

Lecture 18:

Designing for mobiles

Mobile devices: an overview

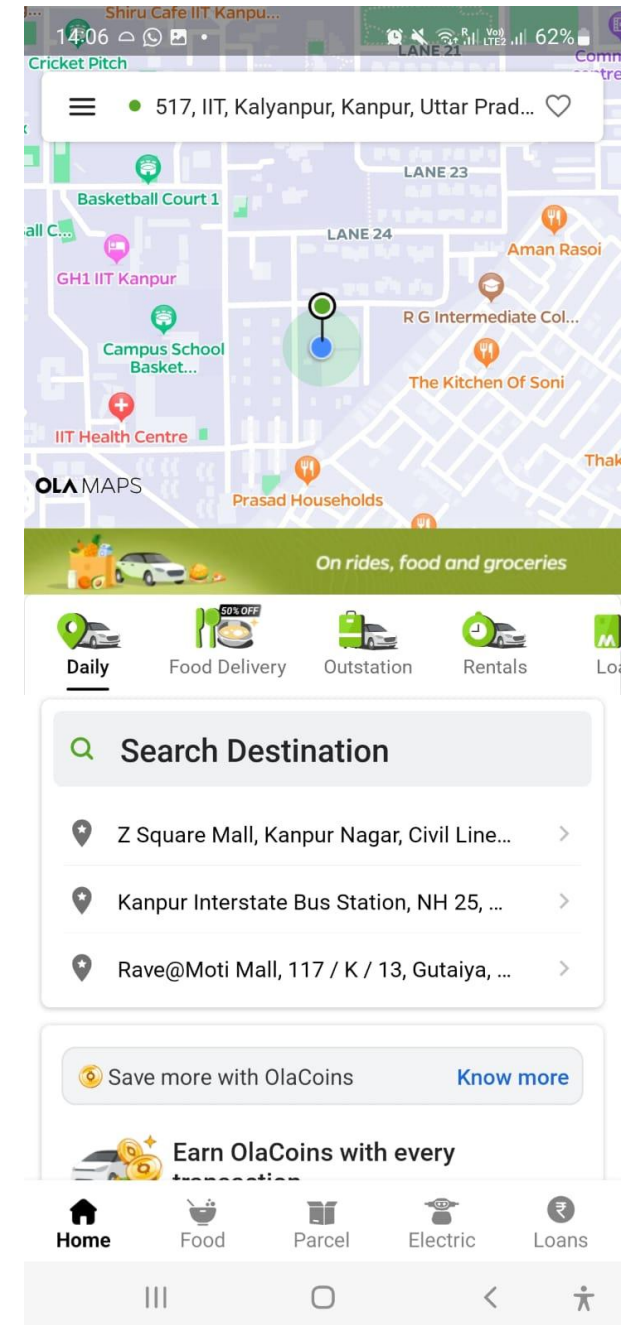
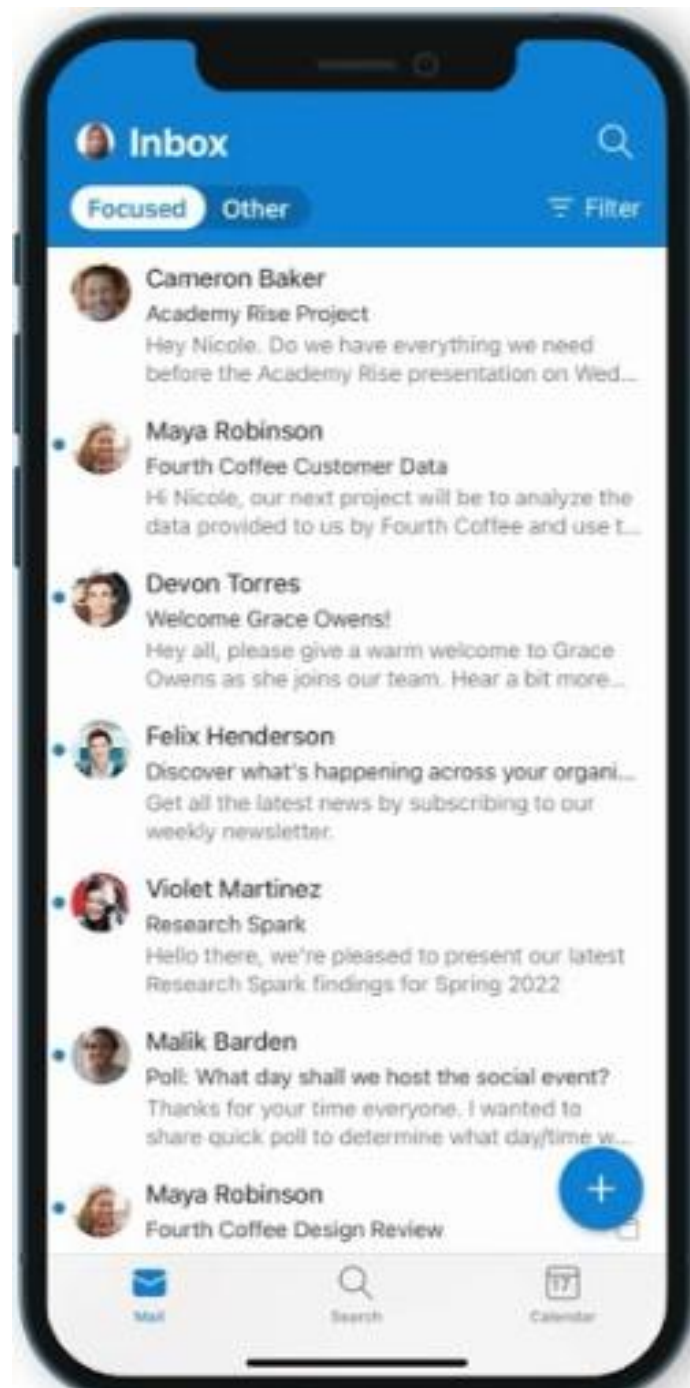
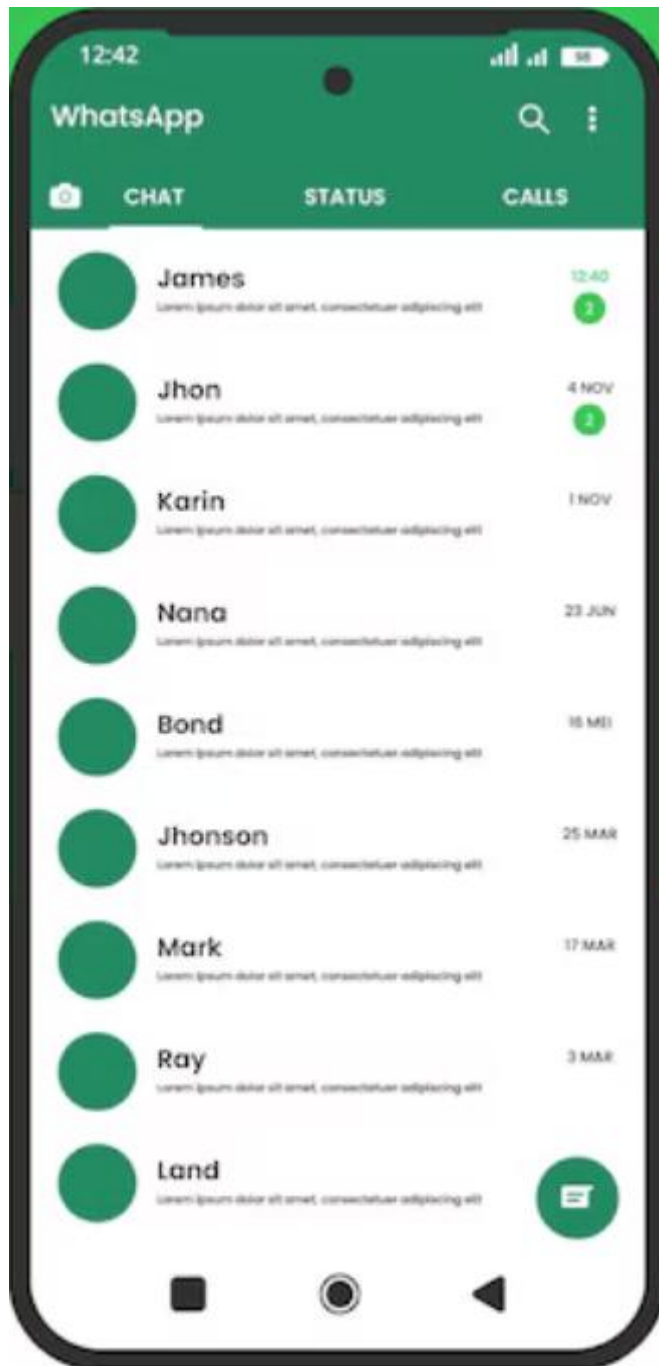
- Constraints
 - Small screens
 - Diverse screen sizes
 - Limited resources (battery, RAM, etc.)
 - Touch based (fat fingers)
 - Diverse OS with different design guides and styles
- Can be moved easily – allows for newer affordances
 - Location/position awareness, for example
- Consistently with other interfaces (web equivalent, for example)

