

MODULE 5 - Interface Design for mobile Device

Mobile Ecosystem Layers

- ① Operator
- ② Network
- ③ Devices
- ④ Platforms
- ⑤ Operating system

① Operator

- Basic & Important layer
- It can be anyone
- Role of operator is to provide service
- Operators can be:
 - a) Mobile Network Operator
 - b) mobile service Provider
 - c) Wireless carrier

② Network

- voice
 - ↓
 - Digital Form
 - ↓
 - Electromagnetic Wave
 - ↓
 - Tower
 - ↓
 - MSC (Mobile Switch Center)
 - ↓
 - MSC of Receiver
 - ↓
 - Tower
 - ↓
 - Device
 - ↓
 - Electromagnetic Wave
 - ↓
 - Digital Form
 - ↓
 - Voice

③ Devices

- Smartphone
- Feature Phone

④ Platforms

- Software/ service made by core programming language & is used widely.
 - ① Licensed
 - ② Proprietary
 - ③ Open Source

Widgets

- It is an element of a GUI that displays information or provides a specific way for a user to interact with the operating system or an application

- Widgets are customizable

- Widgets can be resized

- Types of Widgets

① Information Widget

- It displays the essential information
- On touching into widget, it opens the associated app for detail view and information
- Eg. Weather widget, clock

② Collection Widgets

- It displays collection of similar elements like collection of pictures from gallery, articles from a news app, emails from gmail app.

③ Control Widgets

- Main function of it is to show frequently used functions which can directly be accessed from the home screen, without opening the app.
- Eg. Music app widget.

④ Hybrid Widget

- Many widgets in reality are hybrid that combine elements of different types
- It comes with combination of control widget elements & information widget type.
- For the purpose of widget planning, center your widget on one of the base types & add elements of other types if needed.
- Eg. Music Player Widget.

Points

- Purpose, size, platform independent.

Limitations

- Available gestures.

① Touch

② Vertical swipe

Mobile 2.0

- Derived from the same principles of Web 2.0

- Points

- ① Users can share personalized content on mobile & web
- ② Social media connectivity has become easier due to mobile 2.0
- ③ Accesses have become easier i.e. just a touch away
- ④ Wireless connectivity has improved, i.e. things like texting, sending, listening, viewing, etc. has become easier.
- ⑤ Multimedia content is rich like never before.

Characteristics of Mobile 2.0.

- ① Social networking has become mobile
- ② The user are generators of content, Site is run by content creators, users, etc.
- ③ Rich user experience
- ④ It's personal, always available & always connected