



COMP 150-04

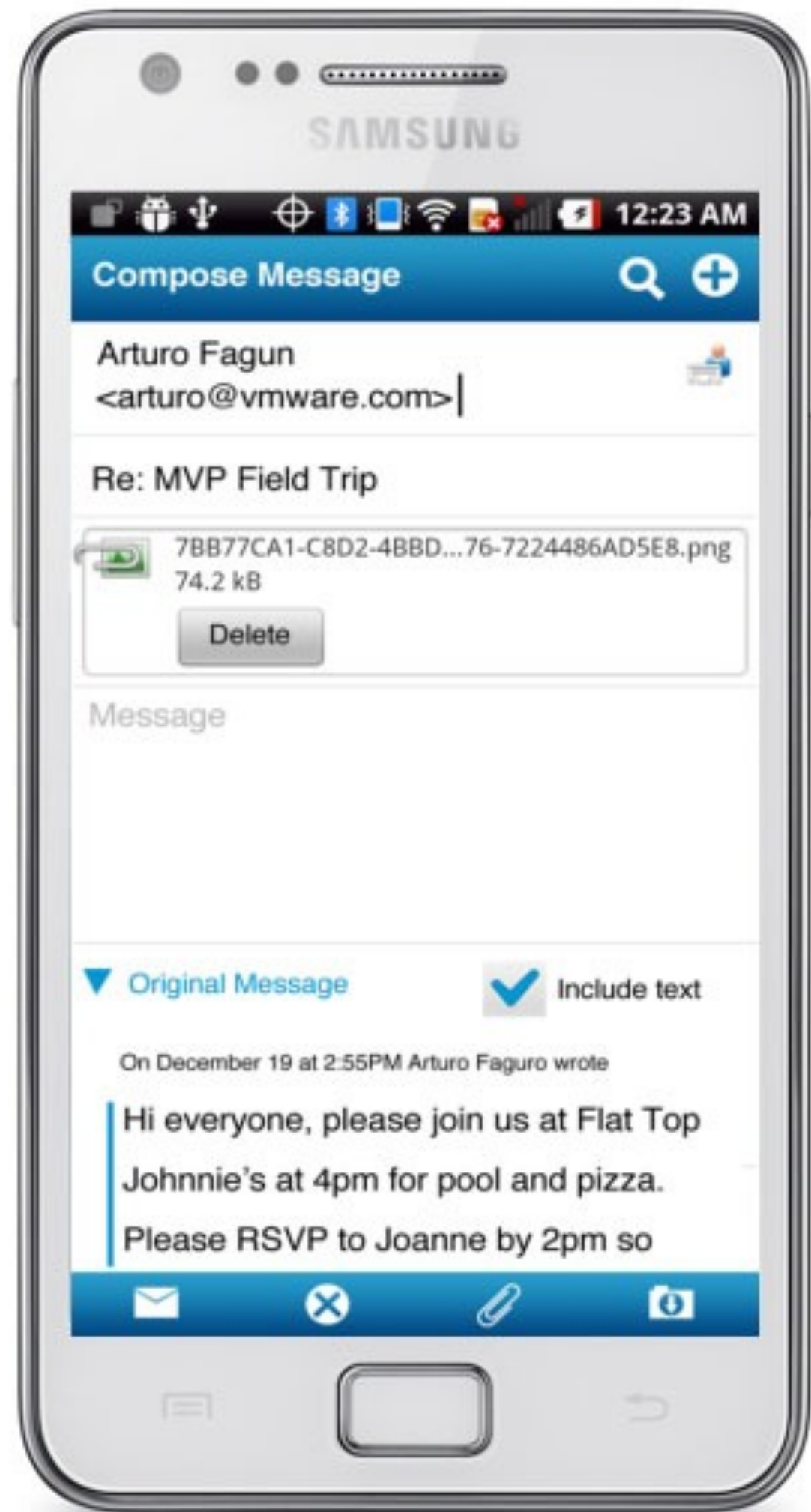
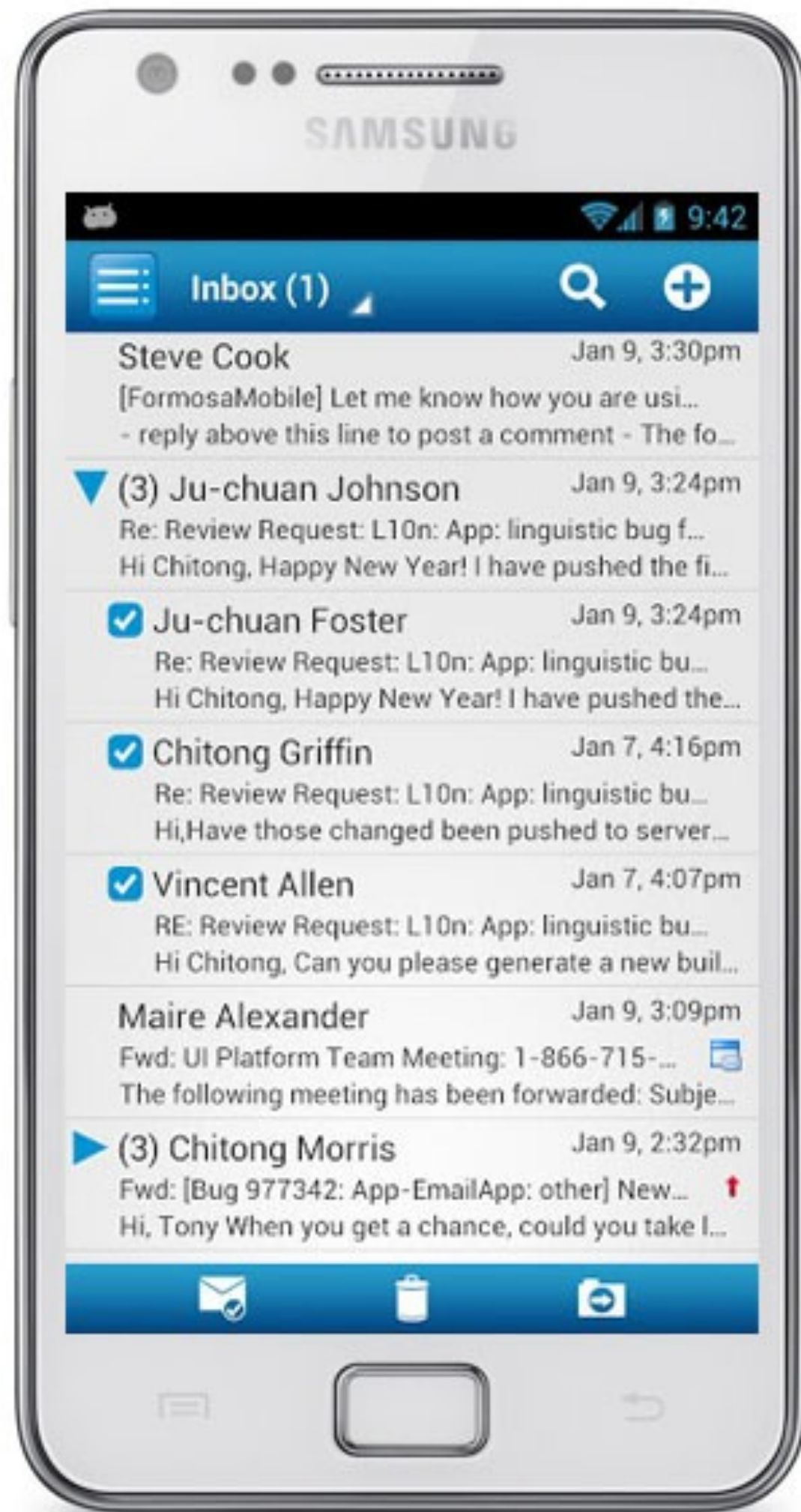
User Interfaces for Mobile Platforms

Instructor:

Karen Donoghue, MS karen@humanlogic.com

Teaching Assistant:

Aaron Wishnick Aaron_B.Wishnick@tufts.edu



Applications

Calendar

Phone

Weather

Maps

UI components

Button

List

Combo

Theme

OS Services

Location
Data

Streaming
Video

Core OS

Bluetooth

USB

Hardware

Camera

Sensors

Display

Keypad

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Mobile Platforms



Apps Showcase

What is unique about mobile phone UX?



Gestures

Table 1–1 Gestures users make to interact with iOS devices

Gesture	Action
Tap	To press or select a control or item (analogous to a single mouse click).
Drag	To scroll or pan (that is, move side to side). To drag an element.
Flick	To scroll or pan quickly.
Swipe	With one finger, to reveal the Delete button in a table-view row, the hidden view in a split view (iPad only), or the Notification Center (from the top edge of the screen). With four fingers, to switch between apps on iPad.
Double tap	To zoom in and center a block of content or an image. To zoom out (if already zoomed in).
Pinch	Pinch open to zoom in. Pinch close to zoom out.
Touch and hold	In editable or selectable text, to display a magnified view for cursor positioning.
Shake	To initiate an undo or redo action.



Touch

Triggers the default functionality for a given item.



Long press

Enters data selection mode. Allows you to select one or more items in a view and act upon the data using a contextual action



Swipe

Scrolls overflowing content, or navigates between views in the same hierarchy.



Drag

Rearranges data within a view, or moves data into a container (e.g. folders on Home Screen).



Double touch

Zooms into content. Also used as a secondary gesture for text selection.



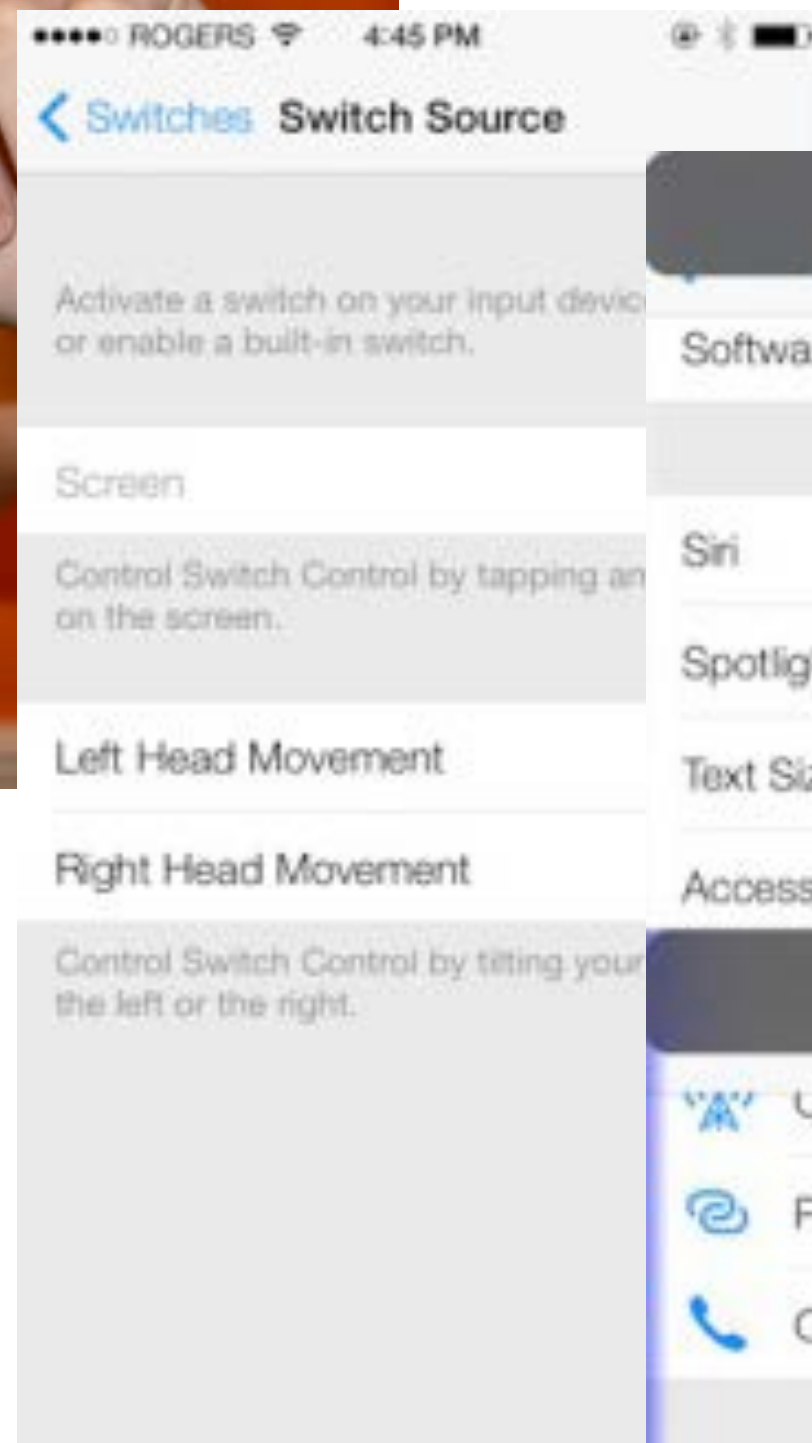
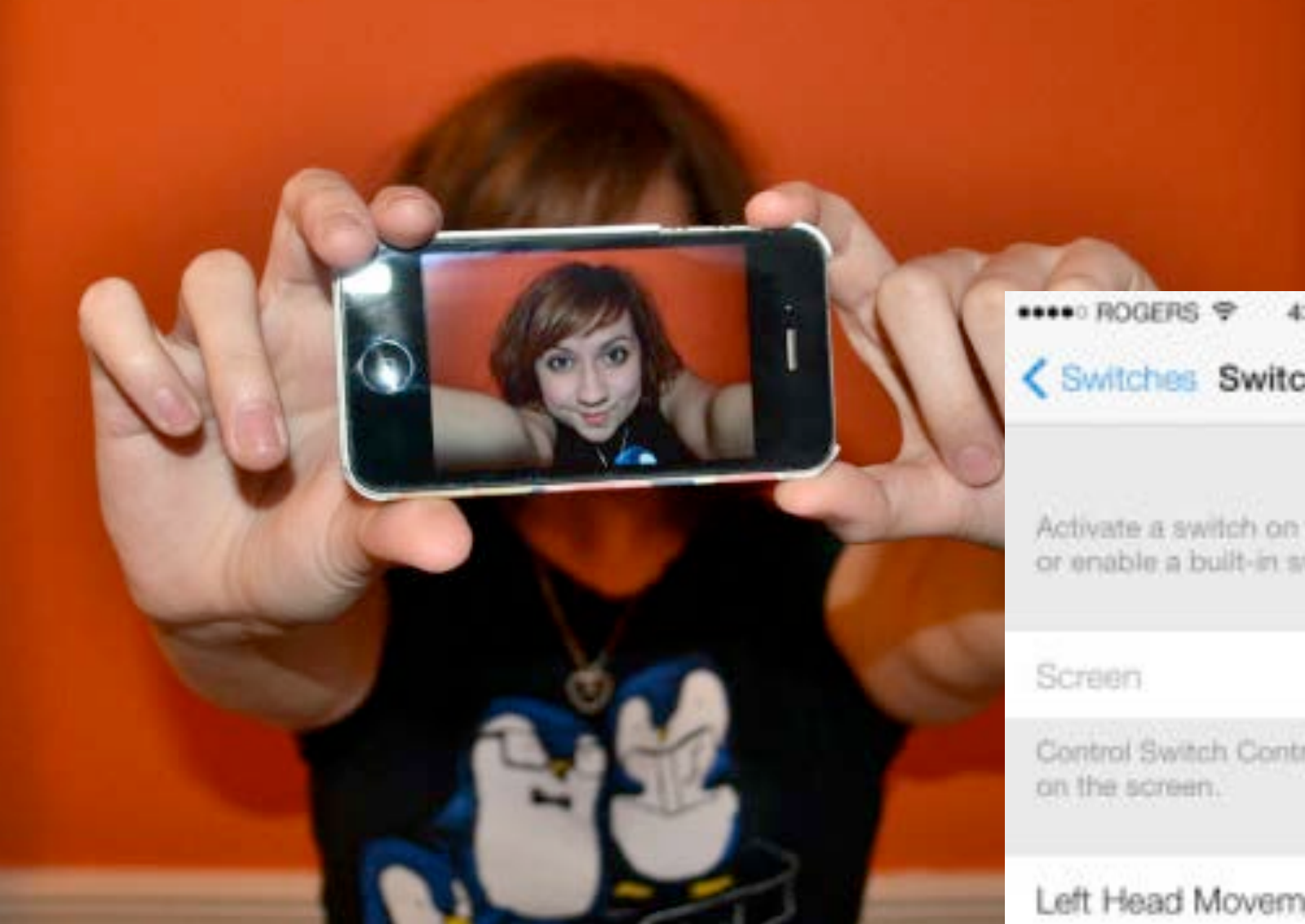
Pinch open

Zooms into content.

