

### Mobile UX Design

**Unique considerations for designing mobile user experiences:** Understand of the distinctive characteristics of mobile devices, such as small screens, touch interfaces, and varying contexts of use. Learn about the importance of designing for mobile-first experiences, considering factors like limited screen space, one-handed usage, and on-the-go interactions. Explore how user behavior and expectations differ on mobile devices compared to desktop experiences.

**Responsive design and mobile usability guidelines:** Responsive design principles involve creating interfaces that adapt and respond to different screen sizes and orientations. Explore techniques such as fluid grids, flexible images, and media queries to ensure a consistent and optimized experience across devices. Additionally, students will study mobile usability guidelines and best practices to design interfaces that are easy to navigate, efficient to use, and visually appealing on mobile devices.

**Designing and prototyping a mobile interface:** learn practical techniques for designing and prototyping mobile interfaces. Understand the importance of creating a clear and intuitive information architecture, designing for touch interactions, and incorporating mobile-specific UI patterns and gestures. Students will explore prototyping tools or techniques to create interactive mobile prototypes that can be tested and evaluated.

**Tasks (with report):** Report must include screenshots and figma design link.

In this lab, students will have the opportunity to apply their knowledge of mobile UX design in a practical setting. The lab tasks include:

- 1) Analyzing mobile usability guidelines and best practices:** Students will research and analyze mobile usability guidelines and best practices from reputable sources. They will gain insights into design considerations for mobile interfaces, such as navigation patterns, button placement, form design, and content prioritization. Students will understand the principles and recommendations that guide effective mobile UX design.

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- 2) Designing and prototyping a mobile interface for a specific scenario:** Based on the provided scenario or user requirements, students will design a mobile interface that addresses the unique considerations of mobile UX design. They will create wireframes or visual designs that incorporate responsive design principles and mobile usability guidelines. Students will focus on creating a visually appealing, intuitive, and usable interface that suits the context and goals of the intended users.
- 3) Testing the prototype on mobile devices and gathering feedback:** Students will create an interactive prototype of the mobile interface using prototyping tools or techniques. They will then conduct usability testing by inviting participants to interact with the prototype on actual mobile devices. Students will observe and gather feedback on the usability, efficiency, and overall user experience of the mobile interface.
- 4) Iterating and refining the mobile interface based on user feedback:** Based on the feedback and insights gained from usability testing, students will iterate and refine the mobile interface. They will prioritize usability issues and design improvements identified during the testing phase. Students will make necessary revisions to the interface design, considering user feedback, and incorporating best practices for mobile UX design.

Through this lab task, students will gain hands-on experience in designing and prototyping mobile interfaces. They will learn to apply responsive design principles, incorporate mobile usability guidelines, and iteratively improve the mobile interface based on user feedback. These skills will equip them with the knowledge and practical expertise to create effective and user-friendly mobile experiences.

### **Samples Design to Work On:**

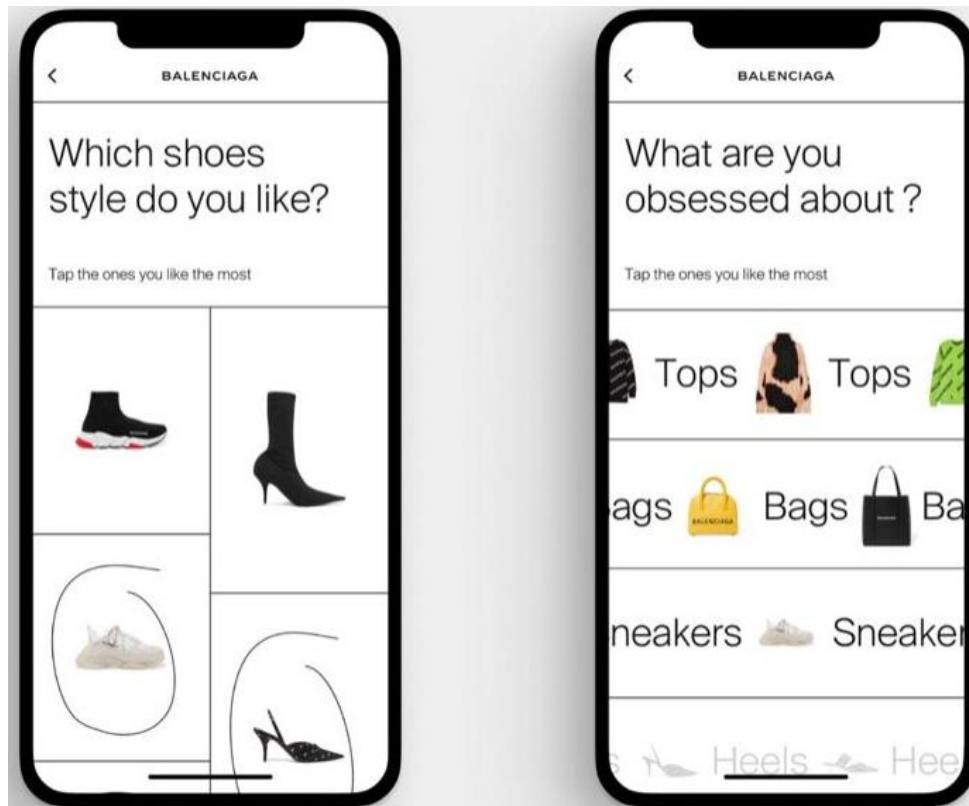
San Diego Coupons Guide Save With Discounts: <https://couponssandiego.com/>

University of advancing technology: <https://www.uat.edu/>

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**HavenWorks.com** A-Z Search News by Date NewsStand Global US  
A-B-C-D-E-F-G-H-I-J-K-L-M-N-O-P-Q-R-S-T-U-V-W-X-Y-Z +2008 Election  
Friday, 11 January 2008  
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TV Online Television FRONTLINE NewsWar  
JOHN Edwards.com 08\*Dem: TV: "It will take a fight." "Fighting powerful  
VOTE EDWARDS on the ISSUES: Health Care, Working Families, Rural America, Liberty, Veterans, Women, Energy, Food Safety, Trade  
CONTRIBUTE Edwards SUPPORT/Events. South Carolina: Volunteer, SC Offices. NV.  
2008 TV: Democratic Debate: New Hampshire  
TV Blog: TV BLOG - BHG - Brave - C&L - Carolina - Cmdr - Courage - CSPAN-J - Duck - Faiz - FreePress - Heather - Hot - Iraq-Summer - MG - MM - Nation - NewsHound - NC - Palast - Patriot - PBS - Pelosi - Progress - PTV - Rackjite - Researchis - See - TPMty - Truth - TYT - Veracity - VLOGZ! - Radio Blog: America - EdSchultz - Flanders - Hartmann/MPs - Maddow - Malloy - Randi - Seder - Stephanie - Turks  
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