

Programación de Aplicaciones Móviles Nativas

Diseño de Interfaces

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contenidos

Enfoque de Desarrollo

Tradicional

Móvil

Diseño



Enfoque Tradicional

Análisis

Diseño

Implementación

Pruebas

Entrega



Enfoque Móvil

Conceptualización

Definición

Diseño

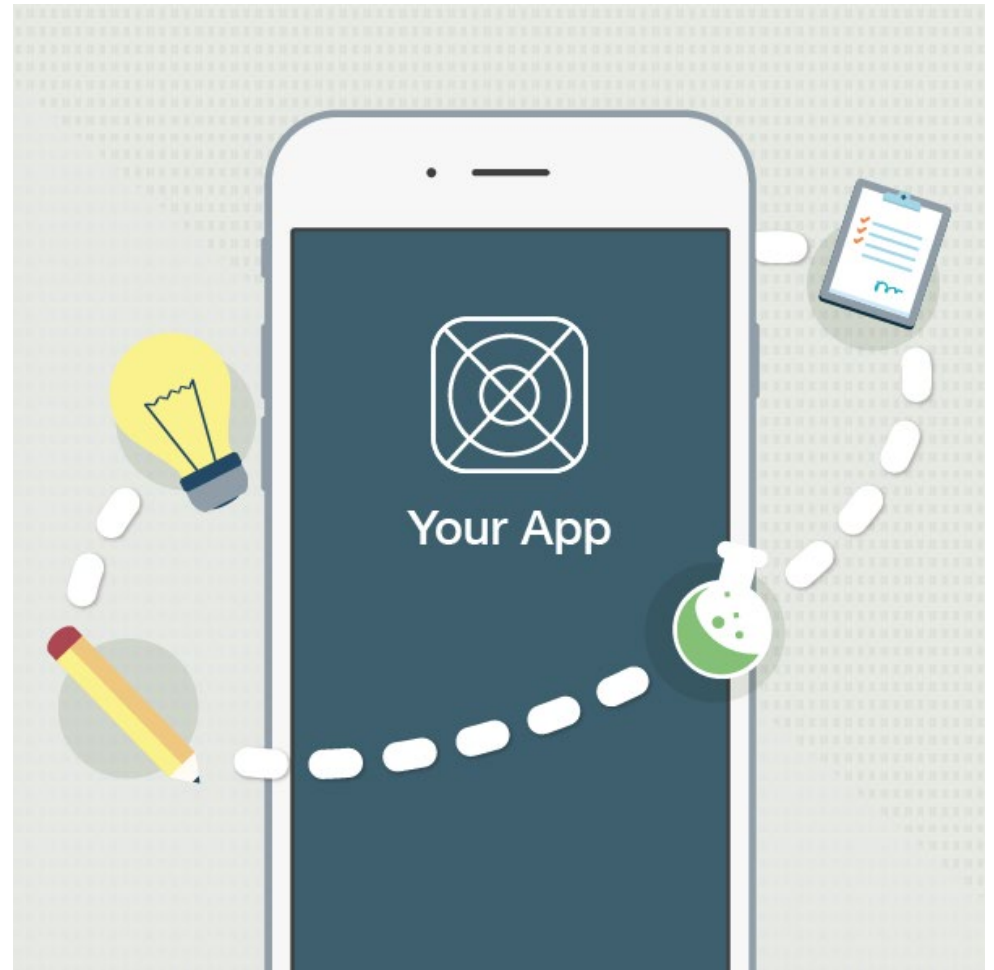
Desarrollo

