

# Android's Design Elements & Patterns

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# MobileCoder.mx

**[github.com/MobileCoderMx/presentations](https://github.com/MobileCoderMx/presentations)**

# Difference Between Platforms









# 2 styles







# Branding







# What's different?

# What's similar?



**You must learn to identify these differences and use them to your advantage.**



Companies sometimes try  
to design once, run  
everywhere.

# That's wrong.

# Embrace your ecosystem.

# Questions?

<http://www.mobile-patterns.com>