Two kinds

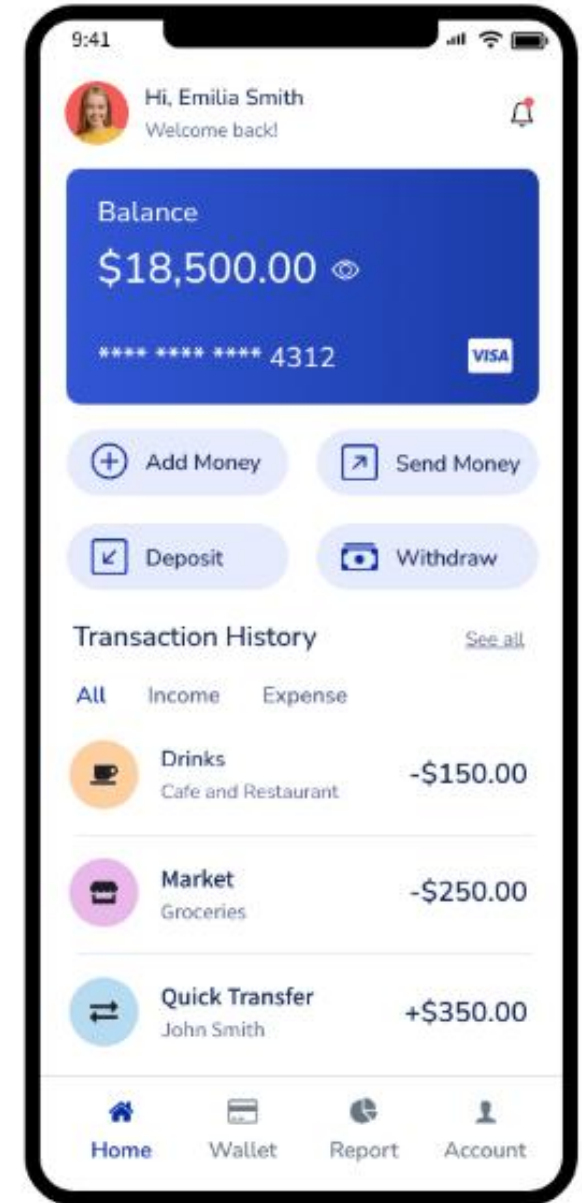
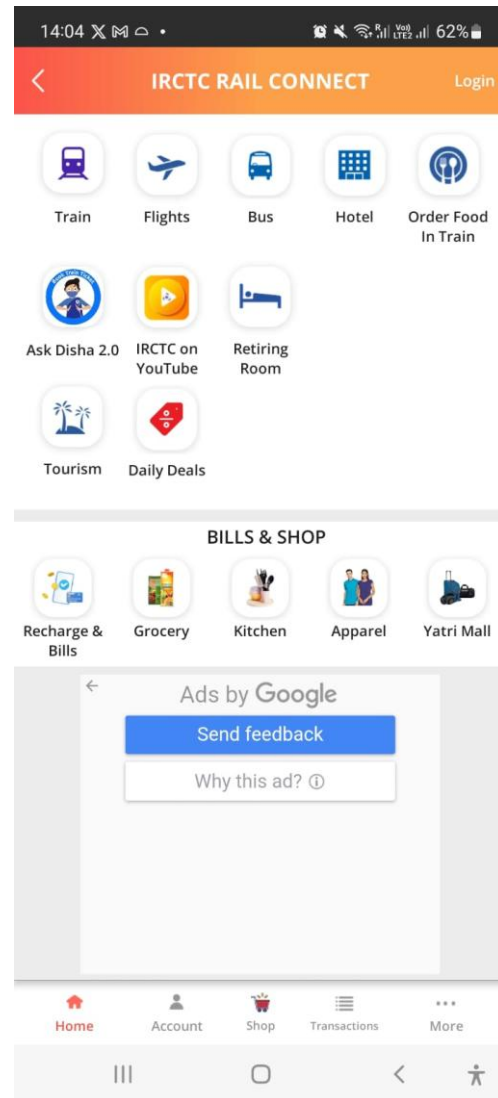
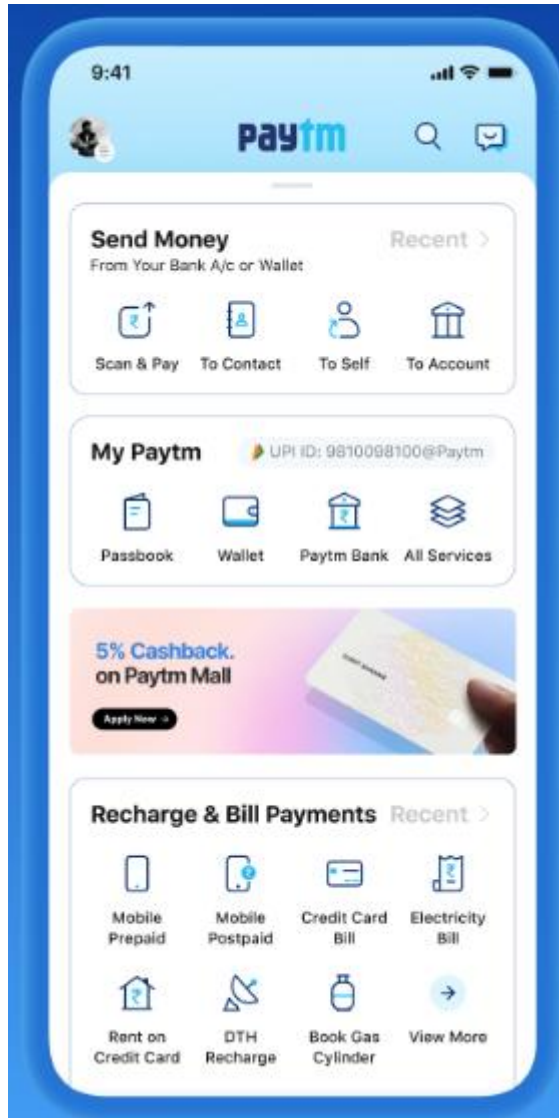
- Mobile web
 - Responsive
- Native mobile apps
 - Android, iOS, etc.
- Principle stay the same; but specific guidelines
 - Swipe left/right vs. swipe top.