Publicación



Conceptualización

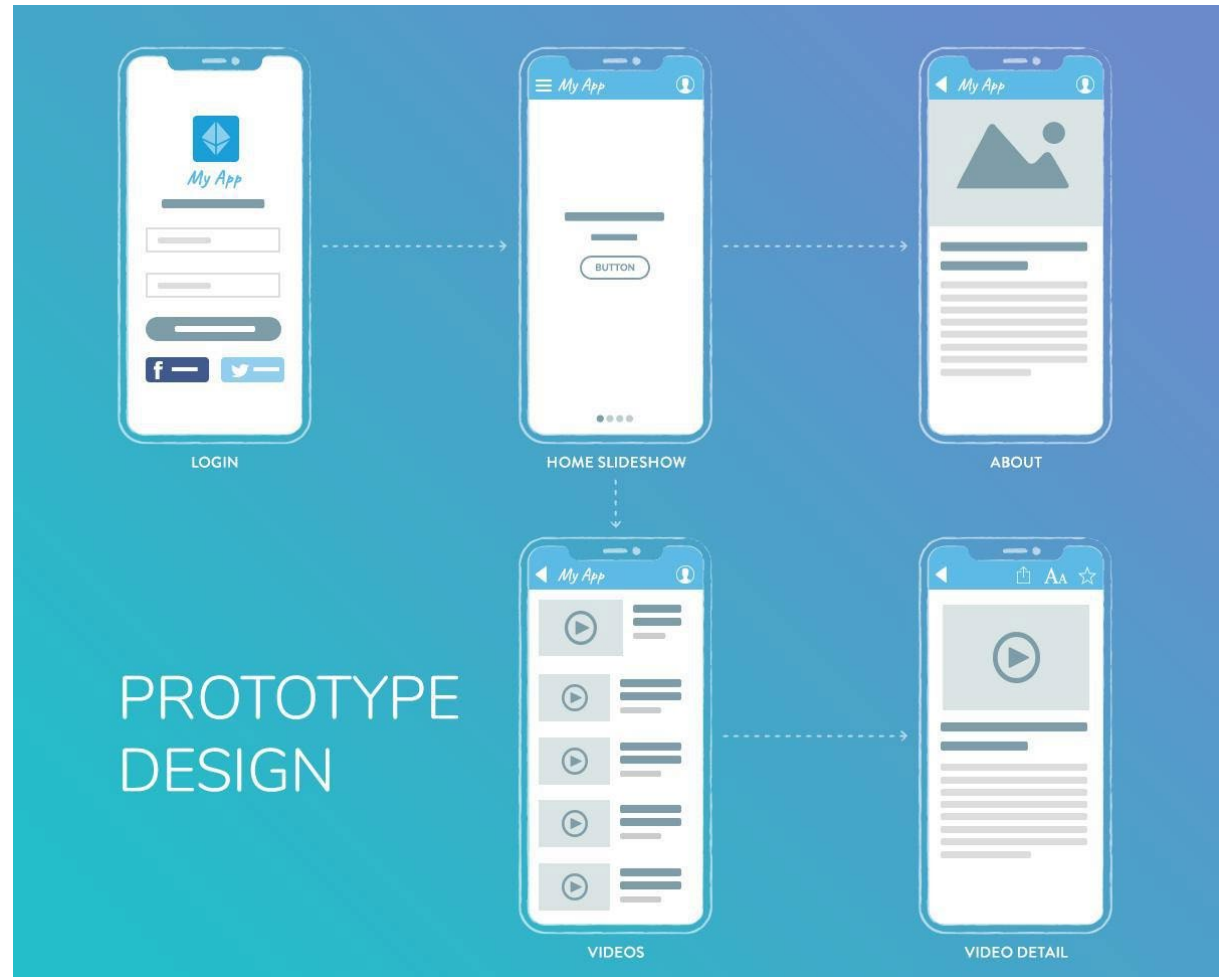
Idea-Análisis



Definición



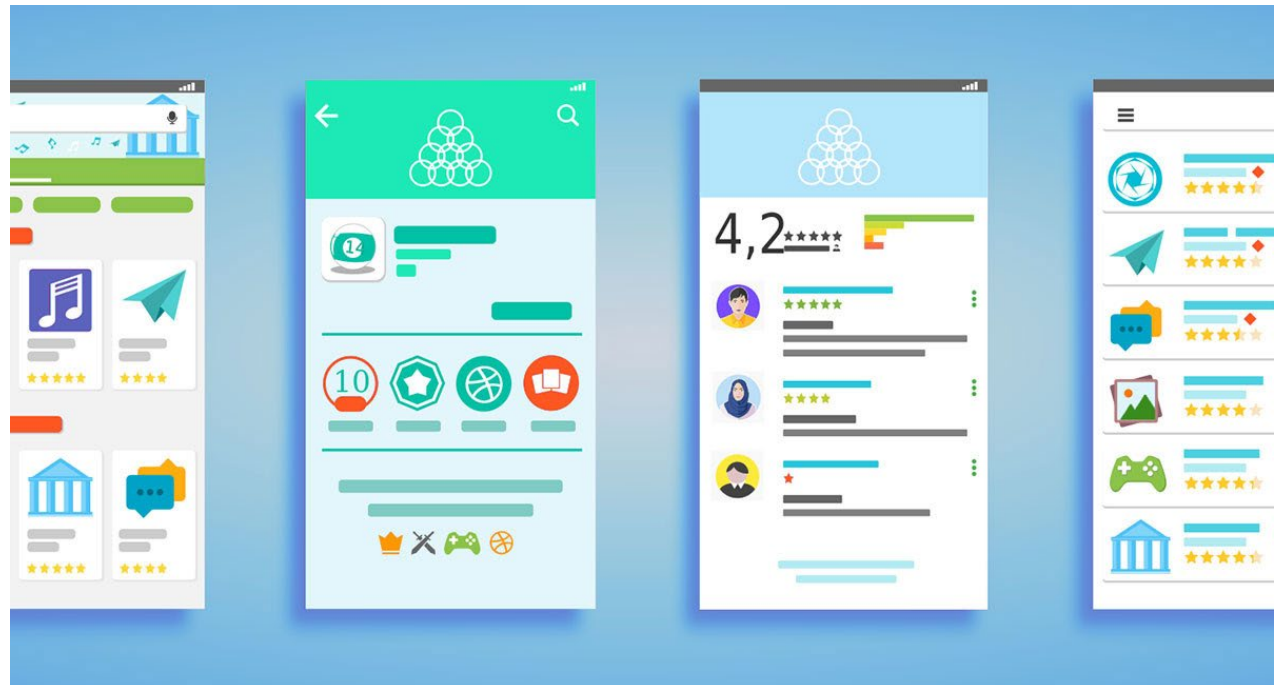
Diseño

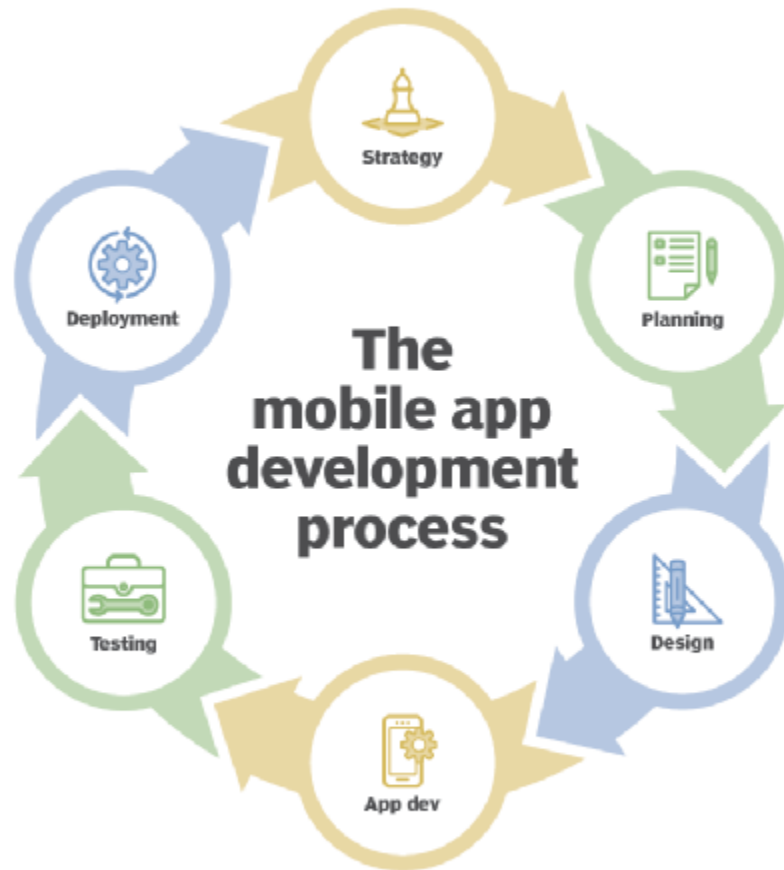


Desarrollo



Publicación





Apps



Bienvenido
a la nueva app
Mi Carrefour



Tienda

Un mundo de servicios en tu mano.
Paga de forma rápida y segura con
Carrefour Pay.