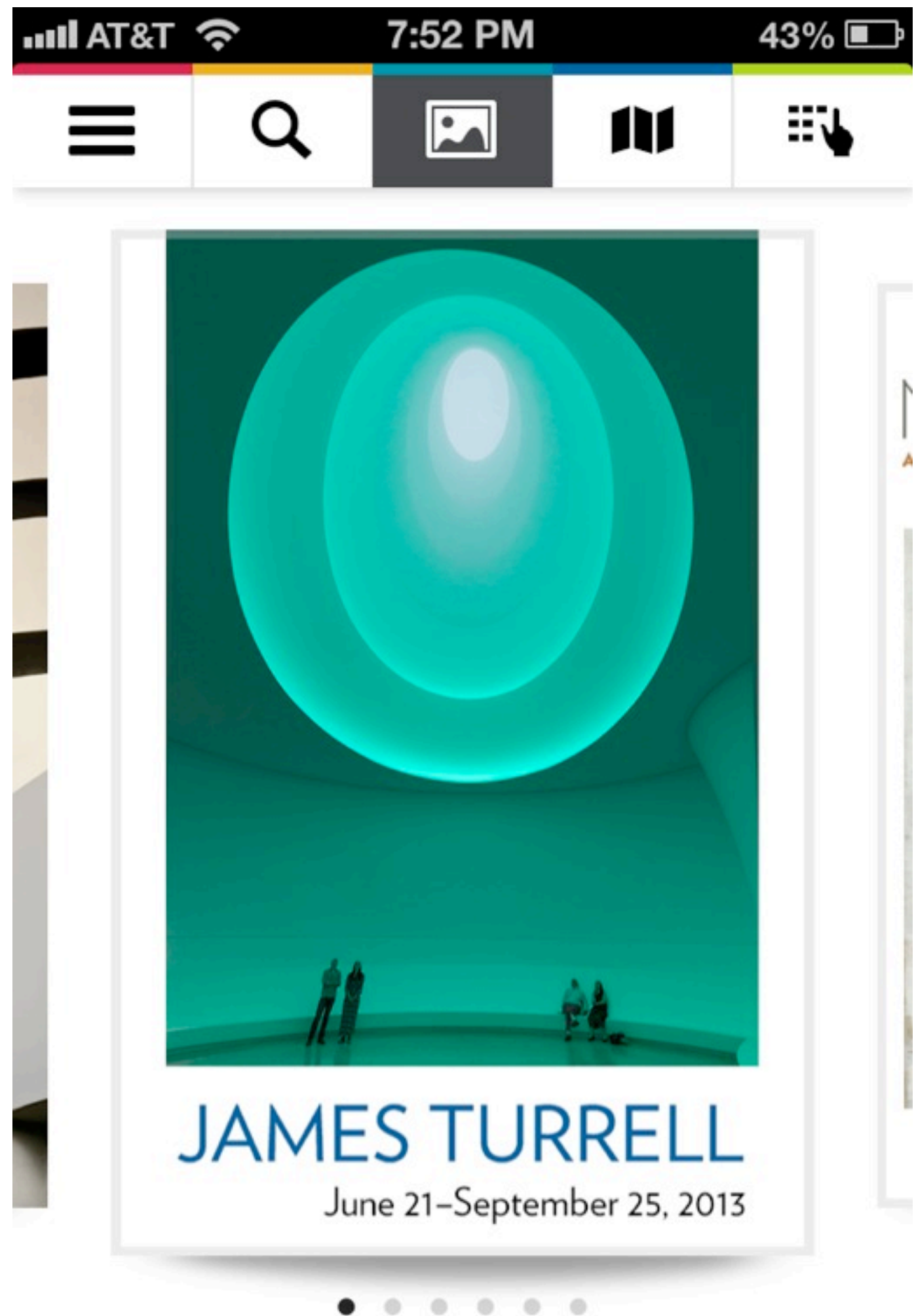


Pinch close

Zooms out of content.



iOS





March 11
Killington Ski Resort

March 10
Killington Ski Resort

March 9
Killington Ski Resort

March 1
Blue Mountain Ski Area & Resort

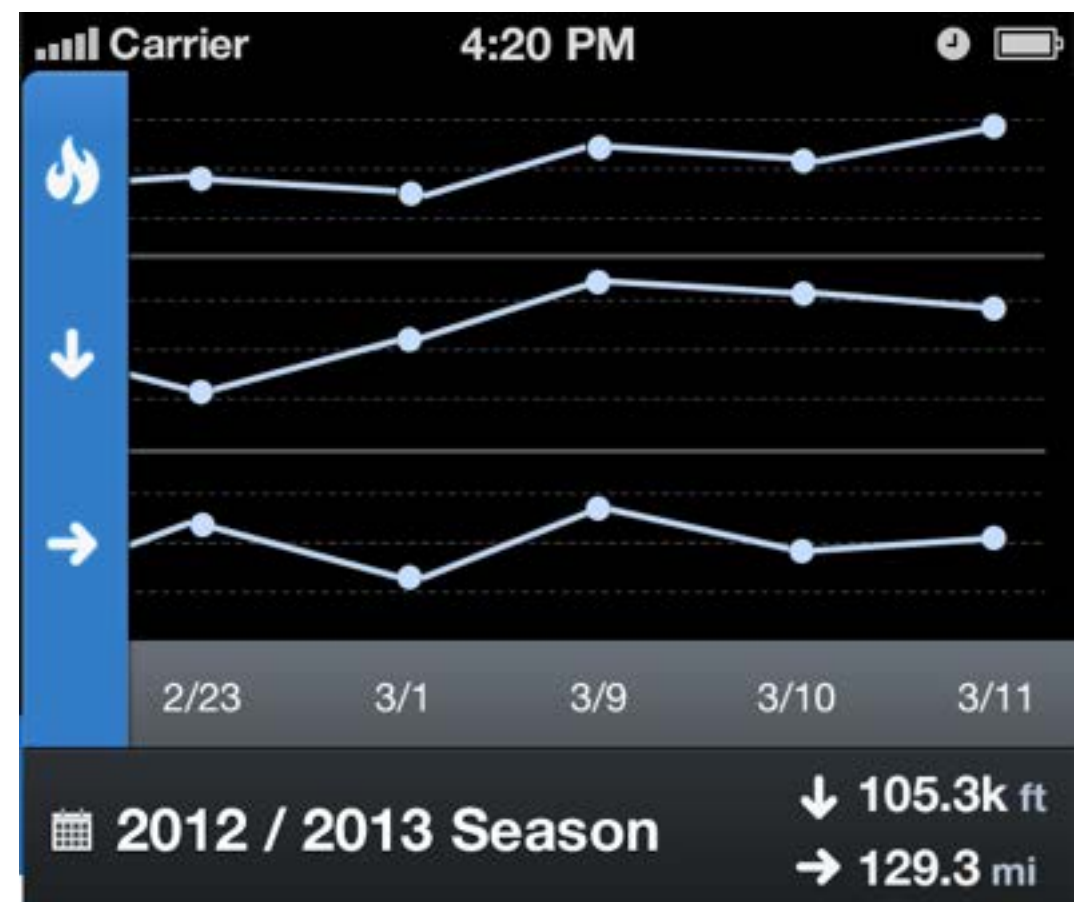
February 23



Track



Activities



March 11
Killington Ski Resort

March 10
Killington Ski Resort

March 9
Killington Ski Resort

March 1
Blue Mountain Ski Area & Resort

February 23



Track



Activity

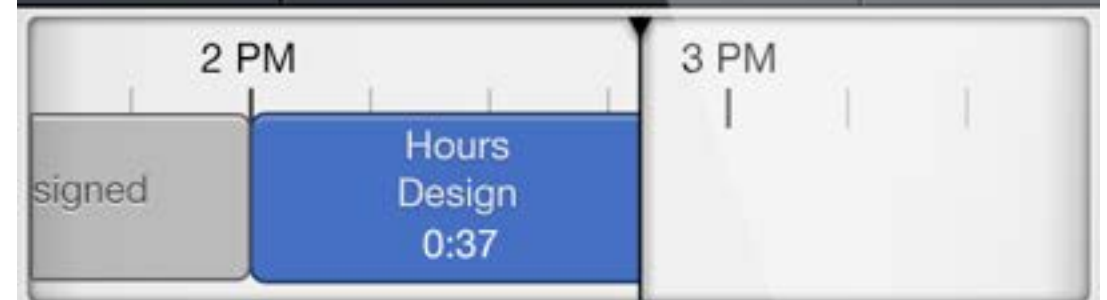


Me



2:00	Hours Prototype	
1:00	Hours Design	
3:10	Grades Design	
0:50	Languages Marketing	
2:15	Grades Prototype	

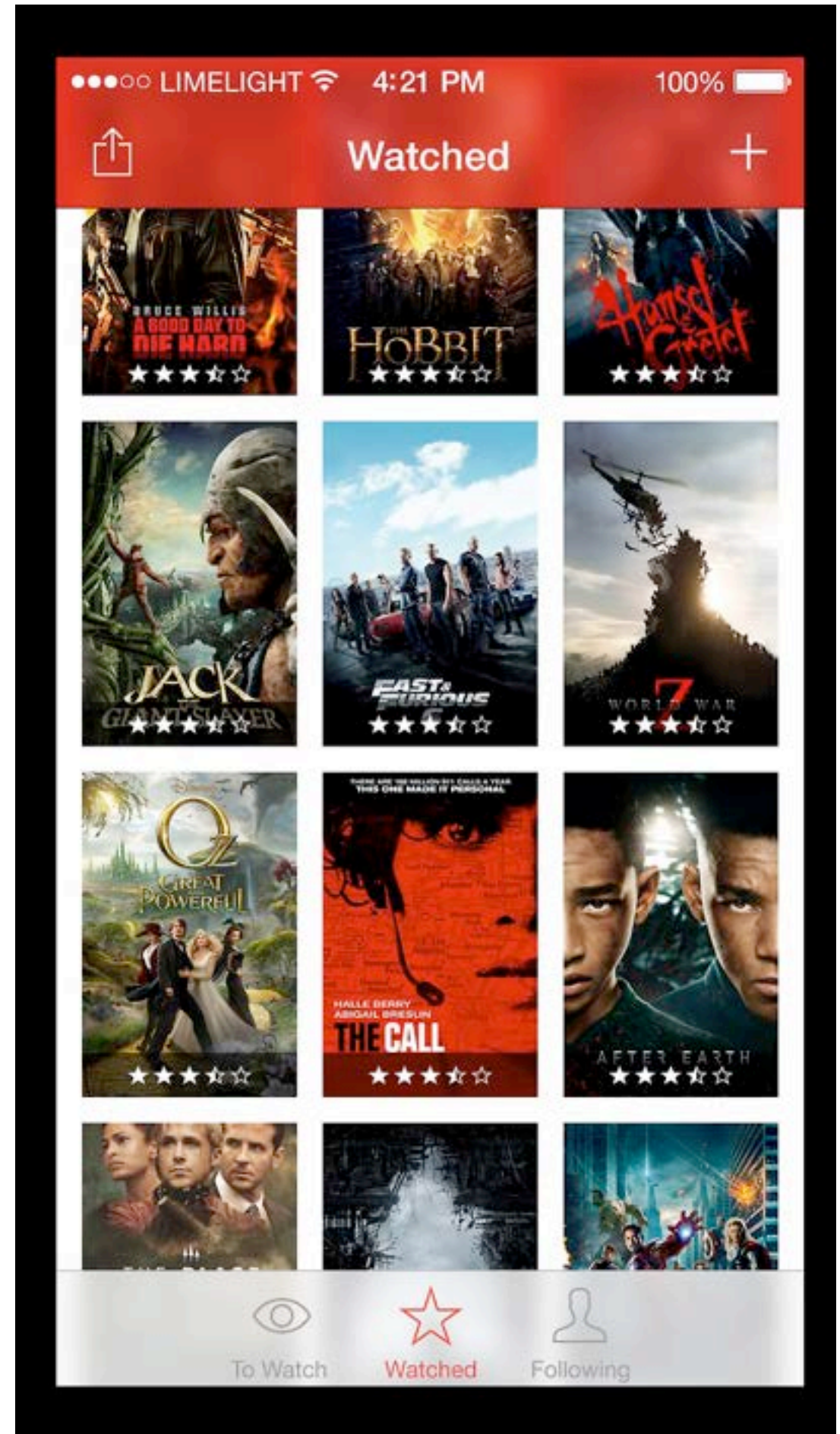
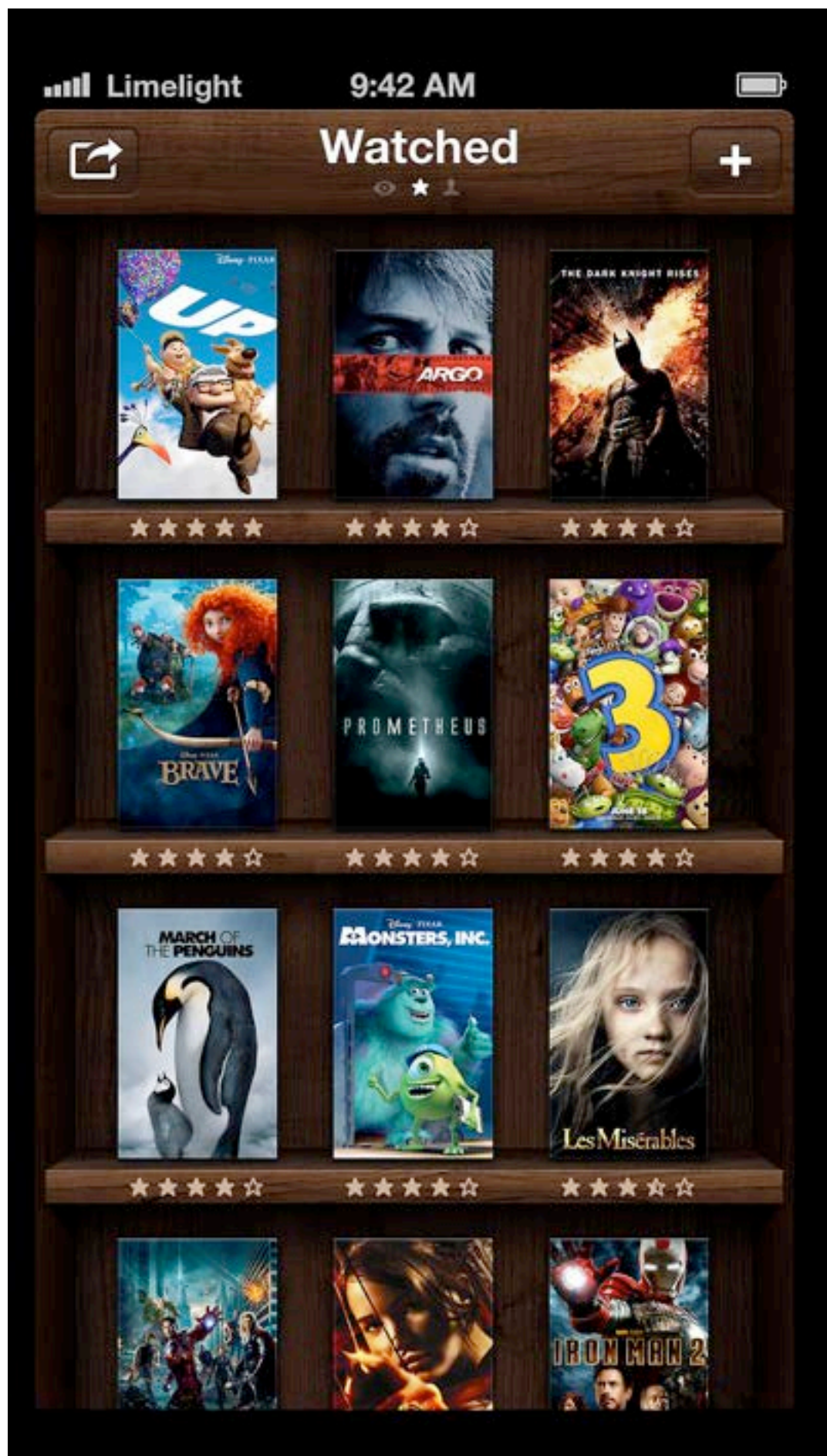
Add New Task

