

# Think Mobile

*WorkGate 2012*

# Who are we ?

Federico 'Lox' Lucignano

Senior Lead Engineer

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Junior Software Engineer

wikia

# Mobile Team



# The company

wikia



wikia  
[CREATE] [COLLABORATE] [BE ORIGINAL]



## What do we do?

- Hack on MediaWiki
- R & D
- Host wikis, connect people,  
build communities
- Help them grow



## Our product

**wikia** | [Utwórz wiki](#) | [Rozrywka](#) | [Gry](#) | [Lifestyle](#) | [Jakubolek](#) | [2](#)

**FALLOUT WIKI**

Brahmin [Edytuj](#) [Dyskusja](#) 29

15 518 STRON NA TEJ WIKI

This is an overview article which contains background information and cross-game comparisons. For game-specific information and stats, see the articles linked on the right.

*Swear I heard one of them brahmin speak. "Moo, I say," or somesuch.*

— Ed

Brahmin or brahma are mutated cattle with two heads found all over the post-War United States of America.

[Spis treści \[ukryj\]](#)

- [1 Background](#)
- [2 Biology](#)
- [3 Variants](#)
  - [3.1 Brahmin](#)
  - [3.2 Mad brahmin](#)
  - [3.3 Wild brahmin](#)
- [4 Behind the scenes](#)
- [5 Gallery](#)

**v-d-e** **Gameplay articles**

<a href="#">Fallout</a>	Brahmin
<a href="#">Fallout 2</a>	Brahmin
<a href="#">Fallout 3</a>	Brahmin
<a href="#">FO: New Vegas</a>	Brahmin
<a href="#">FO Tactics</a>	Brahmin
<a href="#">Fallout: BoS</a>	Brahmin
<a href="#">Van Buren</a>	Brahmin

Przeszukaj Fallout Wiki

**Ostatnia aktywność na wiki**

- [Lying, Congressional Style \(Fallout 3\)](#) edytowany przez [Forgetful](#) 23 minuty temu
- [Mini nuke \(Fallout 3\)](#) edytowany przez [Forgetful](#) 35 minut temu
- [Trail carbine](#) edytowany przez [Użytkownik Wikii](#) 43 minut temu
- [That Lucky Old Sun](#) edytowany przez [Użytkownik Wikii](#) 44 minut temu

[Zobacz więcej >](#)

**Najnowsze obrazy**

21 084 OBRAZYS NA TEJ WIKI [Dodaj obraz](#)

[Zobacz wszystkie obrazy >](#)

**Czat na żywo!** 1 [Wejdź na czat](#)

[Fallout Wiki](#)

[Obserwuj](#) | [Utwórz nowy artykuł](#) | [Ostatnie zmiany](#) | [Edytuj](#) | [Moje narzędzia](#) | [Dostosuj](#) | [Administrator](#)

## Our product

**gta Wiki**   

### Vehicles in GTA IV



The Infernus in [GTA IV](#)

The following is a list of vehicles which can be driven, ridden on, or controlled in **Grand Theft Auto IV**. For vehicles added in the downloadable episodes [The Lost and Damned](#) and [The Ballad of Gay Tony](#), see [Vehicles in The Lost and Damned](#) and [Vehicles in The Ballad of Gay Tony](#). Please note that all vehicles from GTA IV

Rachel is portrayed by actress and singer [Lea Michele](#).

[Biography](#) 

[Personality](#) 



Overbearing, hyperactive, self-involved, egotistical and shrewd, Rachel can often come off as one of the more annoying girls in the Glee Club, something all the other



## Our Communities

- Huge
- Strong
- Passionate
- Growing

# wikia

## Our (crazy) people





## Careers

- Internship
- Professional development
- Activities
- Benefits

# wikia

Our (world famous) foosball table =]



# wikia



**ENLIST TODAY**



# Let's Start!

- Desktop to Mobile
- Open (Mind|Source)
- GitHub pages

# I. The Mobile Landscape

- Platforms
  - Browsers
  - Standards
- Screens
  - sizes
  - densities
- Input methods

# I. References

- Mobile platforms
- Browsers
- Ecmascript 5
- HTML5
- CSS3
- Resolution vs Density vs Pixel ratios
- Resolutions of popular mobile devices
- Input methods
- Input types

# II. UI and philosophy

- Layout strategies
  - Zoomable UI
  - Fluid layout
  - Responsive design

## II. References

- Responsive Design
- Fluid vs Fixed
- ZUI
- Inspiration

## II. Focus on context

- Content reading
  - Long content
  - Navigation
- Modals and subordinated contexts
  - full-screen modals
  - pop-up menus

# III. Interaction

- **taps**
  - click/tap
  - touchstart
  - touchend
- **gestures**
  - swipe
  - flick
  - pinch
  - multi fingers actions

# IV. CSS can do this better

wikia

- JS will drop frames
- JS timers
- Simple transitions
- Assets optimiziation

# V. Fast and Furious

- Think about JS framework/library
- CSS very first
- Heavy JS process at the end
- Loading library from CDN
- Use minified version of them

# Moar

We haven't talked about:

- JS Engines
- HW acceleration
- Complex animations
- Minification
- JS source maps
- Multi-type packages
- Lazy loading images
- LocalStorage as a cache for assets
- Conditional assets
- Loading on demand and caching

# Wrap up

- Know your enemy
- Think of a design pattern
- Make use of contexts
- Design for interaction
- Optimize
- This is just the beginning
- Come for internship or apply!

# Thanks!

*Wikia's Mobile Team*