Mobile Design Overview

Describe the Key Principles of the Mobile Design

1. **<u>User-Centric Design</u>**

Consider, you will be using your app and what do you want to achieve.

Tip: Conduct user research through surveys and interviews.

2. **<u>Responsive Design</u>**

You should make sure that app functions well on every device.

App should adjust seamlessly on all screens.

Tip: Create Flexible Grids and Layouts

3. **<u>Touchscreen Optimization</u>**

Buttons should be large.

Actions must require minimal effort.

Tip: Ensure interactive elements are 44 pixels in size.

4. **<u>Visual Hierarchy</u>**

Guides attention to the most important parts of the screen.

Tip: Use contrasting colors and various font sizes.

Describe the Mobile Design Components.

Mobile Design Components help apply all of the above principles.

1- **User Interface (UI)**

It includes:

- Layout: Arrangements of elements on the screen
- Typography: Fonts, sizing and spacing
- Color Scheme: Palette of colors used

2- **User Experience (UX)**

It includes:

- Navigation: It specifies how user moves through the screen.
- Feedback: Provide responses to for user actions.

Use the components of the Mobile Design and real-world examples to build your app

3- **Variance**

It includes:

- Add icons, images and animations.
- Use graphics and animations to represent contents and enhance user interactions.

4- **Responsiveness**

It includes:

- Adaptive designs: Ensures that app works well on all screen sizes.
- Touch Targets: Provides Button for easy tapping.

5- **Accessibility**

It includes:

- Inclusive Design: Make sure app is usable for people with disabilities.
- Customizable Settings: Allow user to adjust preferences.

6- **Performance**

It includes:

- Shorter Loading time.
- Smooth Interactions.

7- **Content Strategy**

It includes:

- Clarity and Brevity: Use concise language.
- Hierarchy: Organize content by Importance.

8- **Notifications**

It include:

- Push notifications or in-app notifications must appear timely and be relevant.

9- **Testing and iteration**

It involves:

- User testing to gather feedback during the design process.