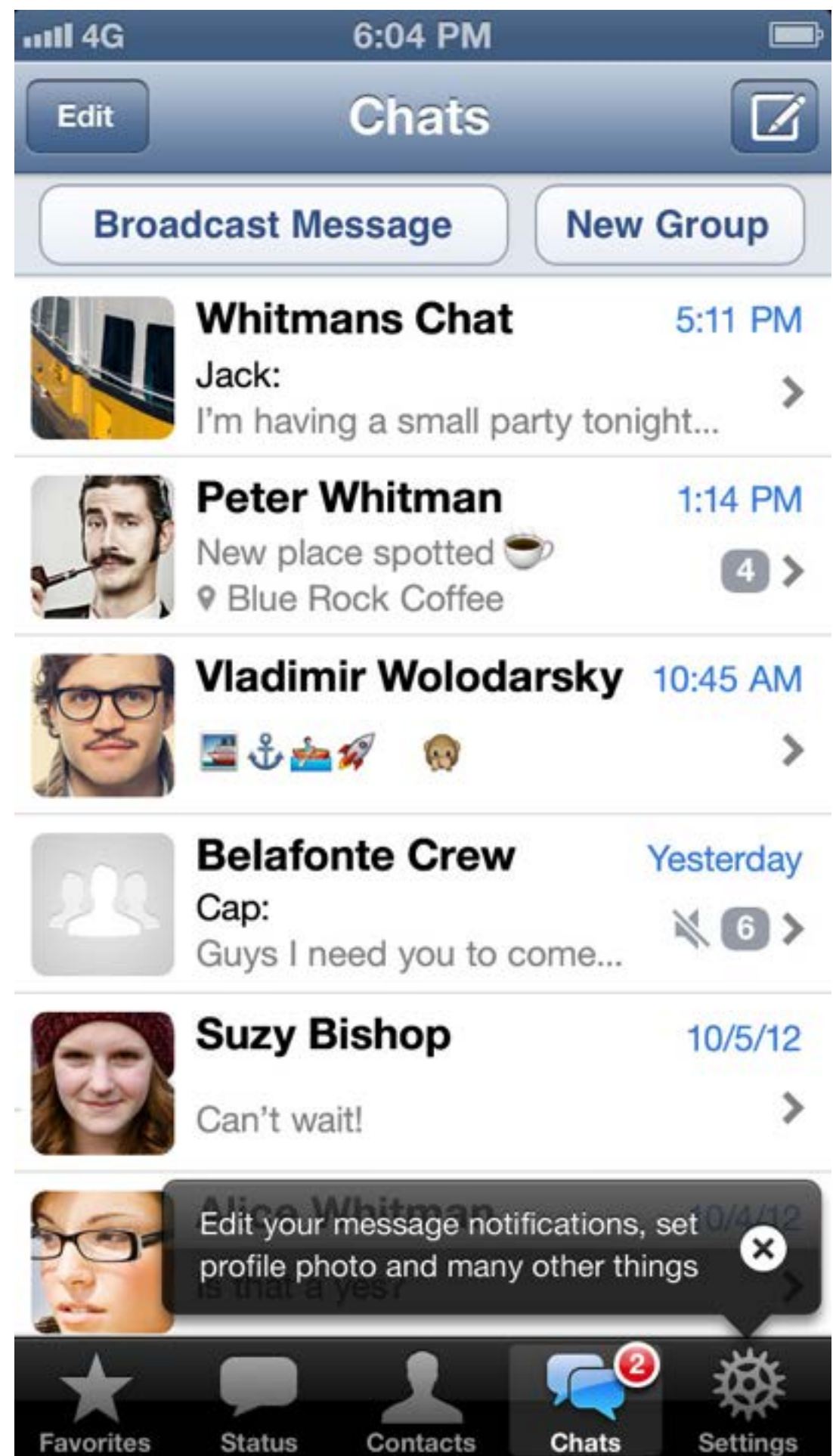
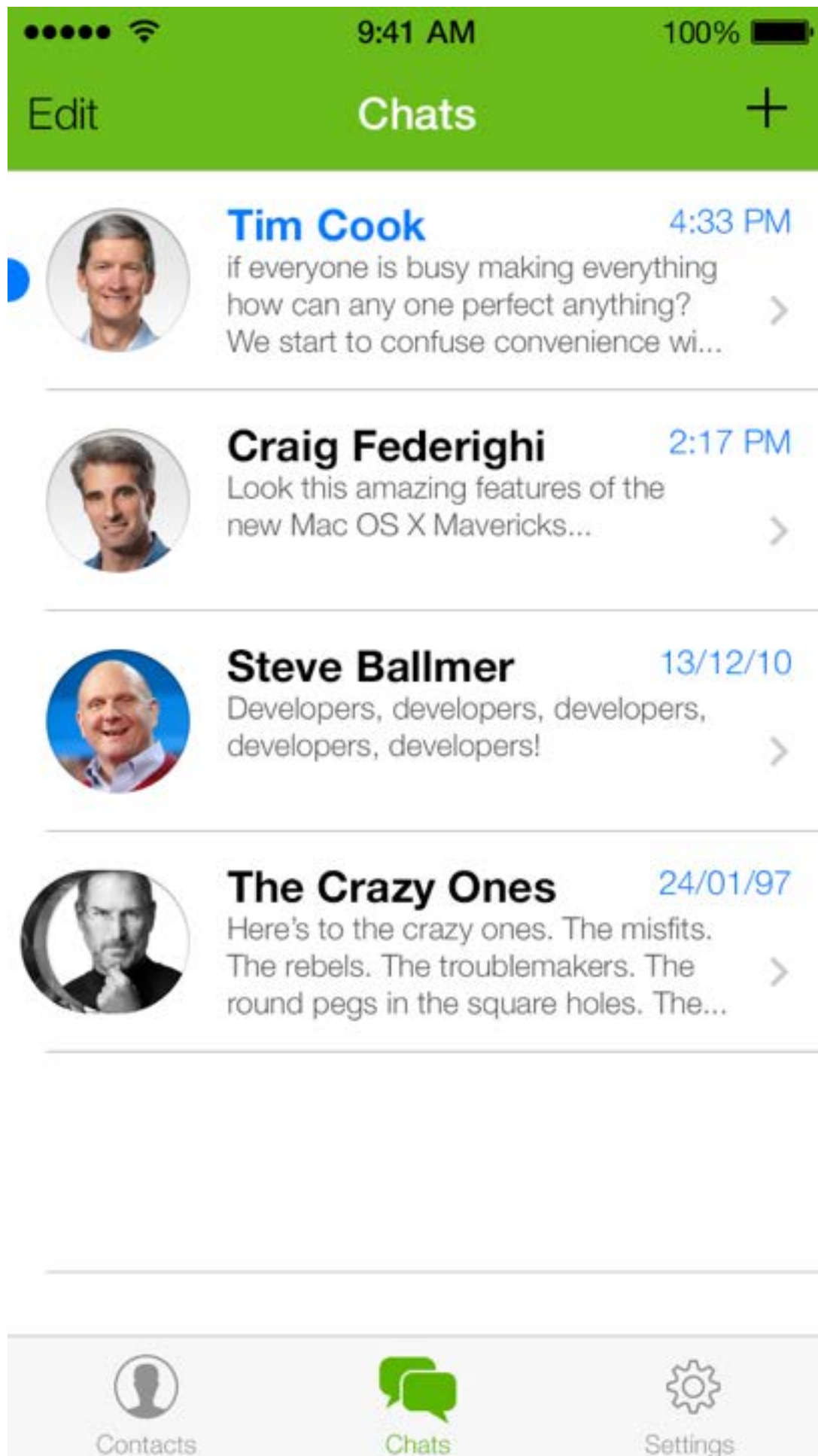


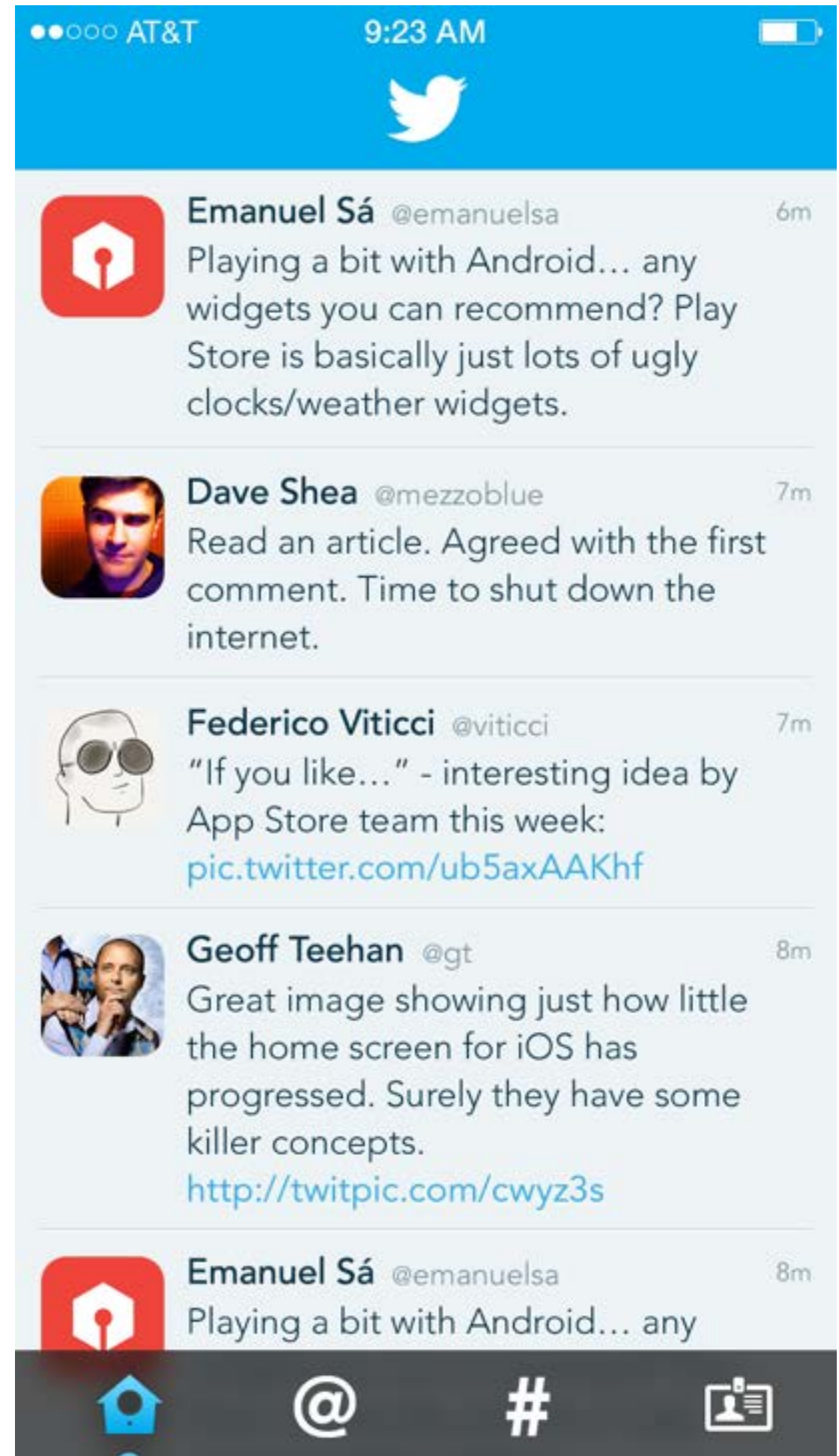
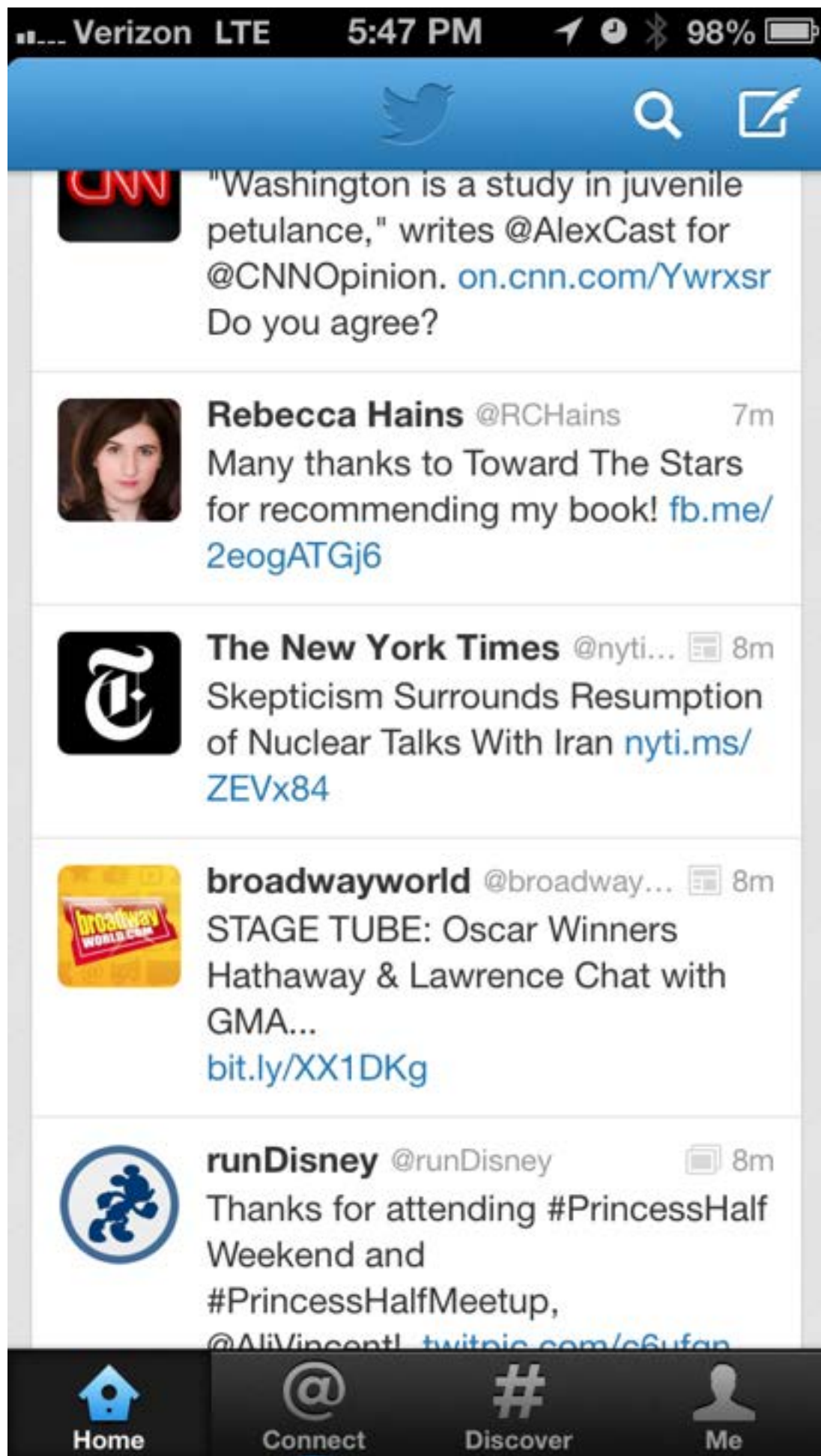
0:37	Hours Design	
1:00	Hours Interaction Design	
1:45	Languages Design	
2:50	Grades Design	
3:15	Grades Marketing	

