EXPERIMENT 13

ITA0305-Mobile Computing For App Development

THOUHID.S

192421280

13.Design an infographic in Figma comparing mobile communication and mobile computing

Aim: -

Using Figma design an infographic comparing mobile communication and mobile computing

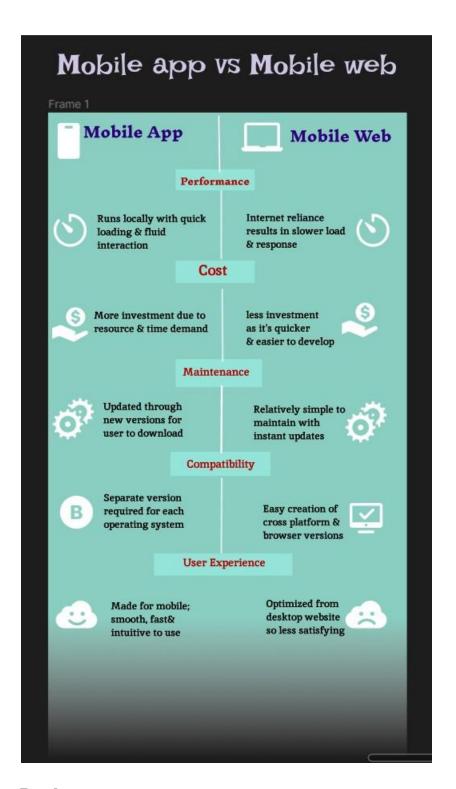
Procedure: -

- 1. open Figma
- 2. Create a new file
- 3. Select the Frames
- 4. Fill in the content that is required for presentation
- 5. Design Visual Elements
- 6. Make it Interactive
- 7. Add Annotations and Explanations
- 8. Incorporate Multimedia
- 9. Storyboard Animation
- 11. Review and edit the Prototype
- 12. Save and Share

Design: -

MOBILE COMMUNICATION vs MOBILE COMPUTING **?** Definition Highlight features such as instant messaging, voice calls, video calls, and data exchange. **\$** Include features like portability, flexibility, and the ability to perform complex tasks. Key features Mention examples like smartphones , tablets, and laptops. Include examples such as text messages, phone calls, and social media messaging. **?** Examples Discuss applications like productivity apps, navigation, and mobile gaming. Focus on applications like messaging apps phone calls, and video conferencing. Applications Include technologies like mobile operating systems,processors, and storage solutions. Highlight technologies such as cellular networks, Wi-Fi, and Bluetooth. 7 Technologies involved Emphasize how it enhances productivity and provides on-the-go access to information. হি Highlight how it fosters instant communication and connects people globally. Impact on daily life Mention challenges like battery life, processing power, and device security. **?** Address issues like network connectivity call quality, and data privacy.

Challenges



Result: -

An infographic design in Figma comparing mobile communication and mobile computing is created successfully.