Mobile application development

11th February individual coursework 30%

25th Group project 50%

18th March **Lab test**, open book, probably no google, just notes, 20%

Recommended reading list

<https://www.nngroup.com/articles/ten-usability-heuristics/>

<http://universaldesign.ie/What-is-Universal-Design/The-7-Principles/>

Beginning Android programming with Android Studio

Head first Android development: [a brain-friendly guide]

&& continue with head first java book.

**Topics from week one**

Usability

Accessibility

How to heuristically rate issues with mobile apps

PACT analysis.

People

activities

content

technology

using current applications, think about the issues that can be categorised under 10 usability heuristics.

**10 usability heuristics of user interface design**

* Visibility od system status
* Match between system and the real world
* User control and freedom
* Consistency and standards
* Error prevention
* Recognition rather recall
* Flexibility and efficiency of use
* Aesthetic and minimalist design
* Help user recognise, diagnose, and recover from errors
* Help and documentation