Home / landing screens

- The first thing that comes up when you open
- Look at home screens of 2-3 of the following:
 - Your mobile phone
 - Ola/Uber/other ride booking apps
 - Gpay/PayTM...
 - Email app
 - Whatsapp
 - Instagram
 - Google drive
 - Swiggy, campus haat, Blinkit, Big Basket

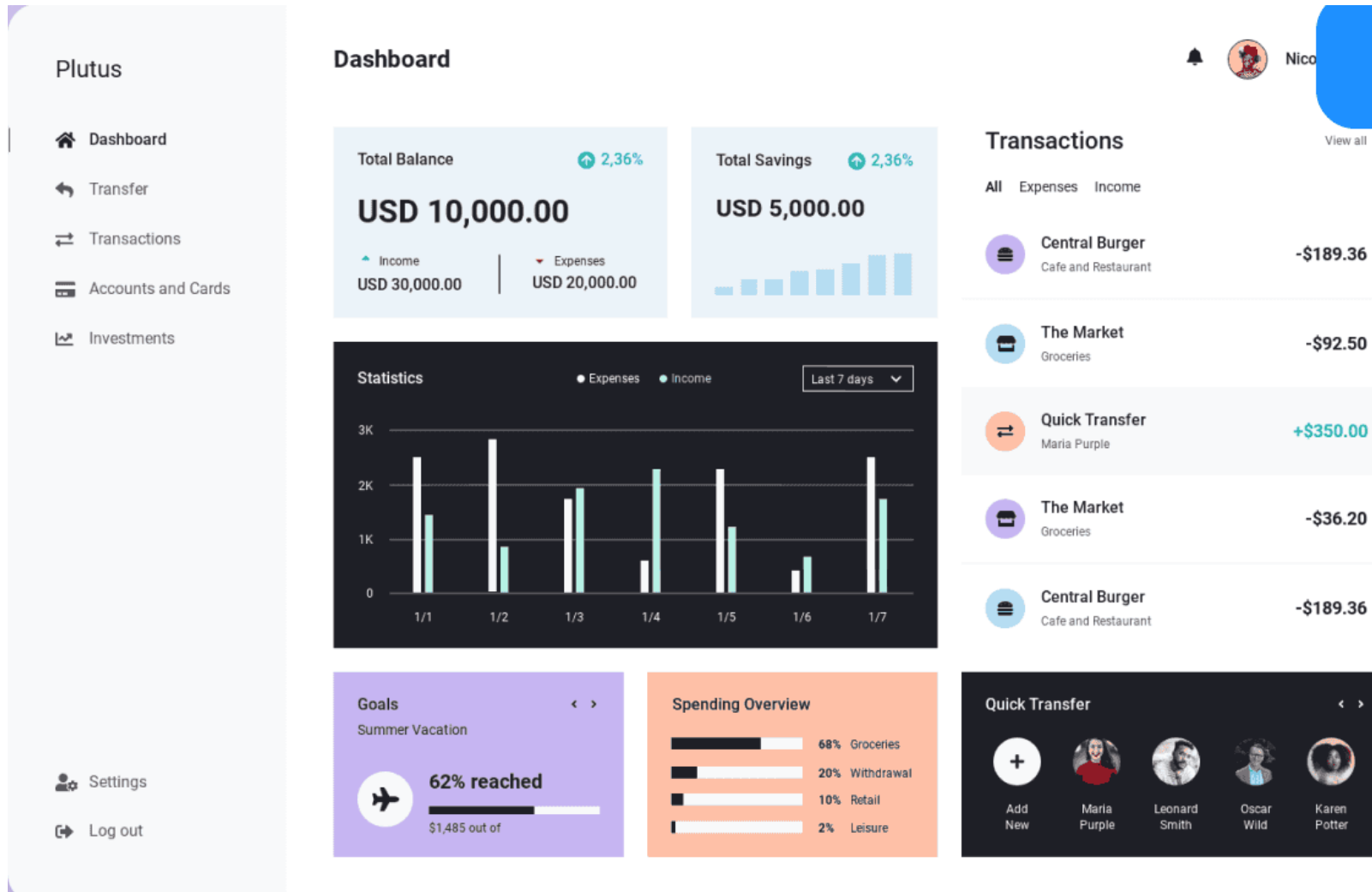


Give user what they need most,
right away!