Add New Task

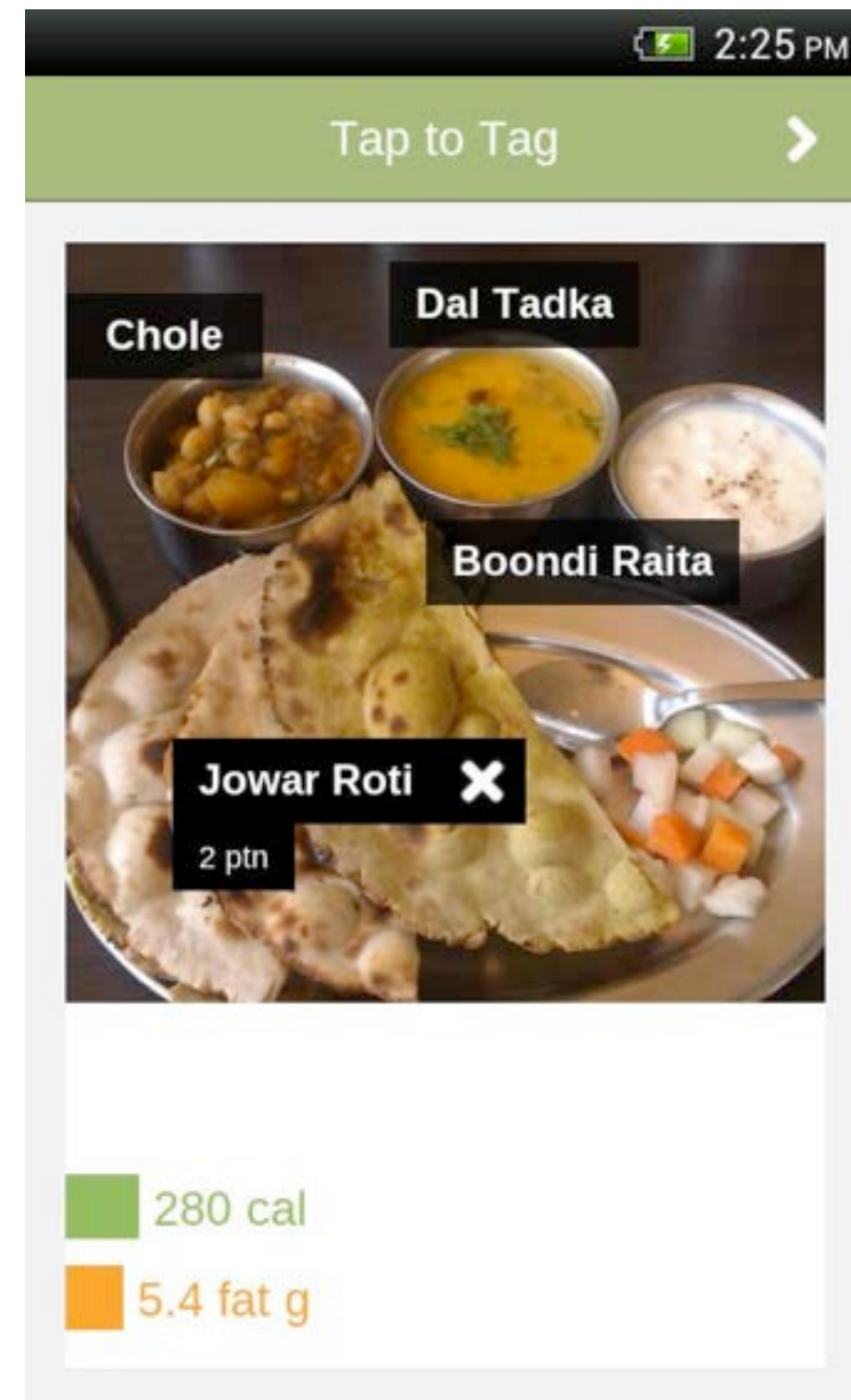
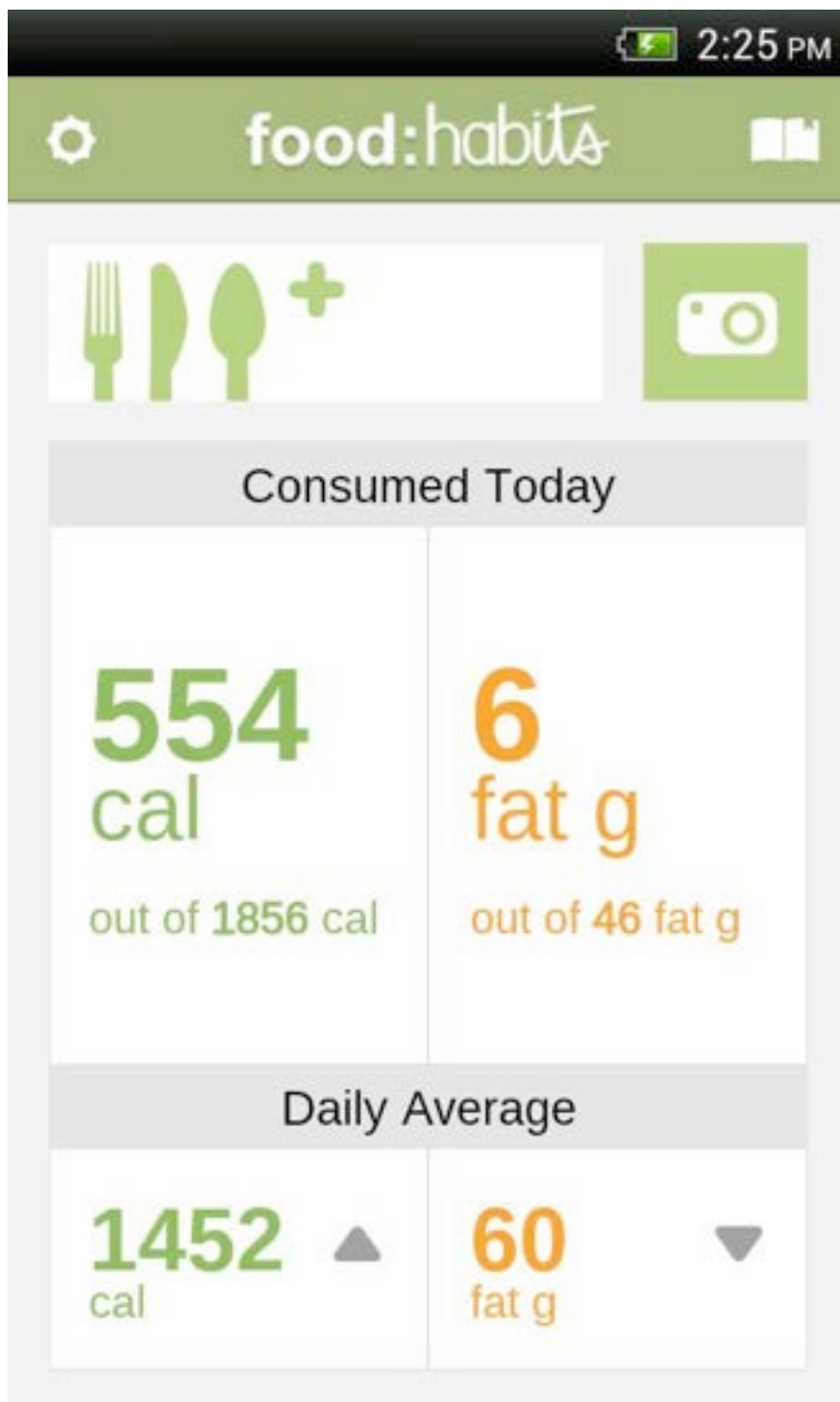












