*Mobile Design and Development Coursework Notes*

Topics to Start With

* Research into currently existing travel journal apps
* Start a conceptual design
  + Start looking into what functionality your system will need and how they will each link together
  + Conceptual Design Techniques
    - Semantic Networks
      * Get external users to create a semantic network to see if it matches yours
      * Link: <https://atlas.mindmup.com/bhaven19/free_mind_map/index.html>
    - Card Sort
      * Present others with a card sort to see how they would organise the system
    - Make changes to structure if necessary
  + Personas
    - Create personas to see how easy/difficult it would be to use the system
  + Scenarios
    - Use the persona's to perform scenarios to see how easy/difficult it would be to perform an action (for example, number of clicks etc)
  + Make more changes
* Start a physical design (Start when Jo introduces them in the lectures)

Travel Journal Apps

* Elements Found within Apps
  + Time-Line
    - Shows all of the days where there are entries within the journal
  + Explore Tab
    - Page which shows all things that can be explored such as people, places and tags
  + Events
    - Group days entered within the time-line to ensure they are part of one event
  + Profile Page
    - Showing information about how many journeys you have made and potential followers
  + Journeys Page
    - Shows all of the journeys created
    - When selected, shows the basic information about the journey, the map of the location and an entry point for input
  + Map Tab
    - Showing near-by locations of interest
  + '+' Tab
    - Allows you to add something to the current day's journal entry, such as a photo, text, audio or drawings etc

Smart-Phones



Functionality