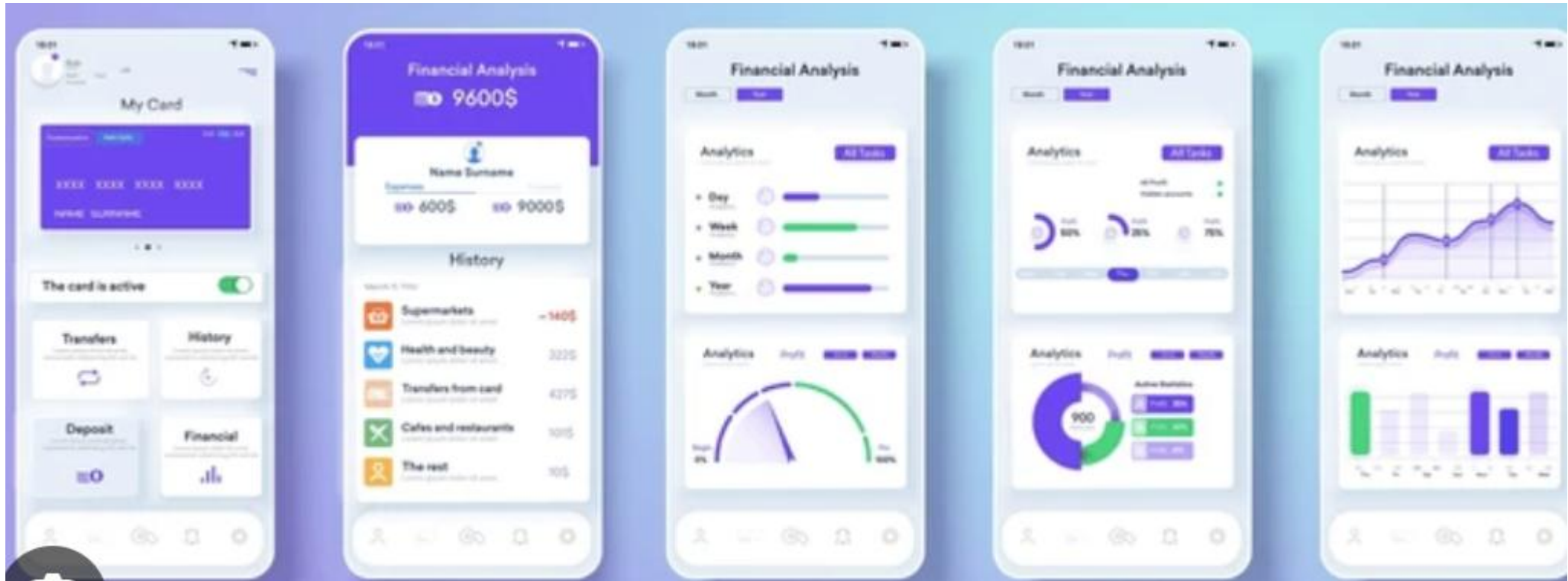


If there's more than one likely option, make them all available!

Navigation: Desktop vs. Web



Navigation: Desktop vs. Web





[Home](#)