Windows Phone



Windows Phone

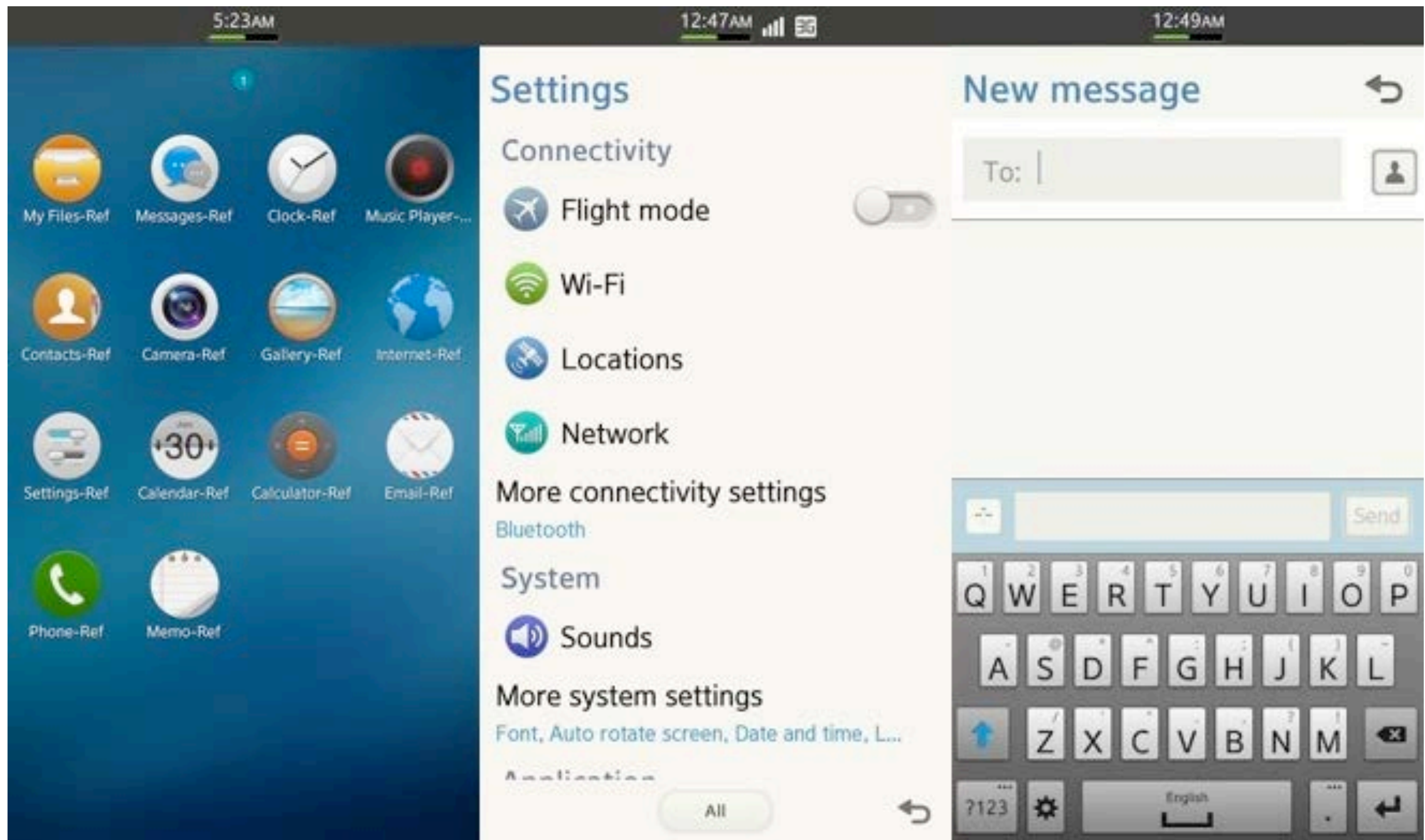


<http://www.youtube.com/watch?v=FiIJUykQBKw>

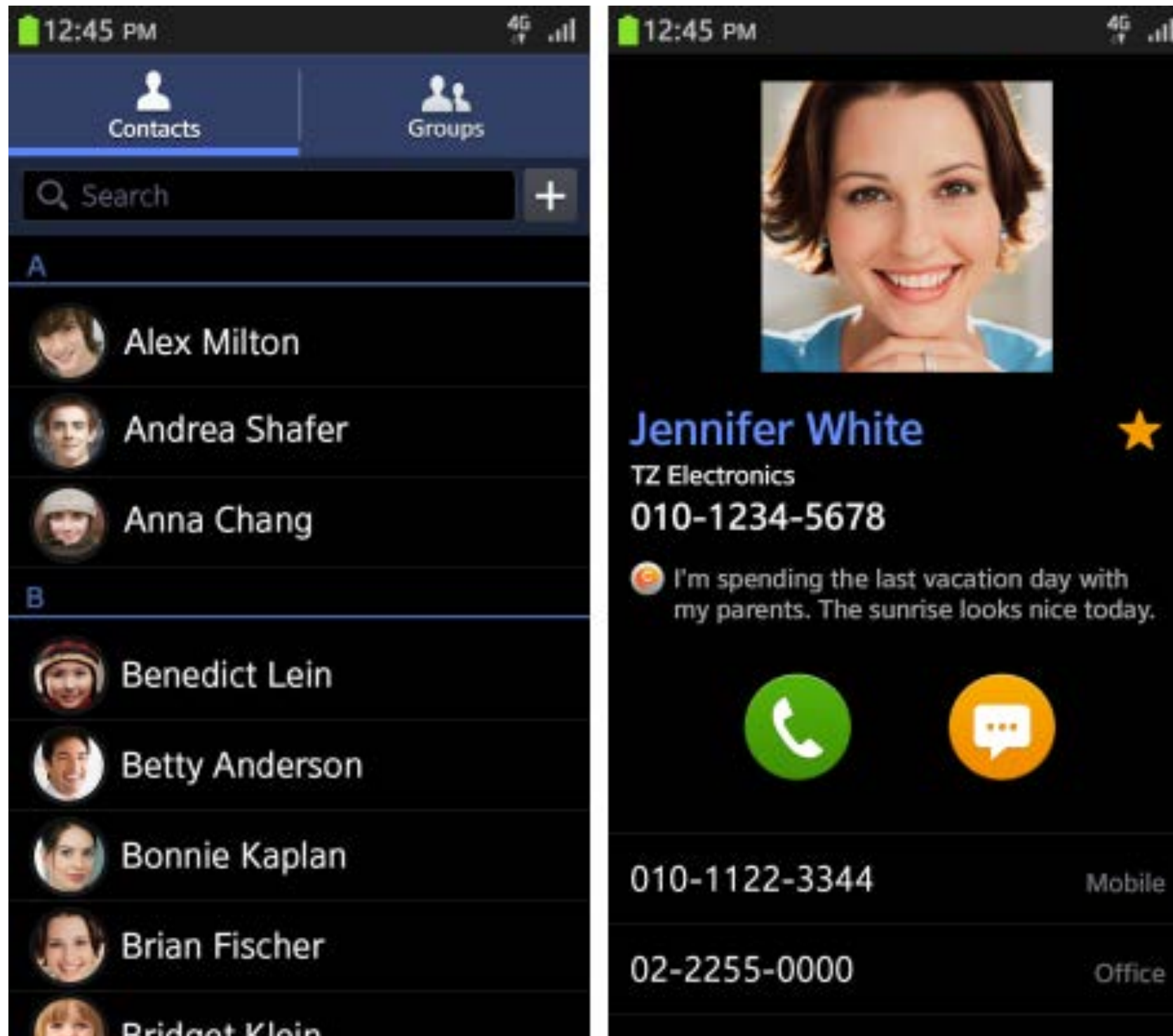
ubuntu



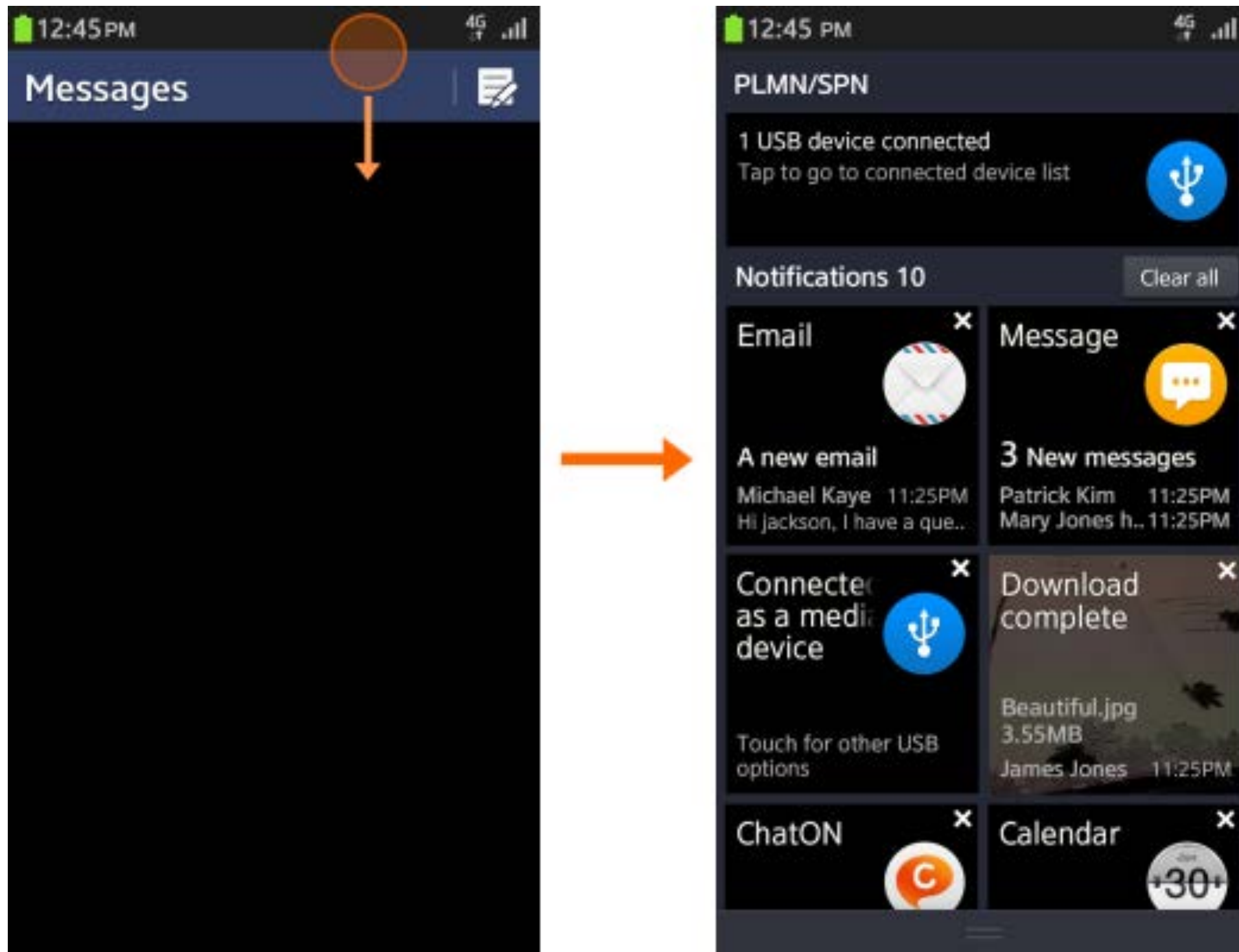
Tizen



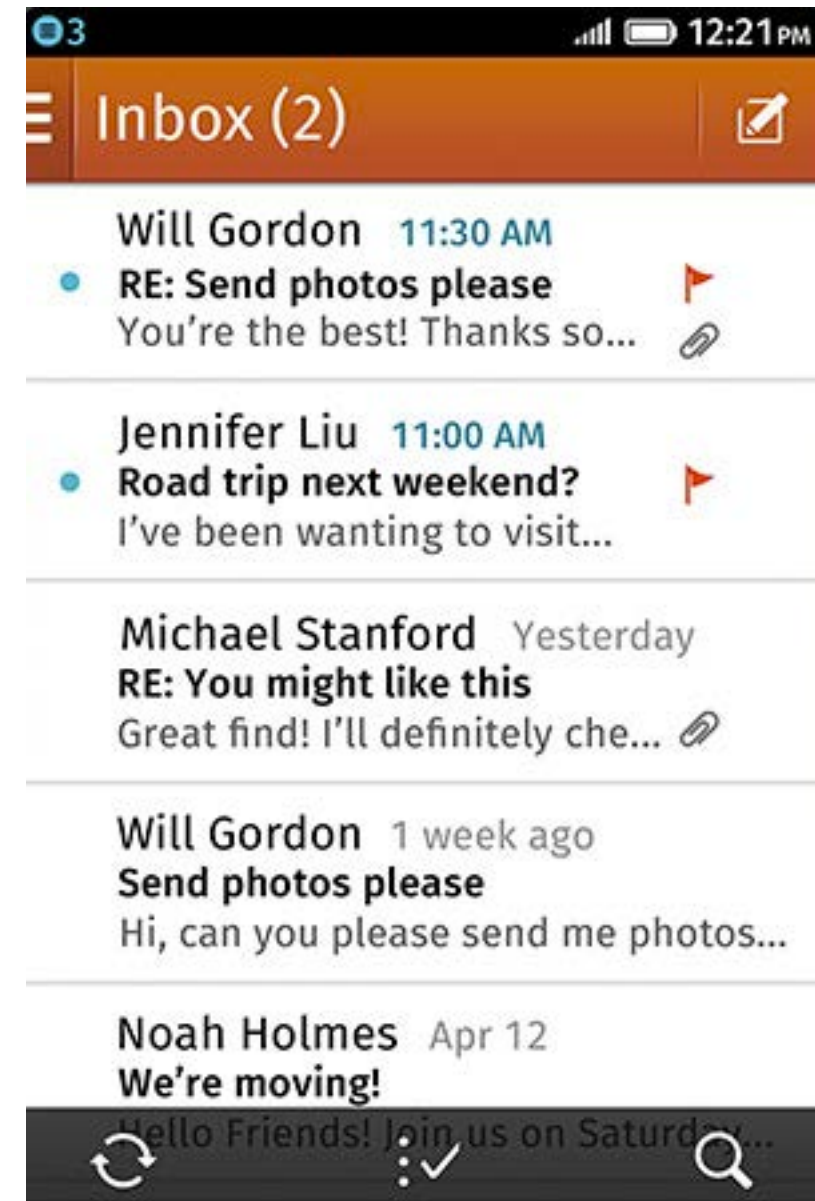
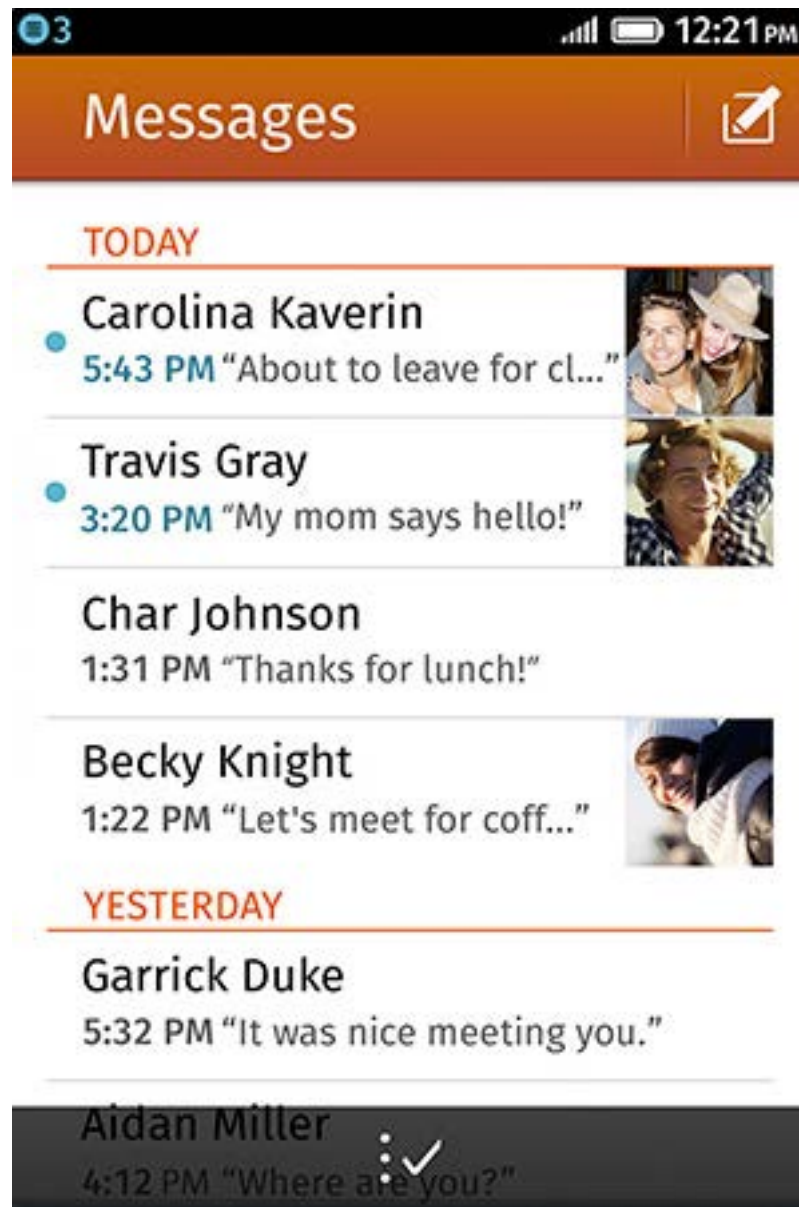
Tizen



Tizen



Firefox Mobile OS



Equipment

- Laptop
- Internet connection
- SW Dev tools
- Headphones
- Smartphone(s) and USB cables for them
(if you have them)

Class structure

- 6:30pm start
- please turn off ringer of your cell phone and please don't IM during class. No recording.
- Class format
 - Lecture & Discussion
 - Break
 - “hands on working on mobile apps”
 - TBD guest speaker

Grading

- (80%) Designing and building apps on your own and being able to explain UI design choices for features, UI navigation methods as part of assignments. Being able to demo your application clearly (on a device or emulator), explaining the features and how the UI components you have chosen enable the use cases and features. **Your application does not have to work perfectly.**
- (20%) Class participation, two written quizzes

Housekeeping

- Class schedule & holidays
- Decide on a final exam week schedule
- How to reach me
- Create a class mailing list
- Any other issues?

Lessons to learn

- Understand the interaction models of different mobile platforms (and UI components)
- Be able to think about, design and build native mobile apps (*one or more* platforms)
- Understand the impact of data modeling and unique challenges in mobile app development
- Exposure to Agile development and product design & development processes & practices
- Practical skills in design, flow, wireframing
- Exposure to mobile product user testing

Course Outline

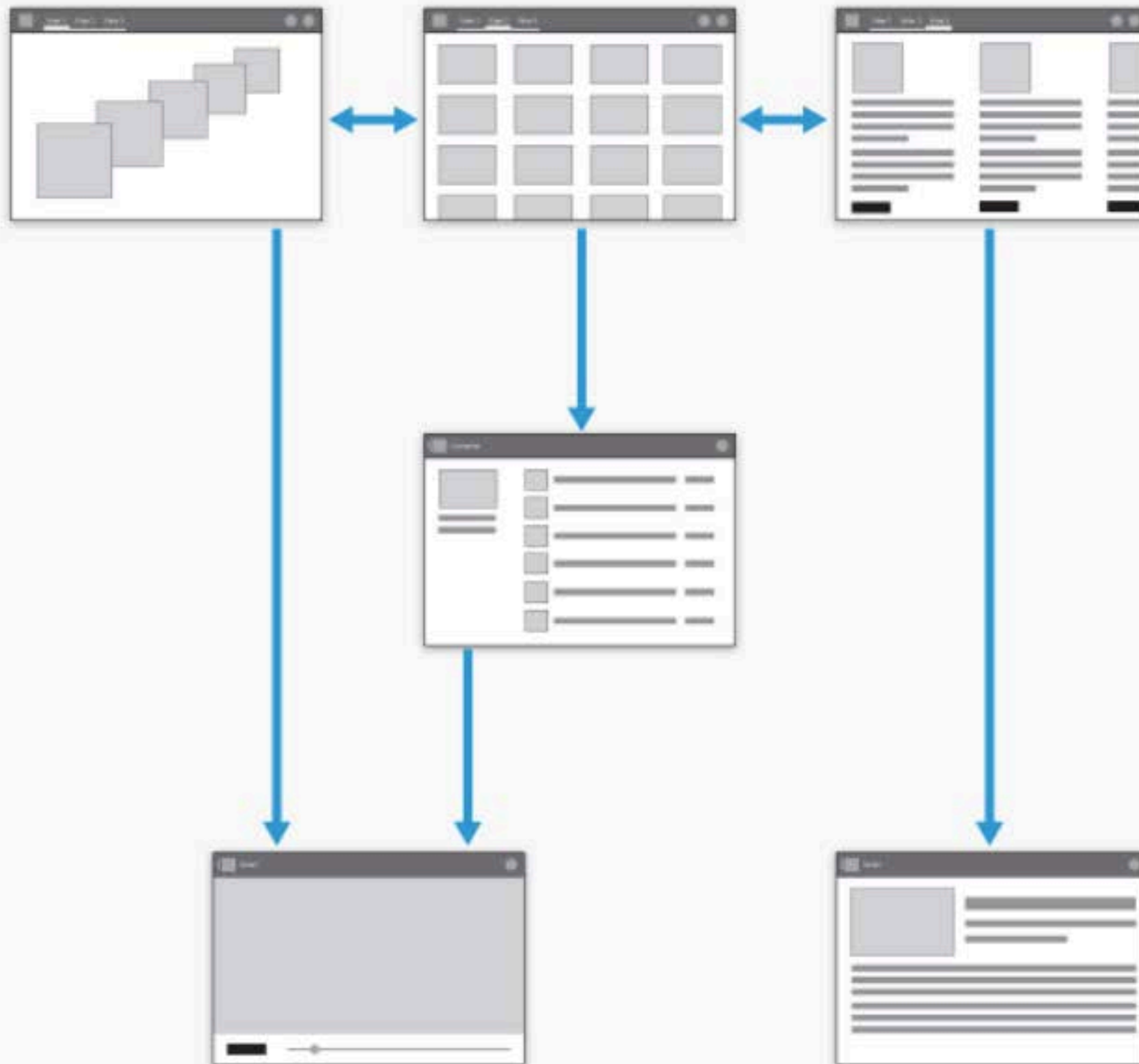
- See syllabus
- note it is Draft VI (it will be updated)

Apps deconstructed (Android)

Navigation structure

- Please view this video over the next week:
- **Structure in Android App Design**
- <https://developers.google.com/events/io/sessions/326301704>
- PDF for reference:
 - I I 8 - I _ O 2013- Structure In Android App Design.pdf

A typical Android app consists of top level and detail/edit views. If the navigation hierarchy is deep and complex, category views connect top level and detail views.



Top level views

The top level of the app typically consists of the different views that your app supports. The views either show different representations of the same data or expose an altogether different functional facet of your app.

Category views

Category views allow you to drill deeper into your data.

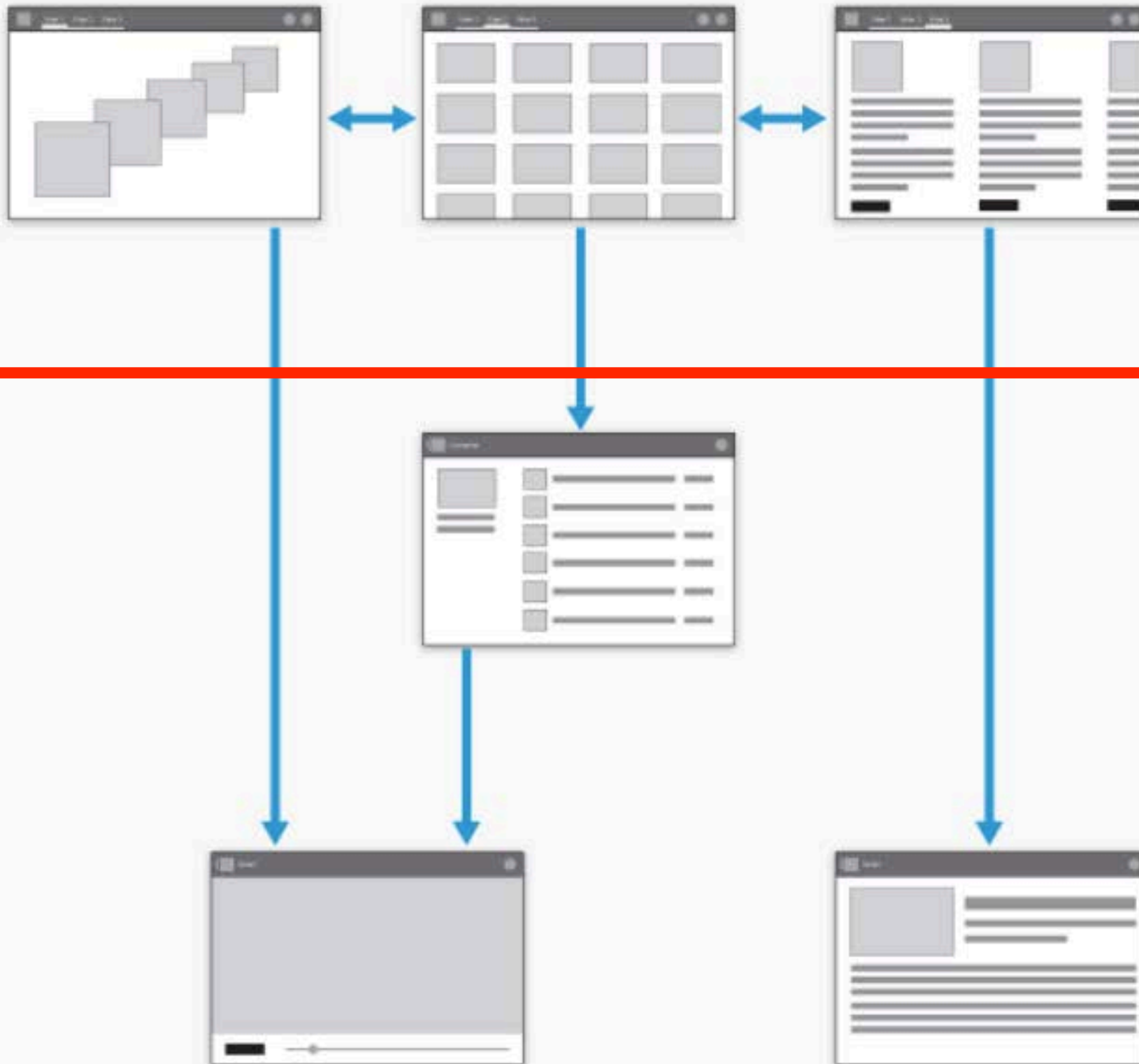
Detail/edit view

The detail/edit view is where you consume or create data.

