
About the design

for

OT mobile

Version 0.1

Prepared by

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Course: Human computer interaction

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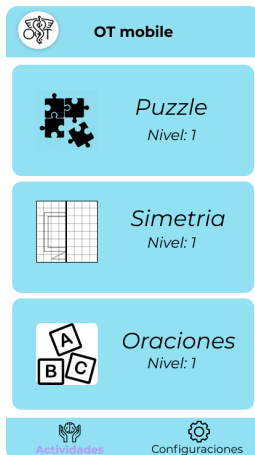
Revisions

Version	Primary Author(s)	Description of Version	Date Completed
0.1	Manuel Martin Rico	First template.	03/05/20

Design principles

The OT movil has been made following the “Principles of Mobile App Design” by google.

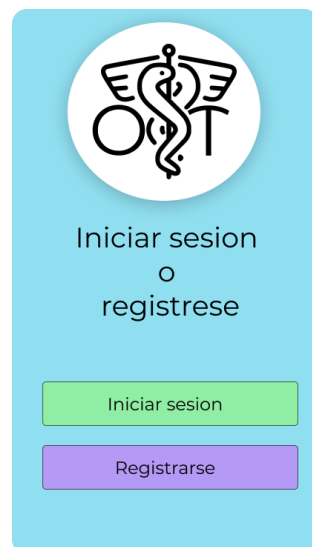
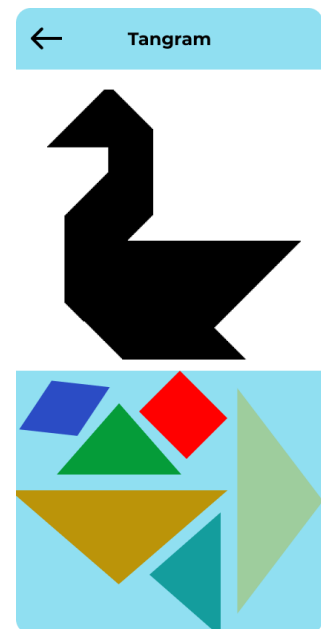
Organize and label menu categories to be user-friendly



“Users struggle to interpret and distinguish menu categories that do not align with their mental models for categories. Menu categories should be clear with no overlap. This is particularly important when a user turns to a menu as a last resort after exhausting options through search”

Allow users to “go back” easily in one step

“Users may only want to go back one step as they use the app. Apps should leverage back functionality so that users don’t feel forced to have to start over from the home screen, which, in some cases, results in losing any unsaved data. Allowing users to go back one step eliminates this frustration and the need for any inadequate workarounds. Granular navigational controls are valuable in helping users convert”



Differentiate “sign in” from “sign up.”

“Many users end up taking the wrong action when attempting to sign up for an account by tapping on the “sign in” button, which then prompts them for a password. This often happens because users scan the screen quickly and assume that the first call to action that catches their attention is the correct one. Design a “sign in” and a “sign up” that are easily distinguishable from each other so users can get to where they want to go quickly.”

The marking menu

The marking menu is a very efficient tool for the selection section.
(<https://uist.acm.org/archive/adjunct/2003/pdf/posters/p12-soliz.pdf>)