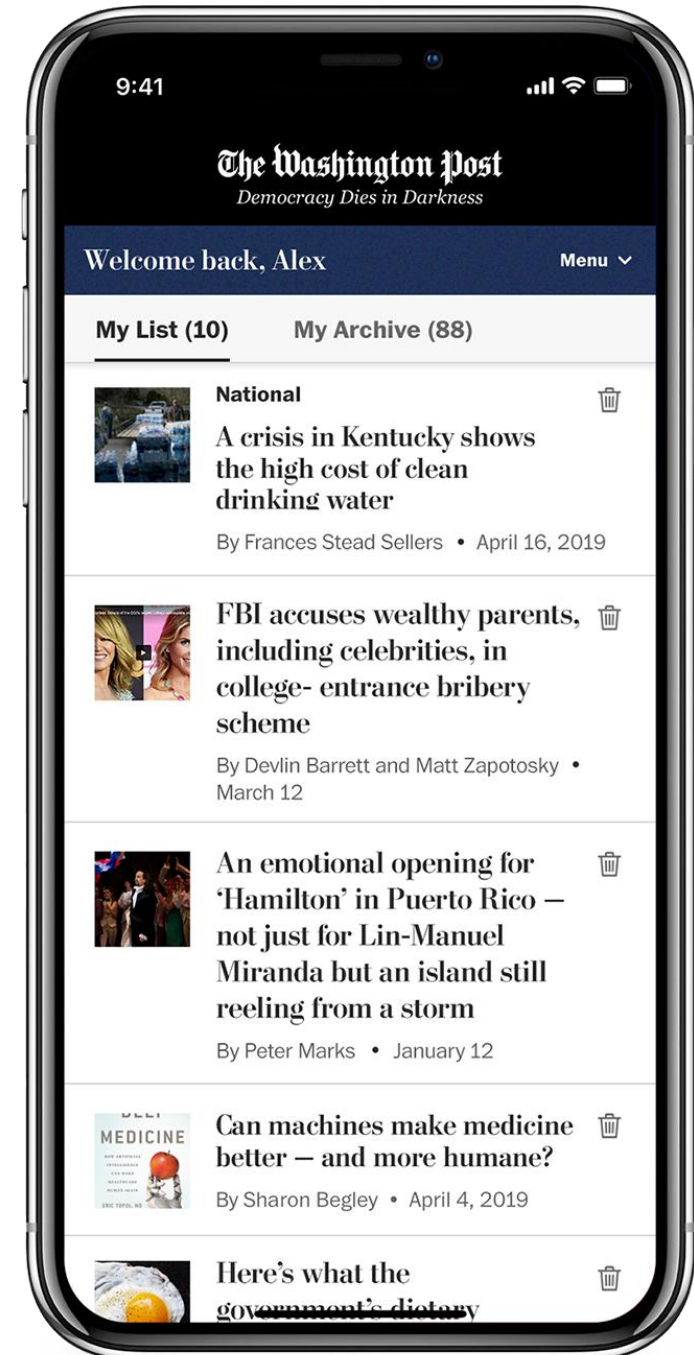
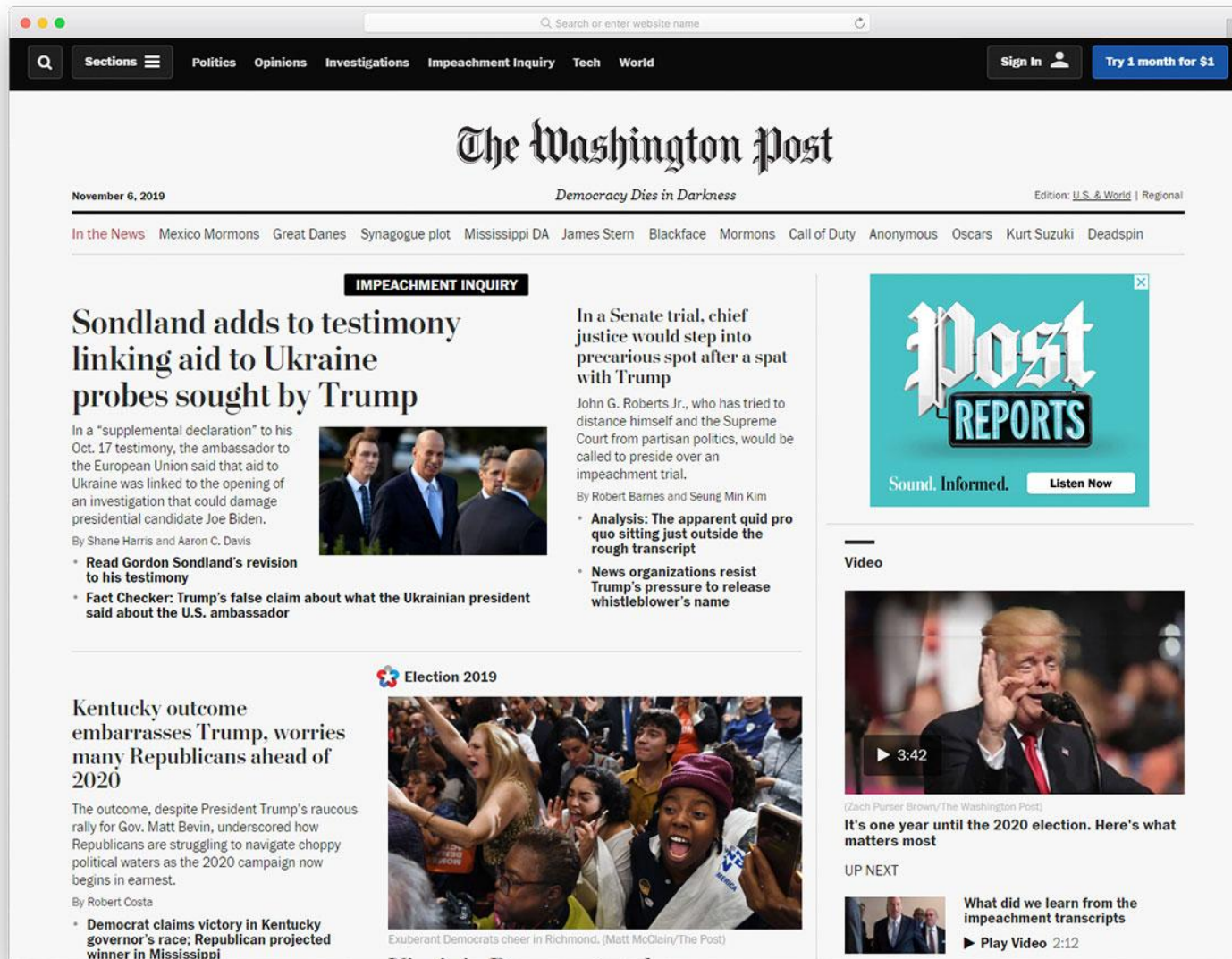
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Content: Mobile vs. Web