Good bones

- “Bones before skin”

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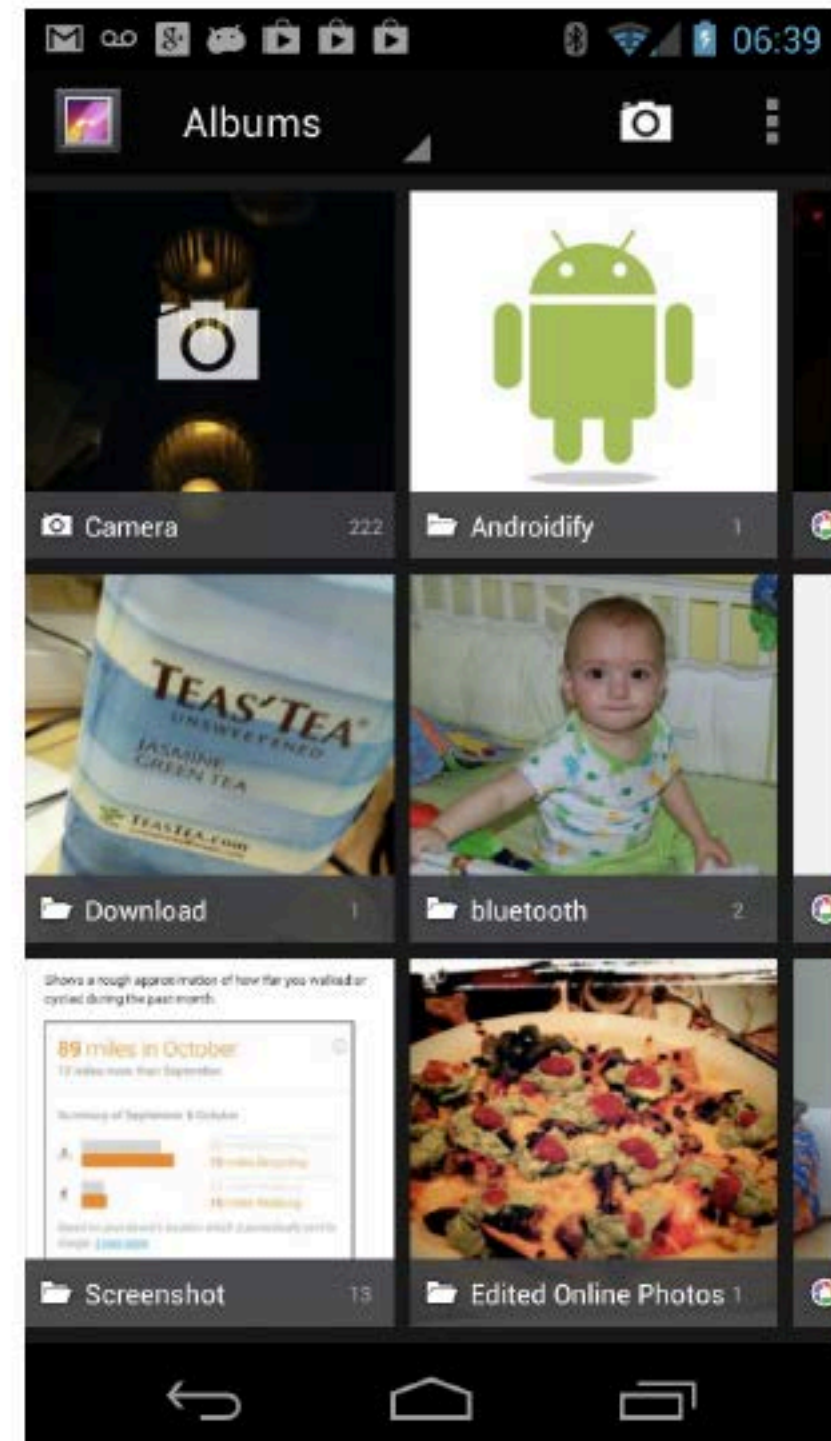
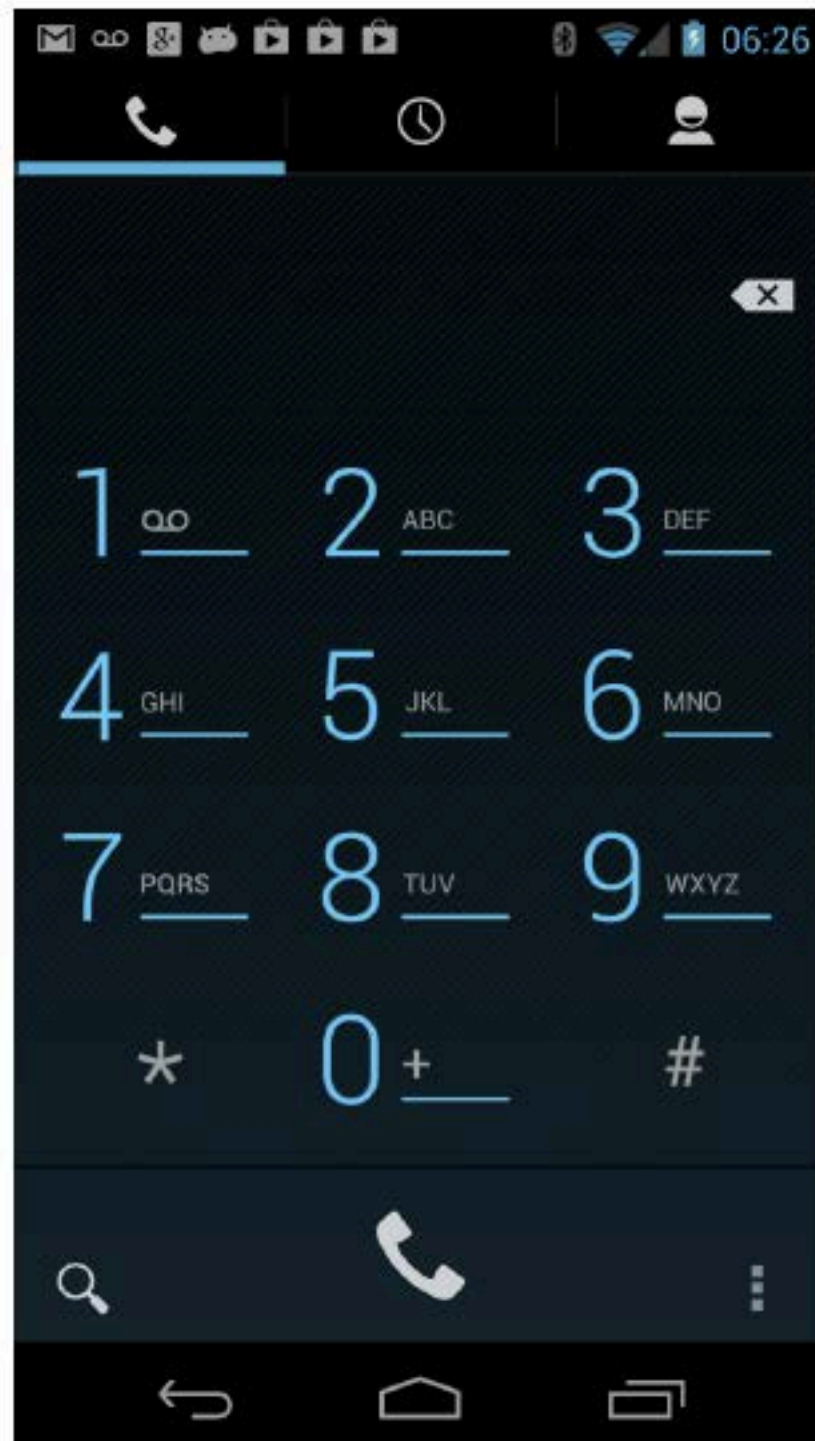
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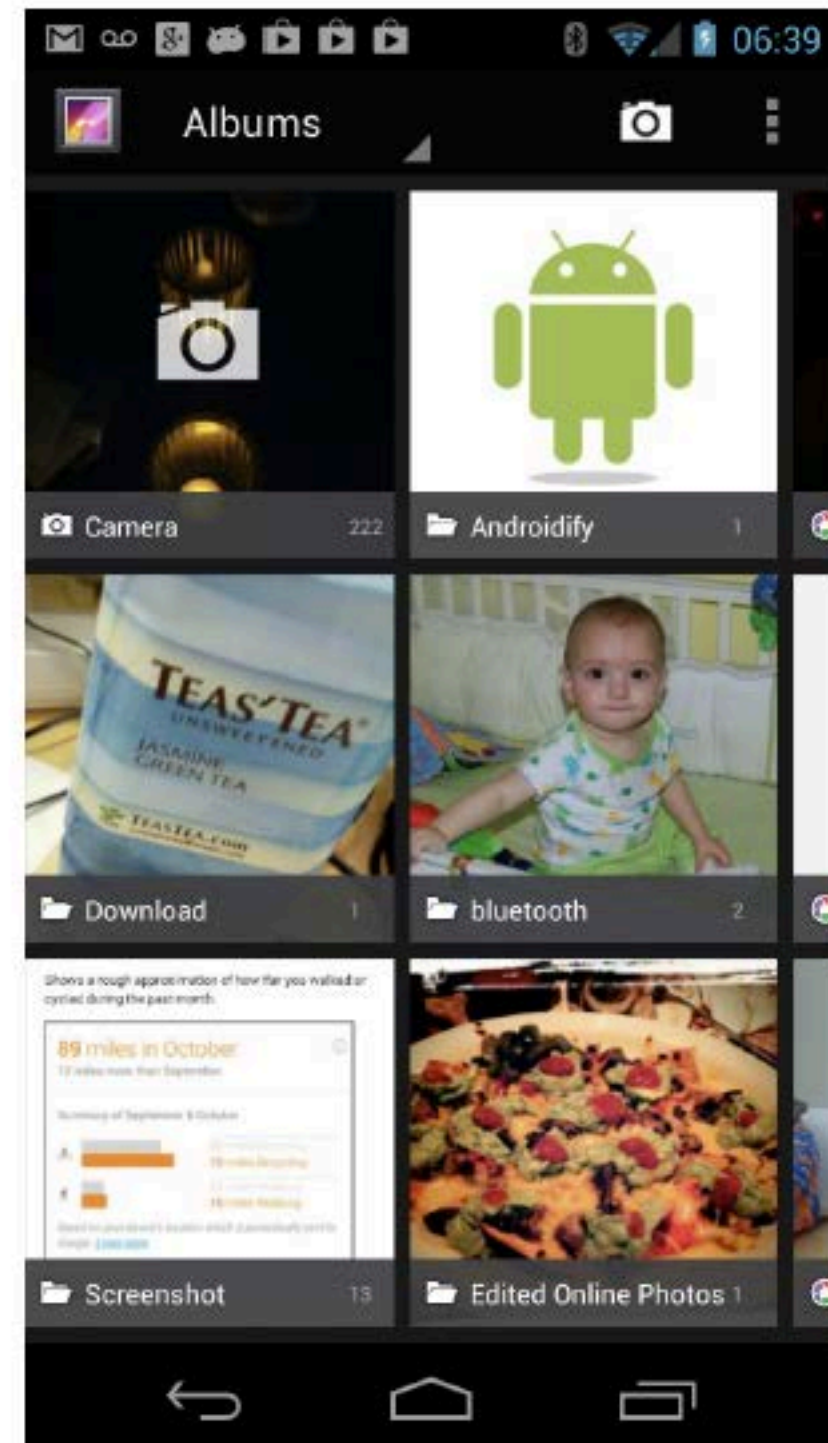
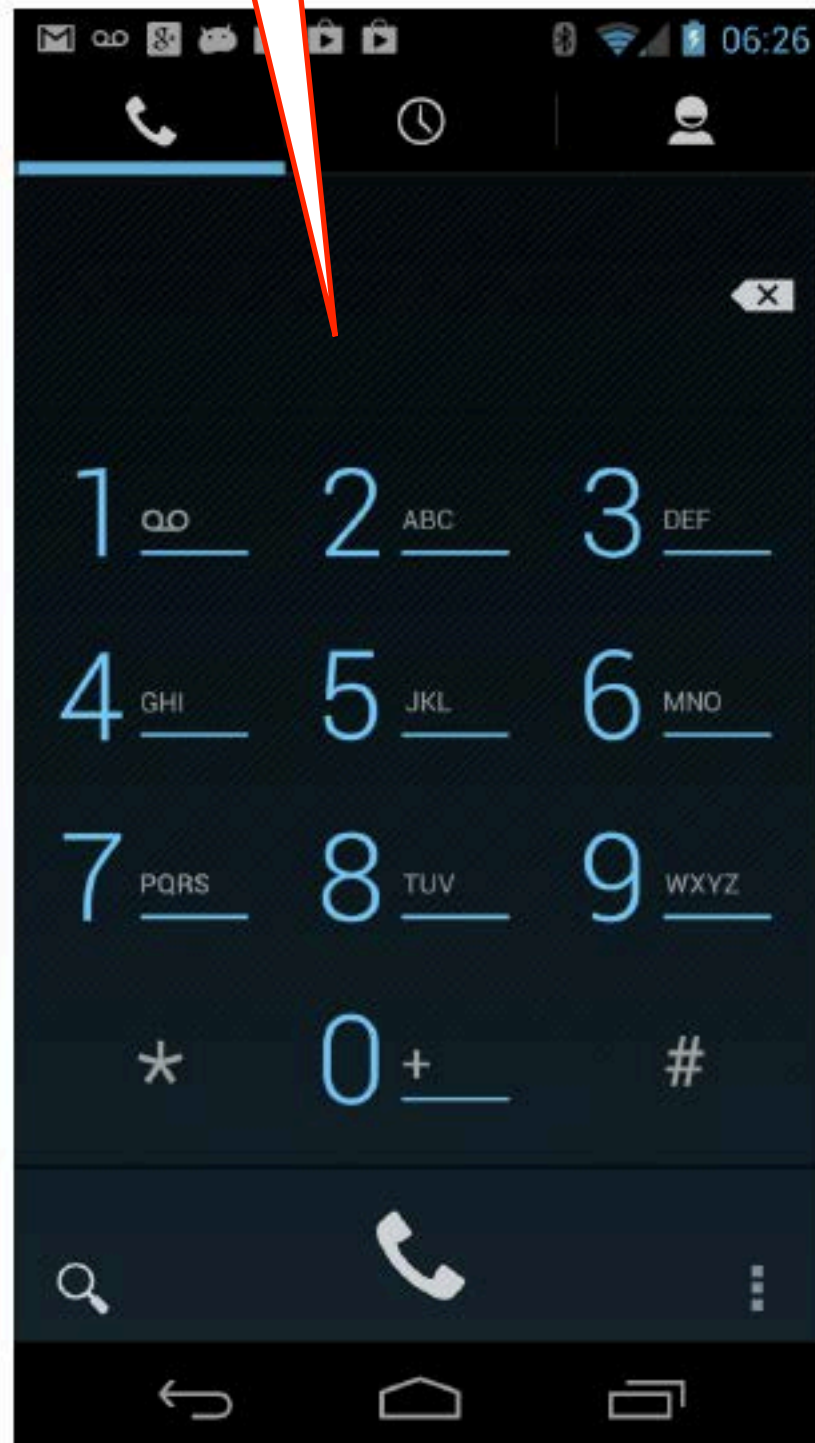
Top level



