**ECWM603 – Mobile User Experience**

**Tutorial – Week 7 – Introduction to jQuery Mobile and iOS Simulator**

**This is an individual piece of work.**

**Tasks:**

1. Using Dreamweaver, create a single web page with one jQuery Mobile page, including a header and a footer and one simple paragraph about yourself as content. Save your file.
2. View your page in the browser of your choice. (You may want to use File -> Preview in browser and pick Firefox or Safari. **Important note: It will not work in Chrome**)
3. Modify your file, and add 2 linked list items. The first item should be related to you directly (e.g. my hometown, my hobbies, my studies, etc.). The item should be about your role in the coursework team.
4. Add the corresponding 2 pages to the file, so that the first page holds the links, the first link points to the second page, and the second link points to the third page.
5. Your second Page should at least contain corresponding text, your picture and an automatic back button going back to the first page.
6. Your third page should at least contain text, an automatic back button and some jQuery Mobile widgets used appropriately (e.g. collapsibles, collapsible set, form elements, popups, etc.)
7. View and test your file in the previously opened browser.
8. Launch the iOS Simulator (search for Simulator in Spotlight)
9. On the simulator, launch Safari. View your page through the simulator
10. Switch Simulator hardware (go to hardware -> device -> iPad or iPhone
11. Grab screen shots of your 3 pages on the iPhone simulator and the iPad simulator (using Grab for example). You will submit these with the code you have written and brief explanations as part of your log book.
12. Extra: in the iOS simulator, rotate the device and see how the page gets displayed.

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