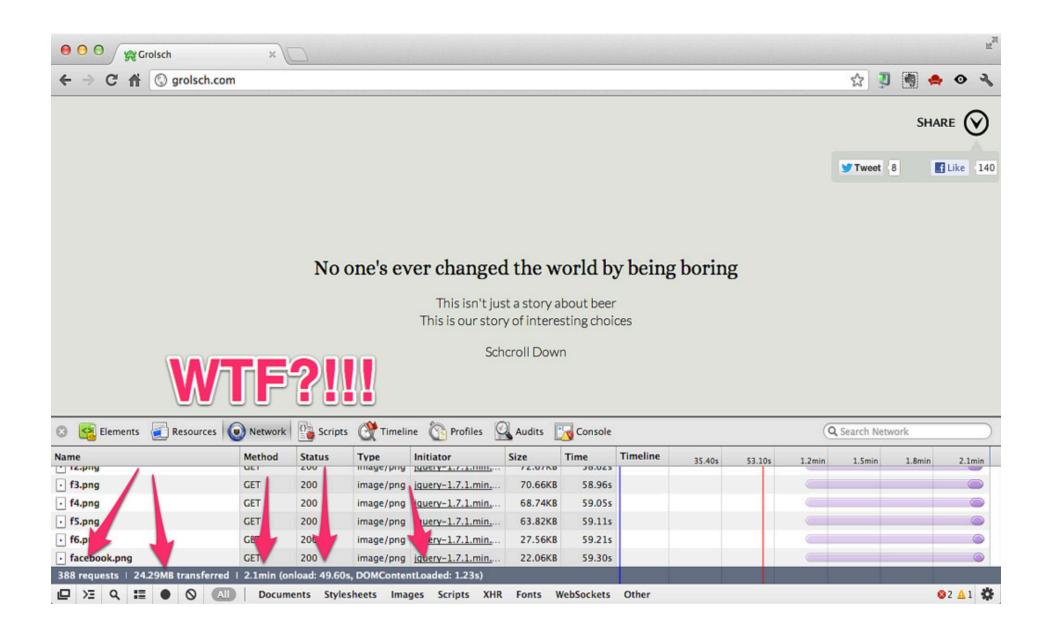
Exercise

- Pick a web site
- Define primary mobile actions
- Choose mobile entry points (links)
- What do library patrons want to do with library services in the mobile setting?

Mobile Analytics

- Web metrics and statistics
- Mobile search logs

"Data is your friend. Take out the guesswork."



[&]quot;All sizes | Enough of this silliness | Flickr - Photo Sharing!." Last modified 10/15/2012 12:45:55. http://www.flickr.com/photos/philhawksworth/7562460356/sizes/l/in/photostream/ (accessed 10/15/2012).

Mobile Optimization

- Minify scripts, html, css
- Reduce HTTP requests
- Compress files with gzip
- Cache static resources

"Speed matters."

https://developers.google.com/speed/pagespeed/insights

Mobile Development Tips

- A different design mindset
- Development with new limitations
- 10 tips to get us "mobile design" thinking

Narrow your Focus

- Do a few things really well
- What are the core actions?

Delta Desktop!= Delta Mobile

Know your Audience

- Run the Analytics
- Research for Mobile Browser Types

Learn from the Masters

- View Source -> m.flickr.com
- "Be Mobile" with User Agent Switcher
 - https://addons.mozilla.org/en-US/firefox/addon/59/

http://woorkup.com/2010/01/10/best-practices-to-develop-perfect-websites-for-iphone-and-mobile-devices/

Study the Interface & Device

- Scalable Design
- Think Percentages
 - o 320px AND 480px

Mobile UX = targets, gestures, actions

- New forms of interaction
- Tactile navigation
 - o touch, pinch, spread, flick, spin (gyrometer)

Apple recommends a minimum target size: 29px wide 44px tall

Speed FTW, Performance First

- Limit Images and Markup
 - Limit HTML pages to 25KB to allow for cacheing
- "Minify" your scripts and CSS
 - JSLint, CleanCSS
- Take Advantage of HTML5, CSS3
 - <!DOCTYPE html>

Respect the URL

- Follow the "m" convention
 m.delicious.com OR lifeonterra.com/m/
- Keep Categories (directories) Short

It's a touch environment, not a typing environment.

Mobile Browsers = Cutting Edge

- WebKit Browser Engine
- Supports many HTML5 and CSS3 features
- Native app functionality
 - o geolocation
 - o offline storage
 - web workers

Allow for User Choice

- Link to Full Site
- Sniff for User Agent Detection

Know Mobile Design Conventions

- One Column Layout
- Whitespace is Your Friend
- Embrace an Economy of Language
- "Quick Visit" Architecture

Mobile Development - Demos

Demos:

Responsive Design Template (custom) www.lib.montana.edu/~jason/files/responsive-design/

Mobile Template (jQuery Mobile) www.lib.montana.edu/~jason/files/touch-jquery/

Code Samples and Downloads:

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

Mobile Validators

- W3C Mobile Site Validator
 - http://validator.w3.org/mobile
- Mobile App Validator from mobiforge
 - http://mobiready.com/launch.jsp?locale=en_EN#fragment-1

Mobile Development in Libraries

- Chad Haefele, Mobile Site Generator
 - http://www.hiddenpeanuts.com/msg/
- Jason Casden, WolfWalk at NCSU
 - http://www.lib.ncsu.edu/dli/projects/wolfwalk/
- Laurie Bridges and Kim Griggs
 - http://ir.library.oregonstate.edu/jspui/handle/1957/16437

* See Mobile Development - Library Success Wiki http://www.libsuccess.org/index.php?title=M-Libraries#Mobile_applications

Getting Started, Learning More

- Don't Ignore Frameworks and Libraries
 - jQtouch, iUI, Sencha Touch, PhoneGap
- MIT App Inventor
 - http://appinventor.mit.edu/
- Mobile Web Apps Apple
 - o http://developer.apple.com/safari/
- Mobile Web App Design: Getting Started
 - Michael Doran, Code4Lib 2010
 - http://code4lib.org/conference/2010/doran

Getting Started, Resources

- mobify.me for site conversion (page limit)
 - http://mobify.me/features/
- Mobile Design and Development (O'Reilly)

by Brian Fling

ISBN: 9780596155445

http://www.worldcat.org/oclc/318413920

 Use the provided templates, bang on rocks, ask me questions...

Mobile Screen Resolutions

- Android (Motorola Droid) 480x854
- Android (MyTouch) 320x480
- Android (Nexus One) 480x800
- Apple iPhone 320x480
- Apple iPad 1024x768
- Palm Pre 320 x 480

Source: http://insideria.com/2010/05/building-web-sites-optimized-f.html

Common Mobile Interactions

- Tap
- Double Tap
- Drag
- Flick
- Pinch
- Spread
- Press
- Press & Tap
- Press & Drag
- Rotate

Mobile First as Strategy

"Google programmers are doing work on mobile applications first, because they are better apps and that's what top programmers want to develop."

- Eric Schmidt, Google CEO
http://www.eweek.com/c/a/Midmarket/Google-CEO-Eric-Schmidt-at-MWC-Mobile-First-694942/

11 12 13 14 15 16 17 18 19 20

THE TECH SET

Ellyssa Kroski, Series Editor



Building Mobile Library Applications



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