Gasolineras

Ya puedes pagar tu repostaje sin
bajar del coche. Vincula tu cuenta
con tu tarjeta Pass y ahorra en cada
repostaje.



Búsqueda

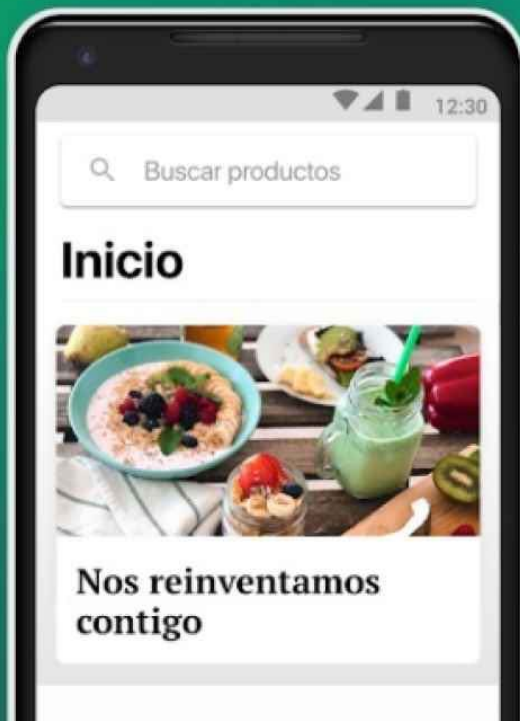
¿Quieres añadir
o conocer su
Escribe su nombre
de barras...