Communicates the app's
primary purpose

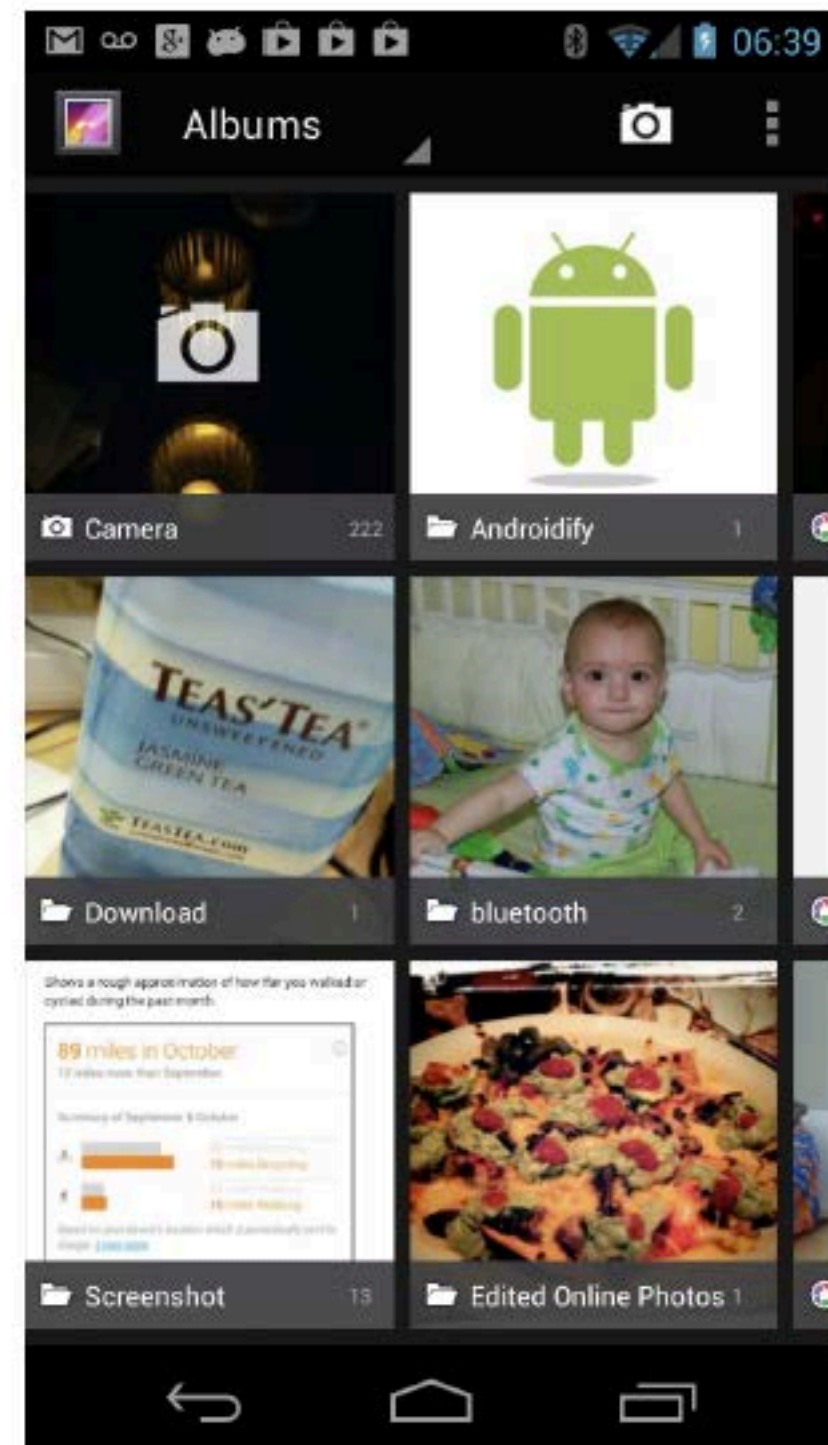
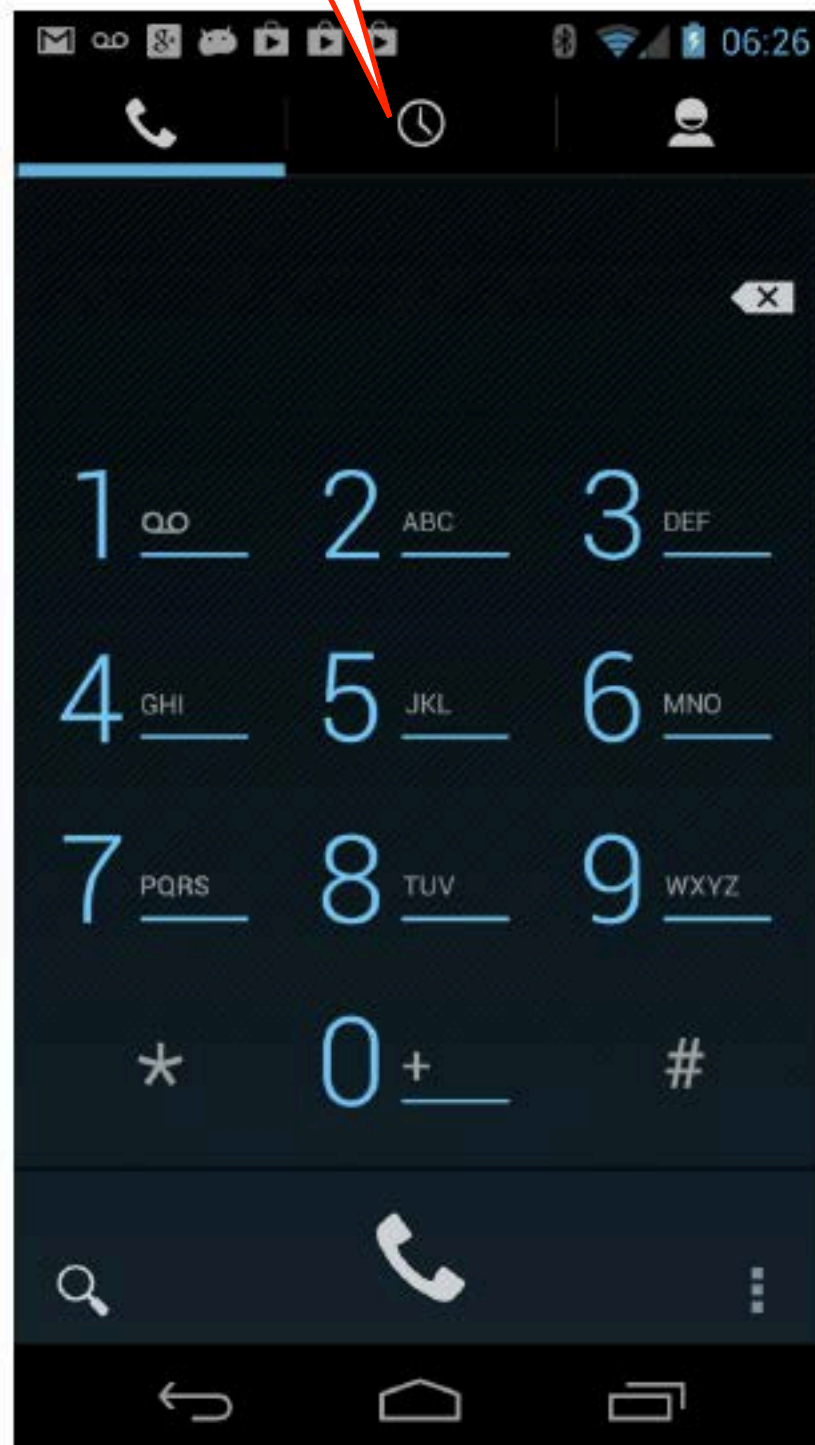
“I am a calling app”

Top level

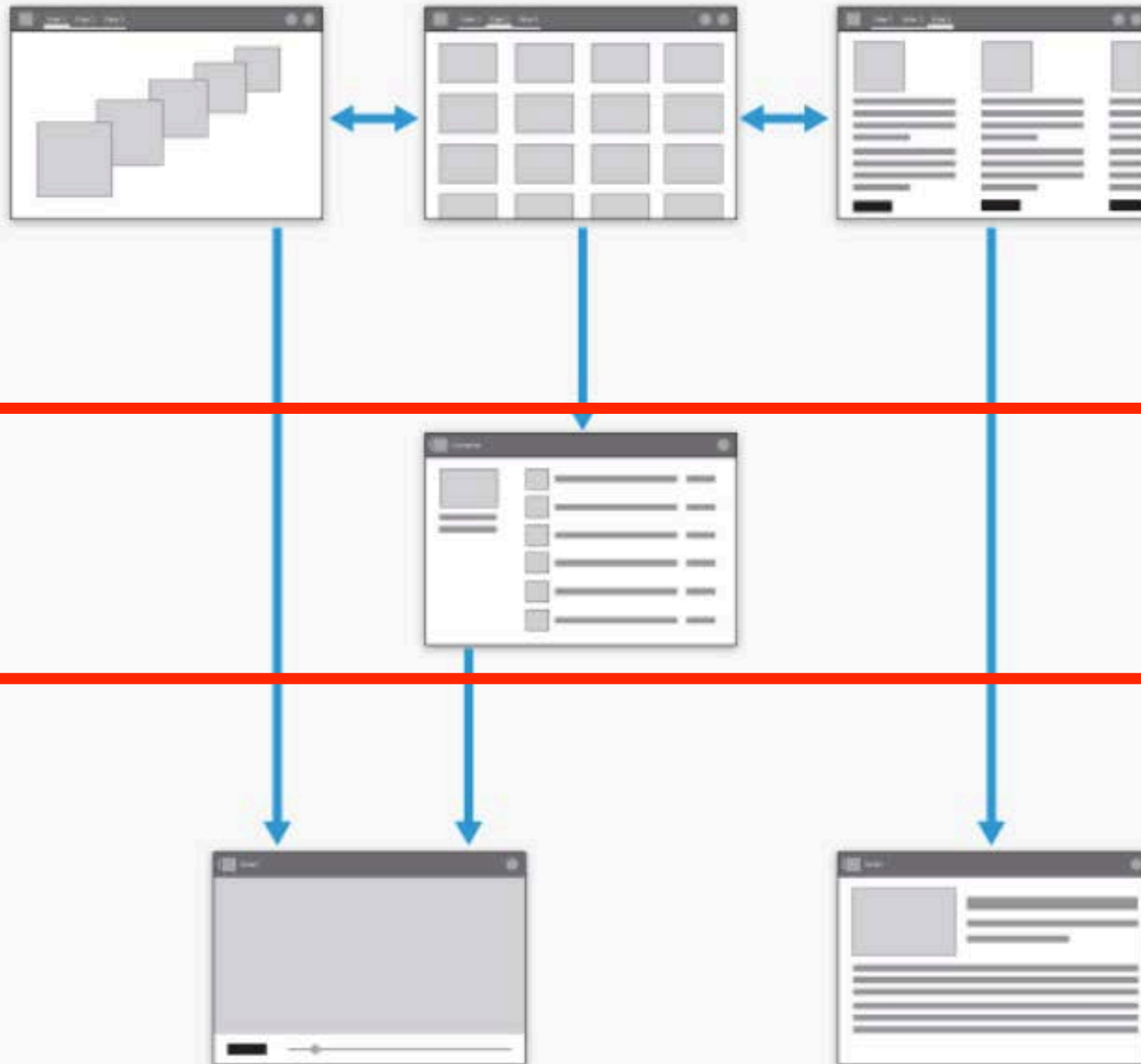


“I also allow for other features of this calling app”

Top level



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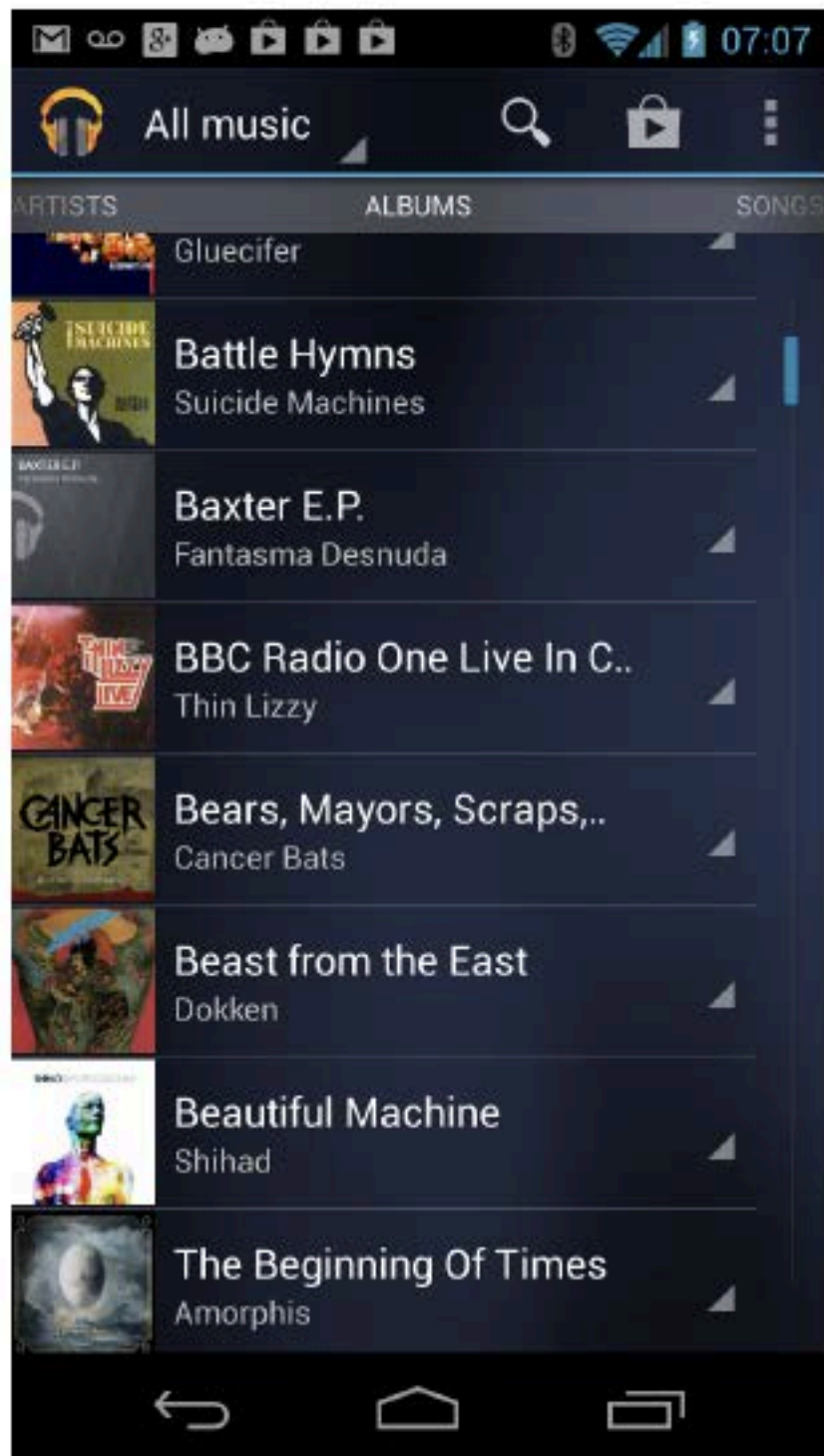
Category views

Category views allow you to drill deeper into your data.