Content: Desktop vs. Mobile

Contact List Filter Hide fields Search records								
	<input type="checkbox"/>	ID	Last name	First name	email address	comments	Email Subject	
	<input type="checkbox"/>	...2w9RD5Q	Smith	John	john.smith@abc.com	Interested in partnership	Catch up soon?	
	<input type="checkbox"/>	...2w9RD5R	Doe	Jane	jane.doe@xyz.com	Follow up next quarter		
	<input type="checkbox"/>	...2w9RD5S	Brown	Emily	emily.brown@dataworks.com	Send proposal		
	<input type="checkbox"/>	...2w9RD5T	Williams	Brian	brian.williams@streamline.com	Potential investor		
	<input type="checkbox"/>	...C9071YZ	Johnson	Sarah	sarah.johnson@greenlife.com	Attending conference		
	<input type="checkbox"/>	...C9071Z0	Davis	Michael	michael.davis@fasttrack.com	Needs product demo		
	<input type="checkbox"/>	...C9071Z1	Jones	Emily	emily.jones@foodies.com	Interested in bulk order		
	<input type="checkbox"/>	...C9071Z2	Garcia	Carlos	carlos.garcia@travelsmore.com	Client since 2019		
	<input type="checkbox"/>	...C9071Z3	Martinez	Amanda	amanda.martinez@fitlife.com	New client		
	<input type="checkbox"/>	...C9071Z4	Anderson	Mark	mark.anderson@cleantech.com	Request meeting		
	<input type="checkbox"/>	...C9071Z5	Wilson	Christine	christine.wilson@solarnow.com	Send contract		
	<input type="checkbox"/>	...C9071Z6	Thomas	Nancy	nancy.thomas@globex.com	In negotiation		
	<input type="checkbox"/>	...C9071Z7	Taylor	Laura	laura.taylor@bookmate.com	Follow up on order		
	<input type="checkbox"/>	...C9071Z8	Moore	Karen	karen.moore@digicraft.com	Send invoice		
	<input type="checkbox"/>	...C9071Z9	White	Eric	eric.white@healthplus.com	Confirm appointment		



What's going on?

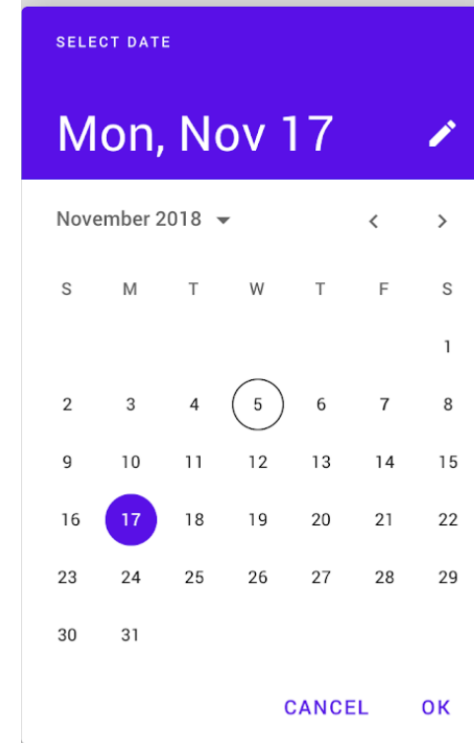
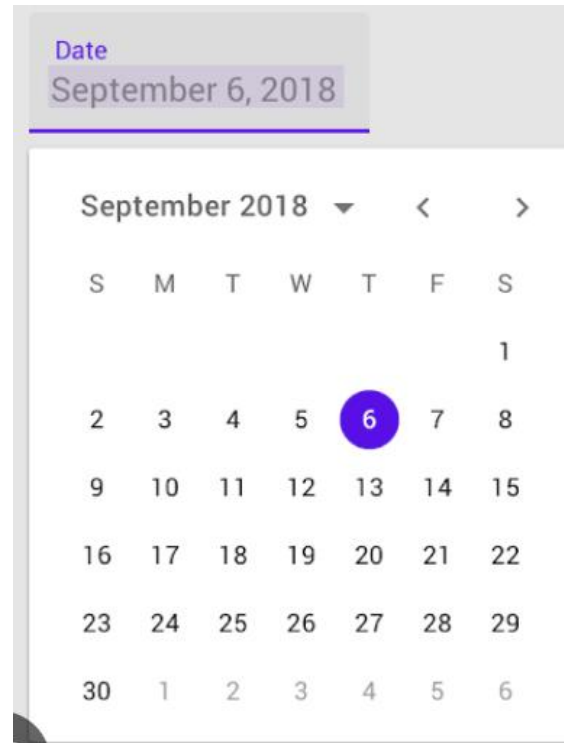
- Small screen – limited options
- Wrong clicks on mobiles mean tracking back long ways
- So, make decision making very, very clear
- Also, think in terms of “user flows”
- What user wants to do next – break down into steps, and each step is a screen.
- Desktop allows space for most steps / mobiles are unforgiving