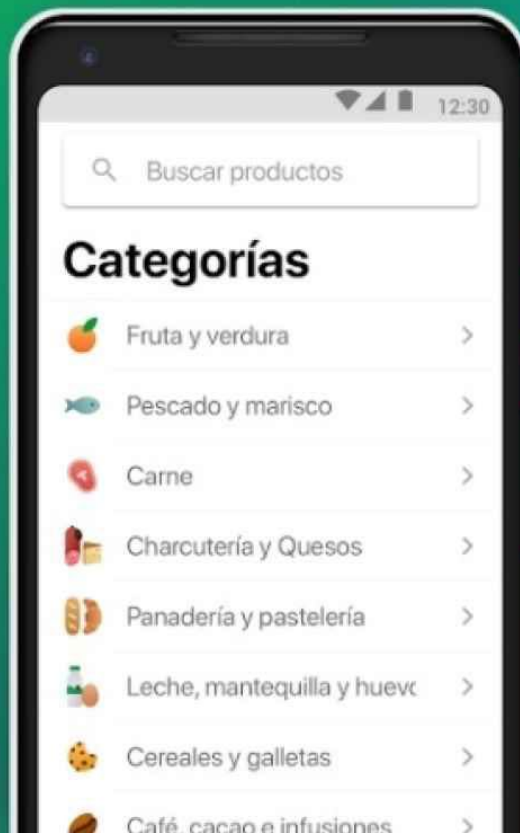


MERCADONA

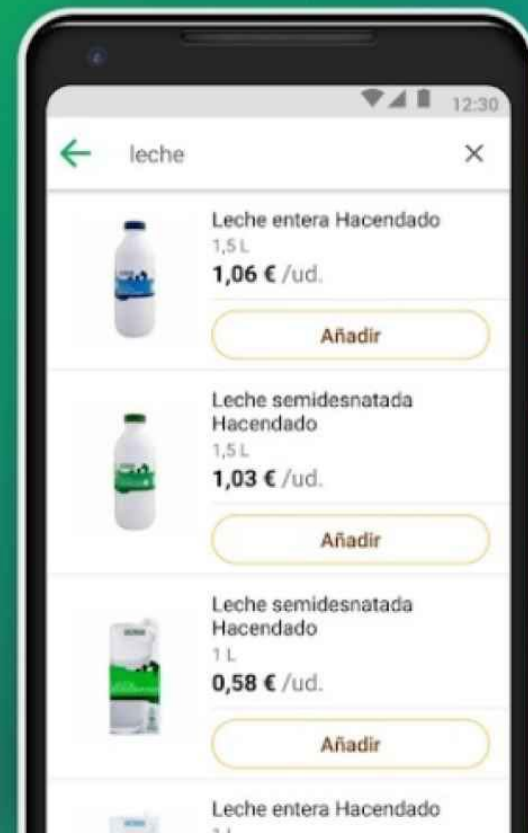
Hacer la compra es más
fácil que nunca

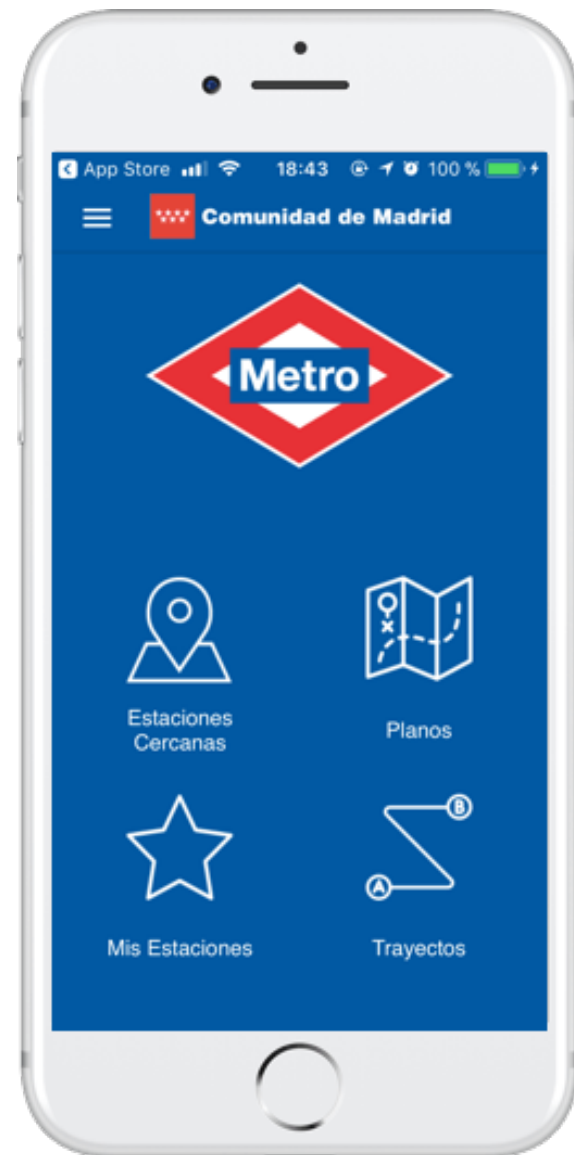


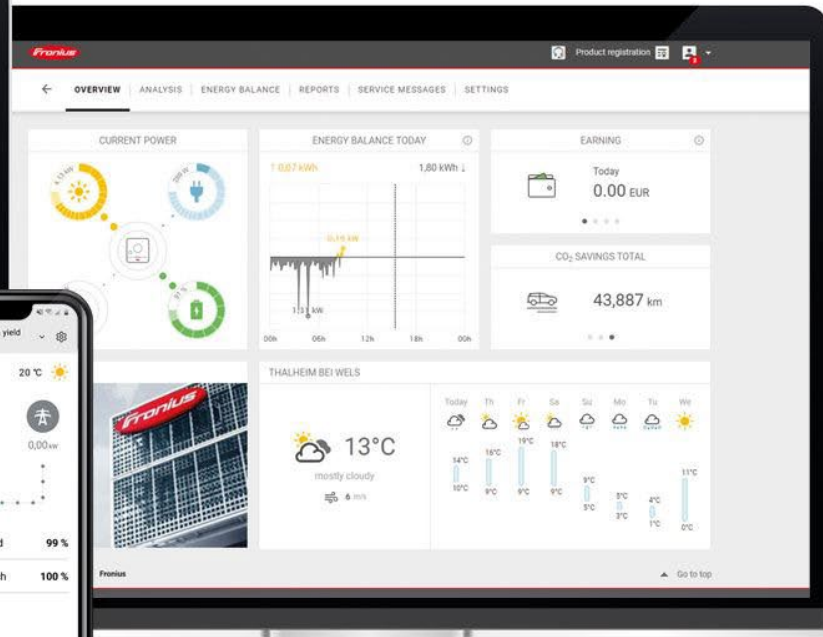
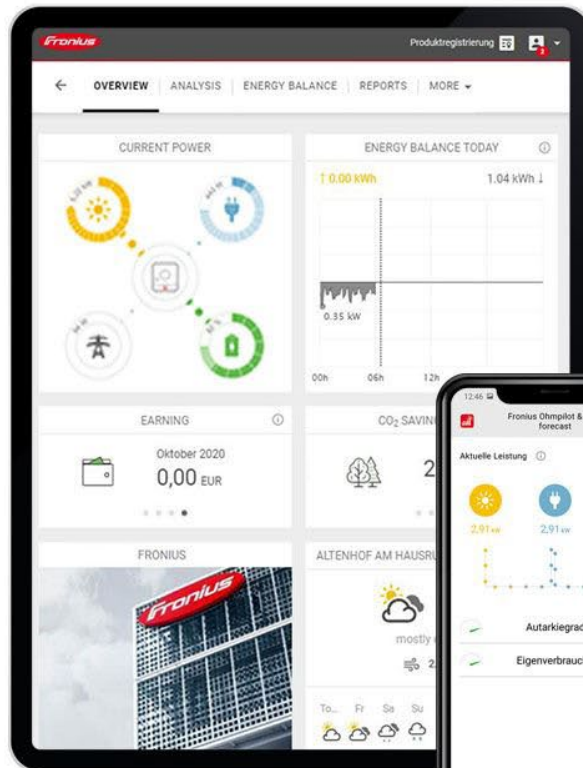
Todos tus productos en
la palma de tu mano



