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CSC 540

12 January 2012

Short Project Description

I am interested in cross platform issues. The number one thing being involved in the UX design of new applications on touch devices are gesture libraries. I will be discovering and learning about libraries and user behavior surrounding gesture and touch capabilities for users.

Initial Bibliography

iOS Human Interface Guidelines. Retrieved January 12, 2012, From Apple Inc: http://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/MobileHIG/Introduction/Introduction.html.

In this site apple describes the best practices for dealing with human interaction in its iOS applications.

Android User Interface Guidelines. Retrieved January 12, 2012, From Google: http://developer.android.com/guide/practices/ui\_guidelines/index.html.

Google’s Android project gives its stance on the guidelines for programming the user experience for touch application.

The Great WebKit Comparison Table, 2011. Retrieved January 12, 2012, From Peter-Paul Koch: http://www.quirksmode.org/webkit.html.

Mr. Koch displays the various versions of mobile webkits and what touch interactions each of them supports.

Safari Web Content Guide Supported Events, Retrieved January 12, 2012, From Apple Inc: http://developer.apple.com/library/IOs/#documentation/AppleApplications/Reference/SafariWebContent/HandlingEvents/HandlingEvents.html#//apple\_ref/doc/uid/TP40006511-SW5.

Apple gives a comprehensive guide for developing touch events in its mobile browser.

Developing(html 5) for Multi-touch Browsers, 2011, Retrieved January 12, 2012, From Boris Smus: http://www.html5rocks.com/en/mobile/touch.html.

Mr. Smus discusses the best practices for creating html applications to work cross platform for many mobile multi-touch browsers.

jQuery Mobile Events Guide, Retrieved January 12, 2012, From jQuery: http://jquerymobile.com/test/docs/api/events.html.

This document outlines the specific jQuery mobile supported touch events.