Inputs

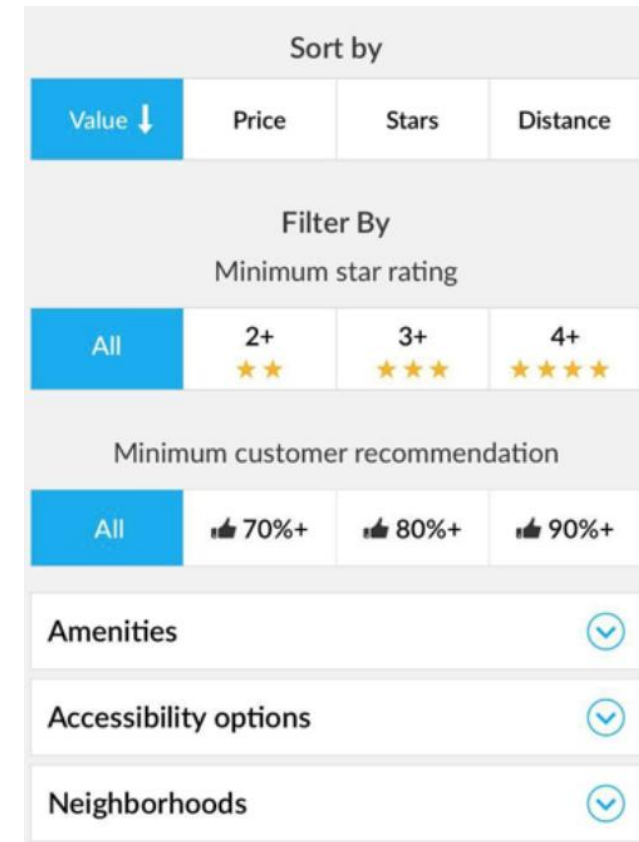
- No space for unscrollable drop downs
 - Allow search
 - Allow scrollview navigation (e.g., your contacts and alphabets)
 - Categorize and categorize more and replace with buttons.
- Text typing
 - Small keyboards, fat fingers
 - Swipe typing, autofill (automatic email responses are a blessing!), audio (speech to text), emojis instead of words!

Inputs

- Date pickers



- Radio buttons, check boxes are bad for touch
 - We tap to select / unselect
 - See Myntra/Airbnb/Expedia filters on mobile vs. desktop



In general...

- Phone websites are needed because getting to desktop is inconvenient (on the go, commute, urgent, etc.)
- So, get to the task quickly; allow for ease and efficiency
- If there's too much content
 - Ruthlessly organize
 - Ruthlessly cut it down
 - **Every click / screen counts!**
 - One step per screen; shorten long tasks to avoid long paths.
- Look for standards and controls
 - React and Angular are both great for ideas and have excellent components
- Adhere to platform guidelines (iOS, Android, Google guidelines)
 - Platforms also offer standard controls; use them, don't reinvent wheel!

Practice: Suppose Pingala goes mobile...

- What would the home screen look like for students?
 - Ask yourself:
 - What are the most common tasks for a student?
 - Where do less common tasks go?
- Pick one task from your list
- Design a series of screens showing “user flow” for that task
 - List down steps in logical order
 - Go one screen at a time
 - Think of natural mapping (right corner for next, left corner for back, etc.)
- Ideally, don't make user scroll
 - Scroll could lead to accidental touch-based selection!

Practice: Suppose Pingala goes mobile...

For your projects...

- <https://www.nngroup.com/articles/mobile-ux-study-guide/>
- Here is a useful set of material to go over