Encuentra rápidamente
lo que buscas





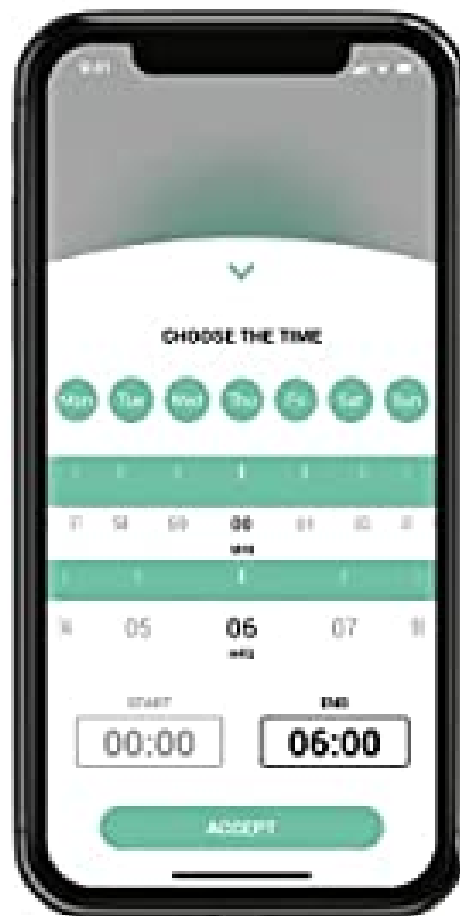
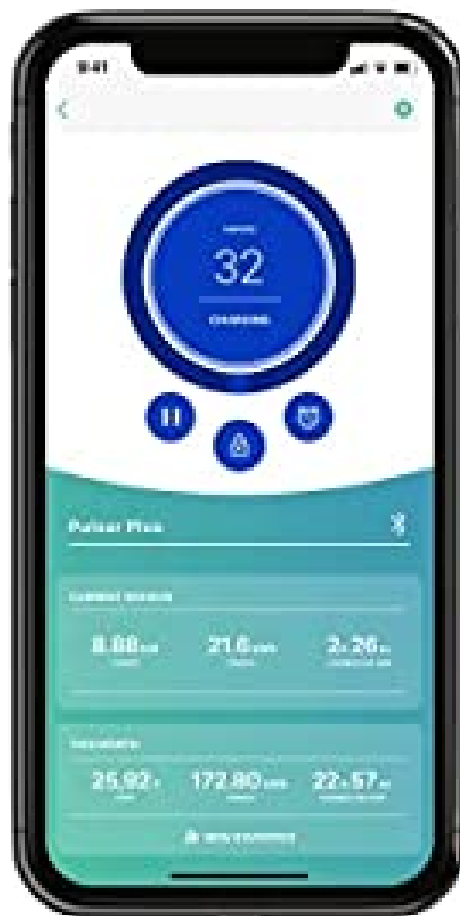




You can create
schedules



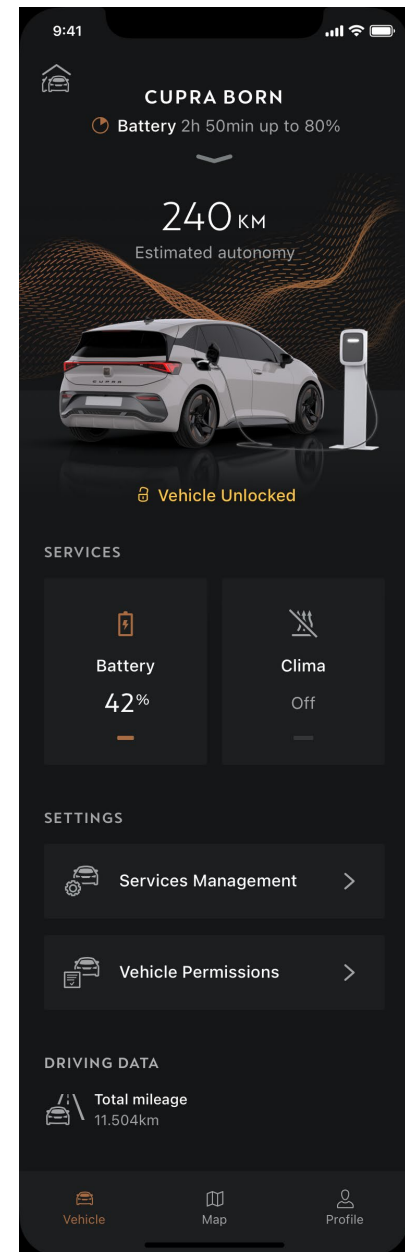
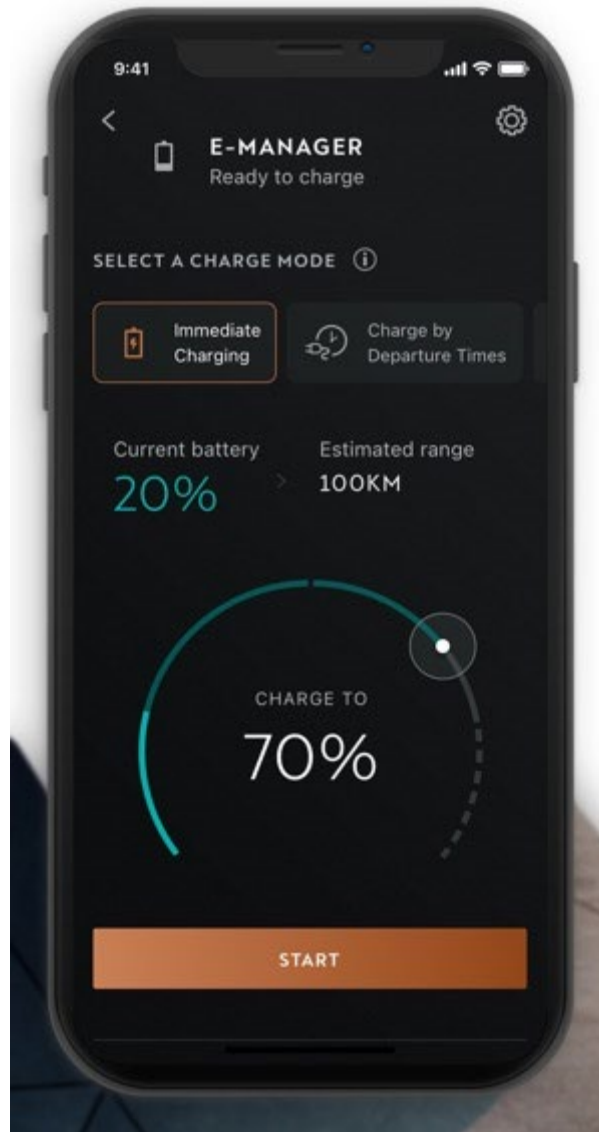
You can charge
your car when
rates are lower



wallbox 



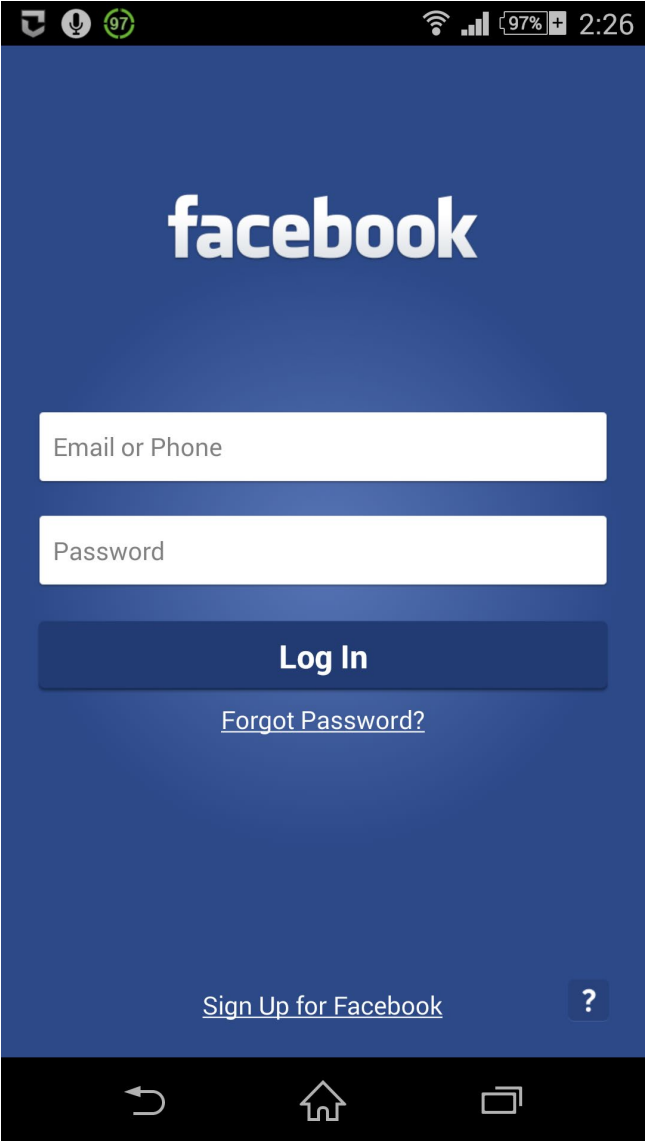
HAZ FUNCIONAR TU CUPRA BORN
CON EL GESTOR DE ENERGÍA ELÉCTRICA
CARGA COMO QUIERAS Y CUANDO QUIERAS.

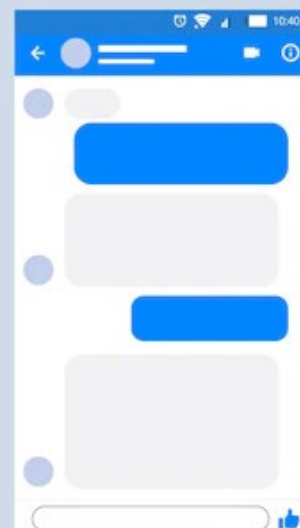
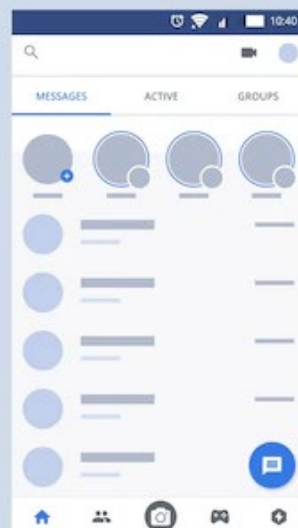
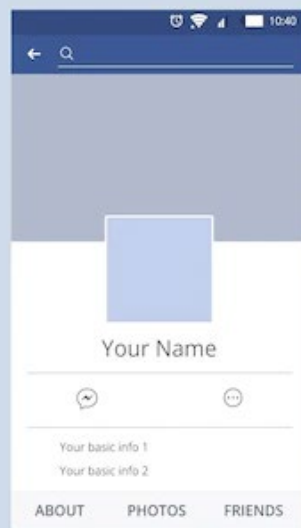
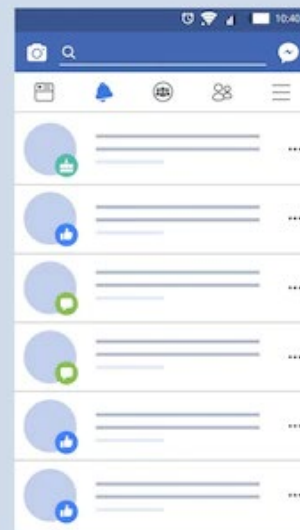


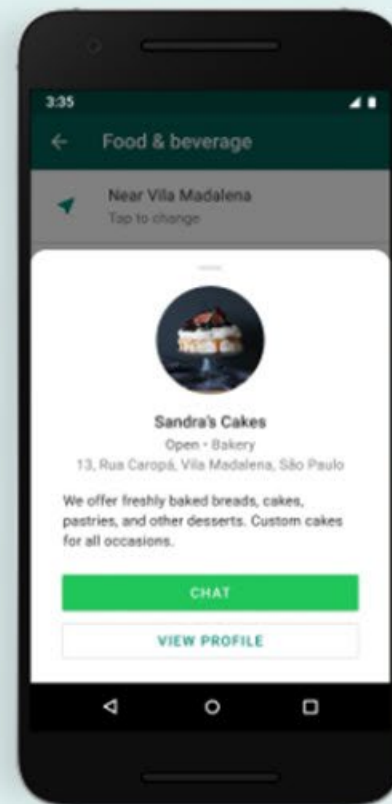
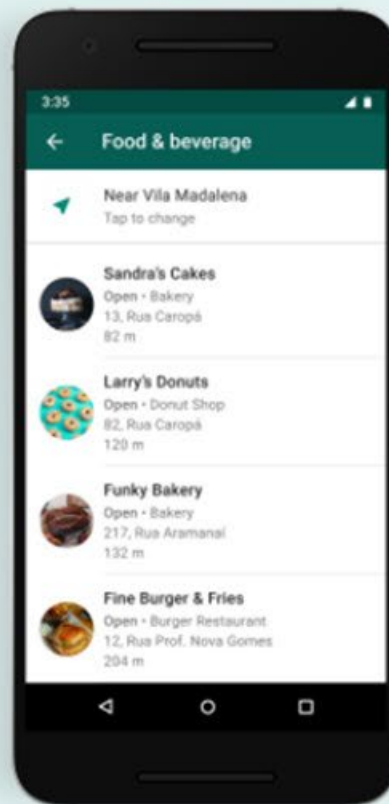
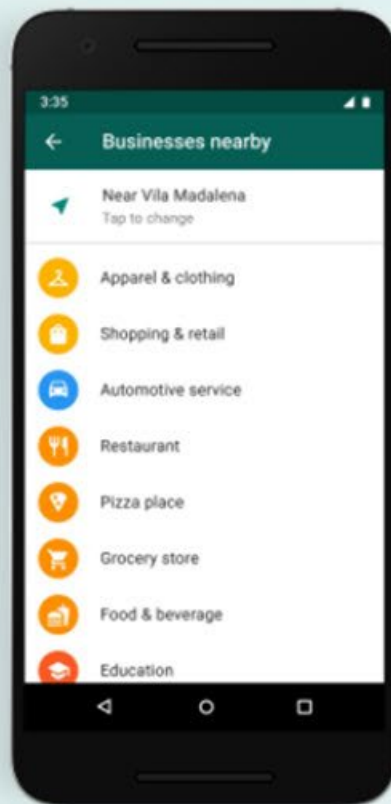
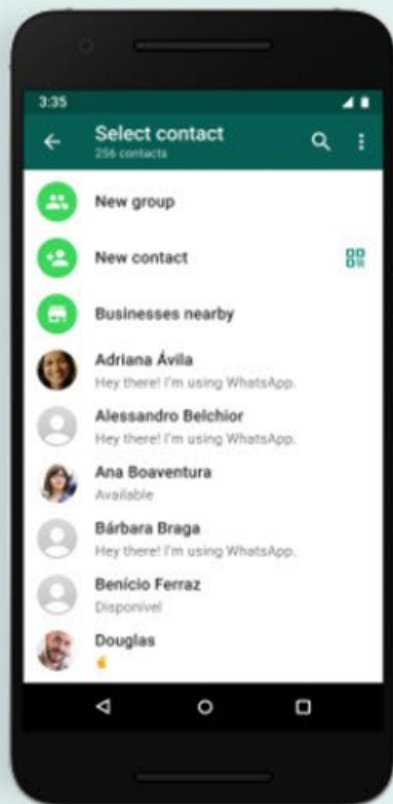




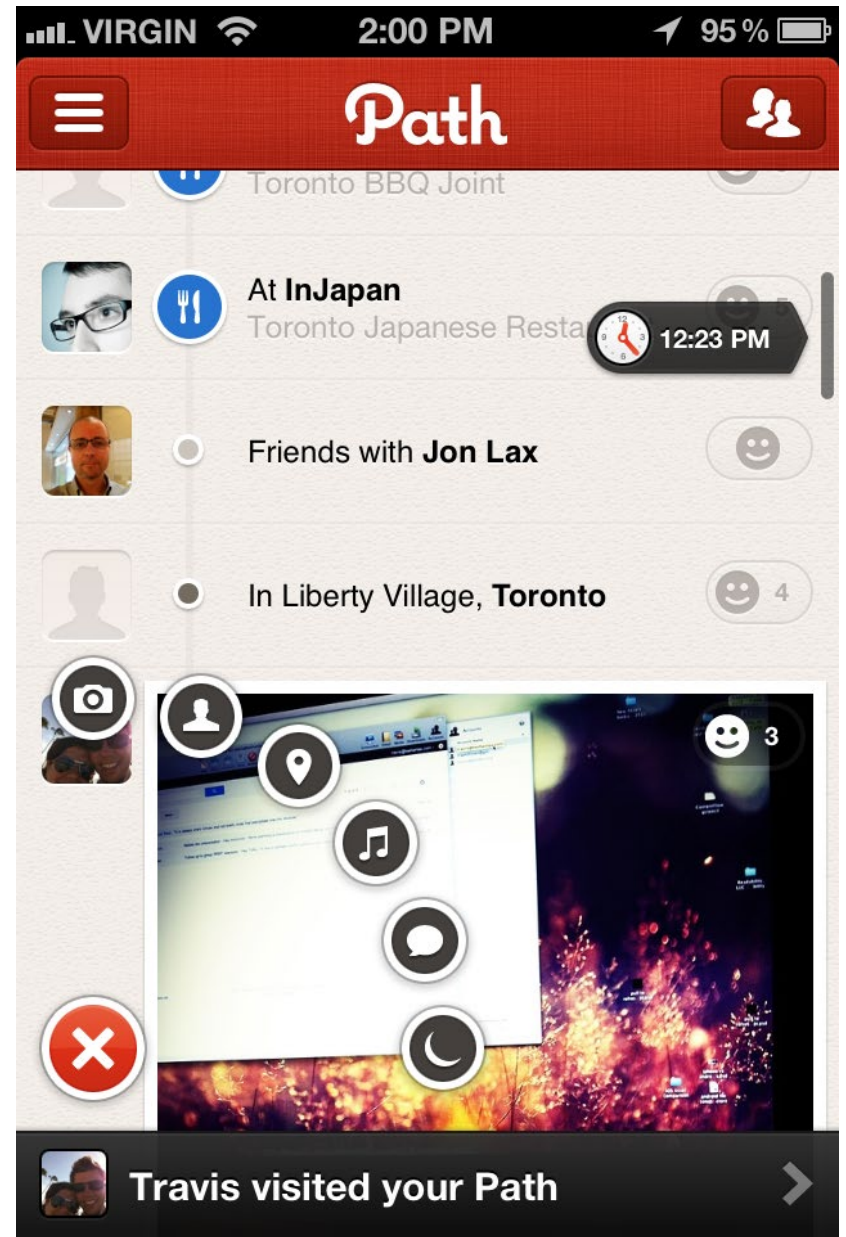
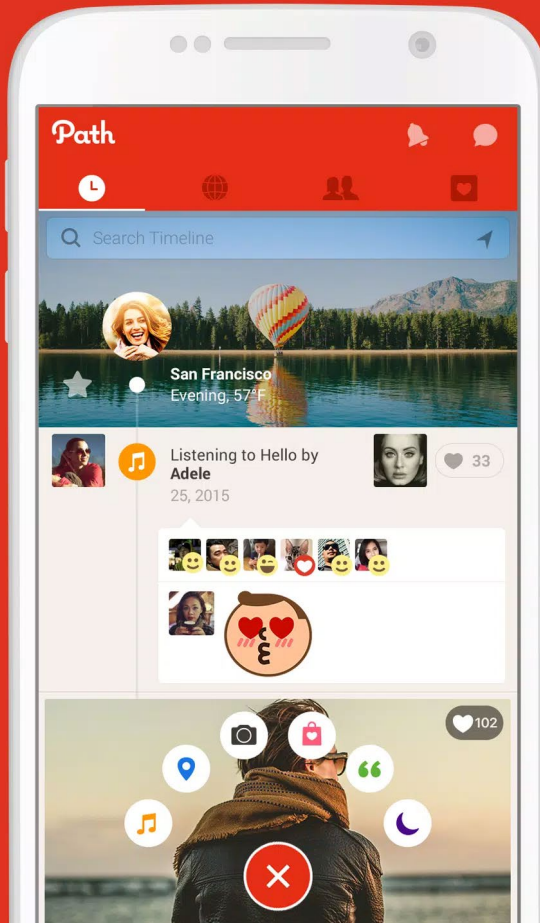








Capture thoughts,
photos, music and more





iPhone SE

iPhone Pro MAX

There are five current generation screen resolutions for just the iPhone and countless more for Android phones.



L

R



Requires both hands

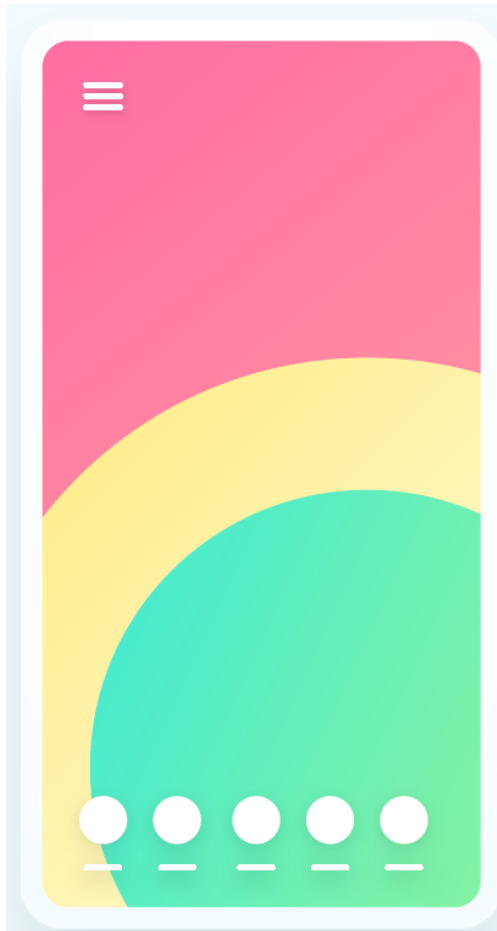


Requires a position shift of the hand



Easily thumb accessible area.





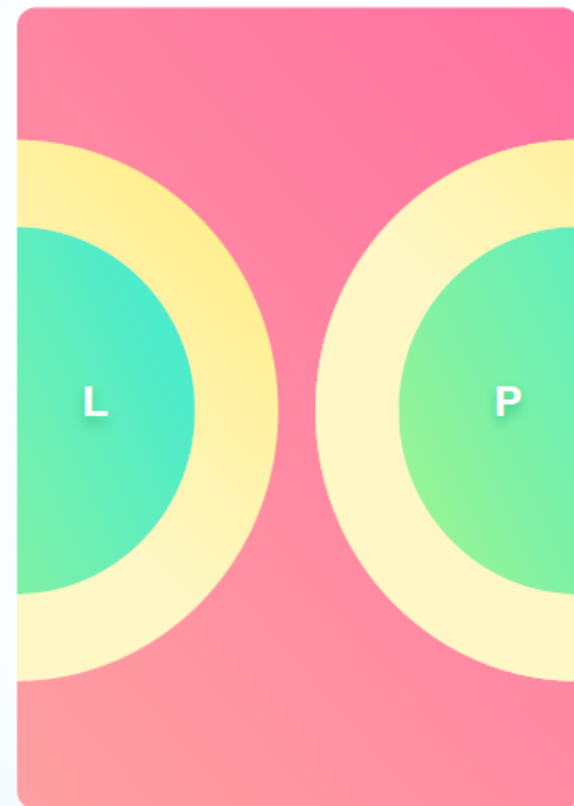
Reach can also help determine how easy it will be to navigate the product. The popular hamburger menu design pattern is in the least favorable spot imaginable for right-handed users.

Bottom aligned tabs are, in most cases, the easiest way to design menus and should be considered for nearly every product as the first choice.





The most common usage pattern for tablets is using both hands. It allows for a different approach to the interface planning that merges the larger reach area with the fact of having a much larger canvas.



In the rare cases of holding a tablet with both hands, the average thumb reach extends on both sides of the device. This pattern works great for split keyboards and gaming controls.



Design Thinking 'Double Diamond' Process Model