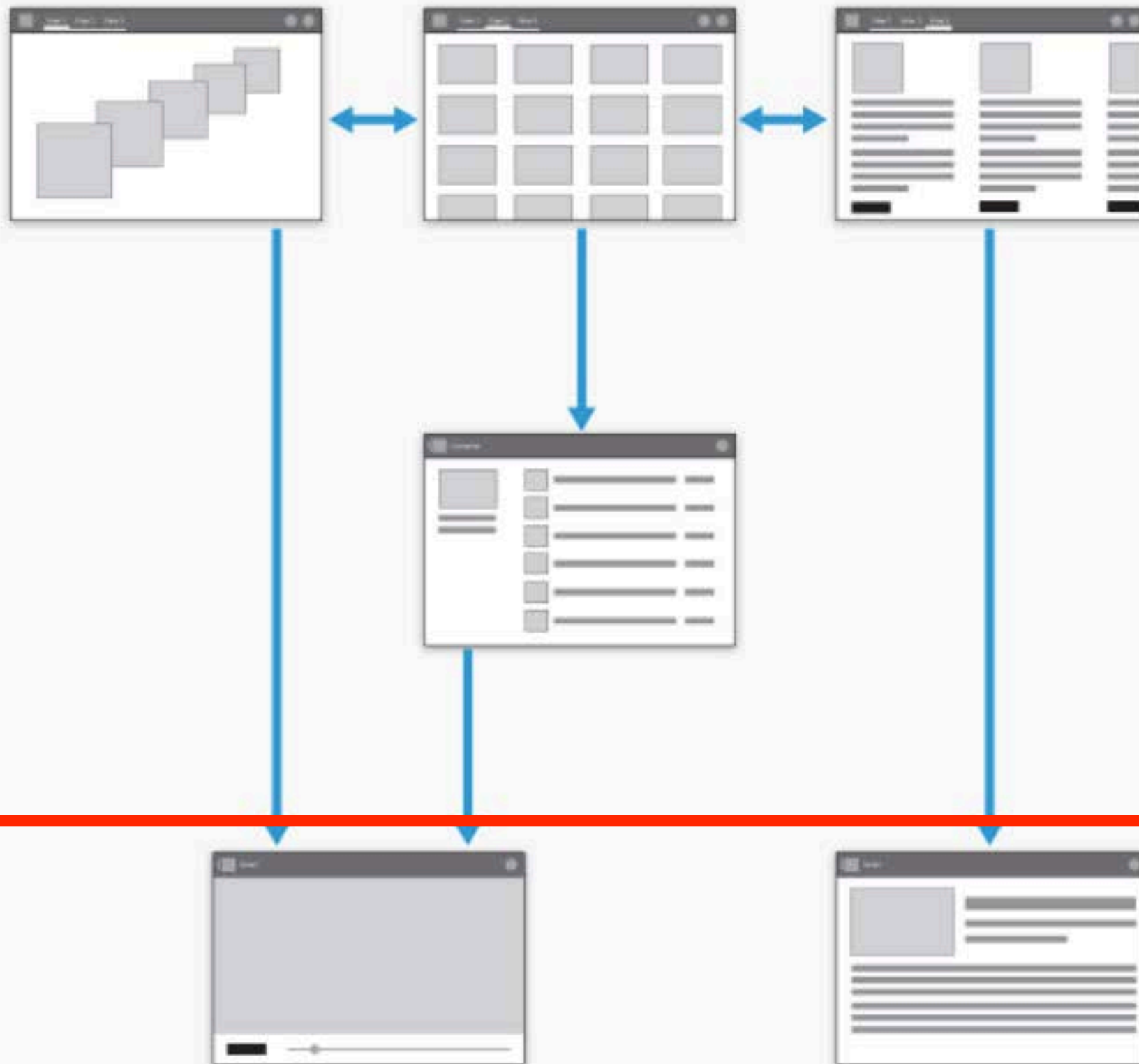
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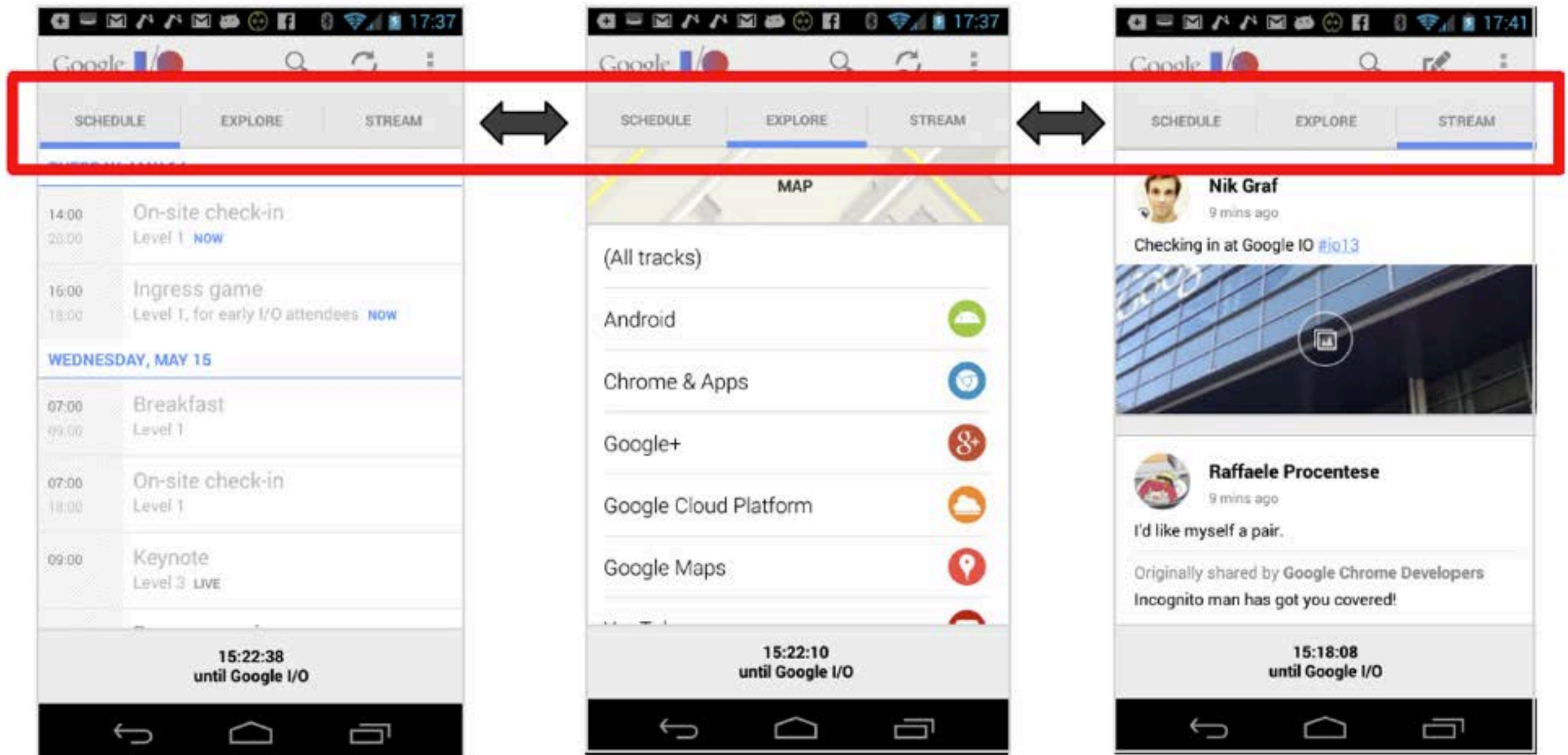
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Detail/Edit view

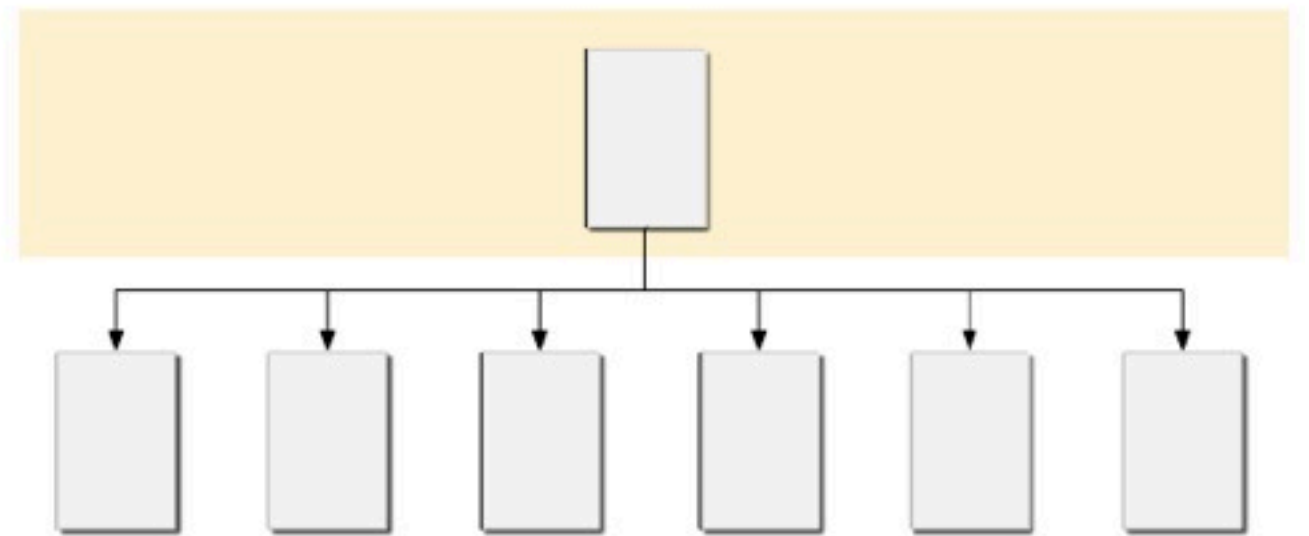
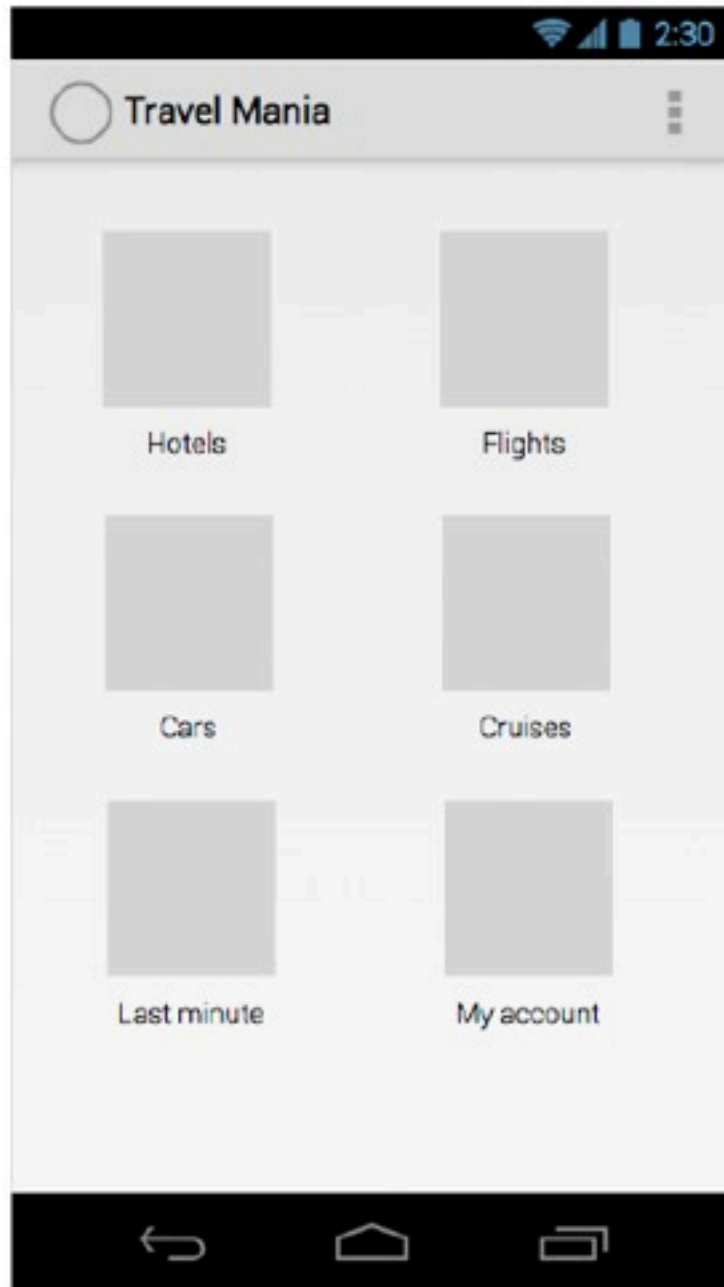


Design Patterns for Navigation controls

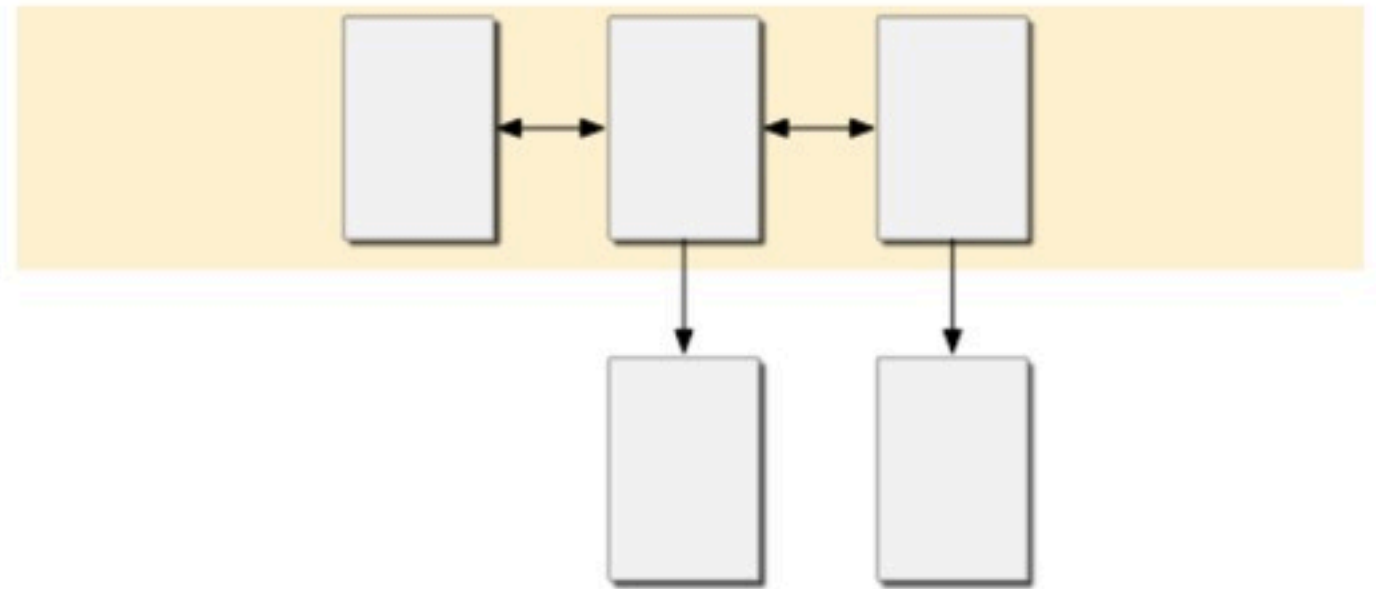
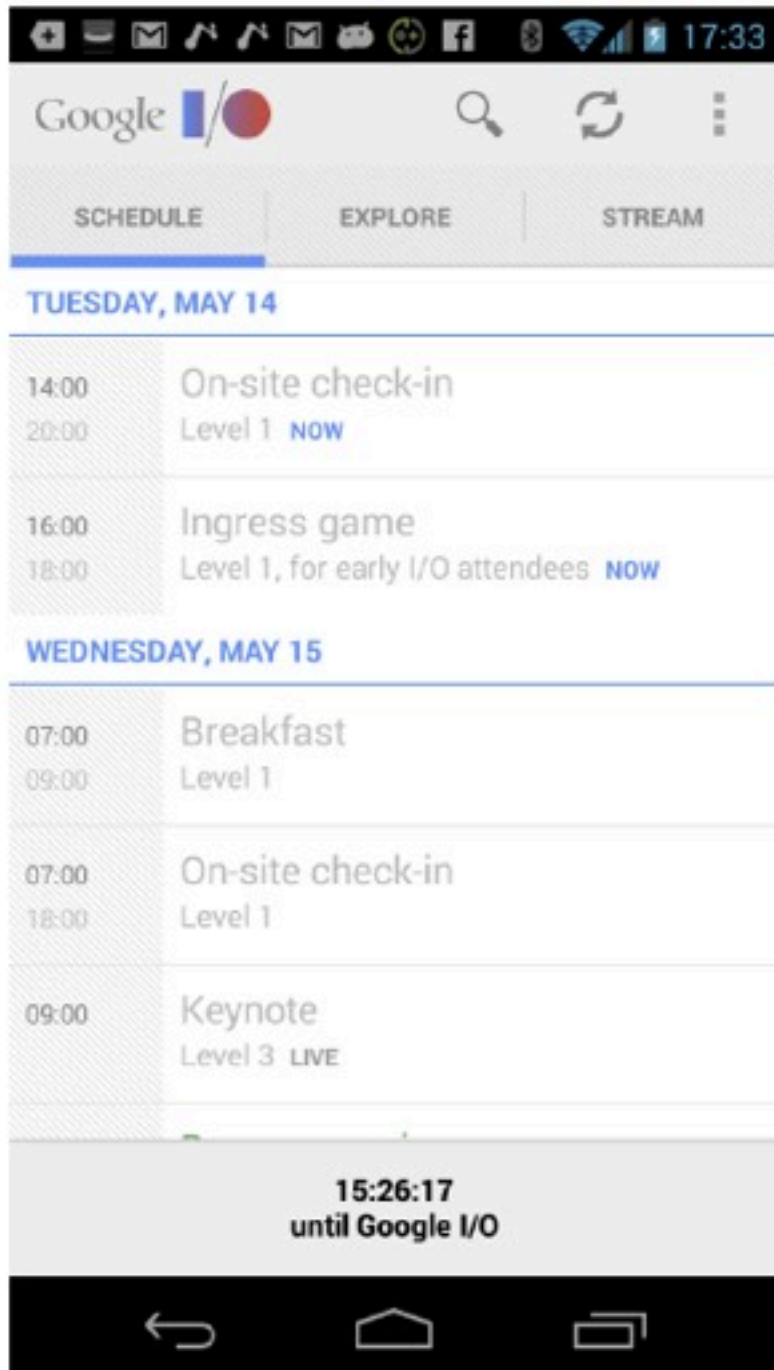
Top-level navigation



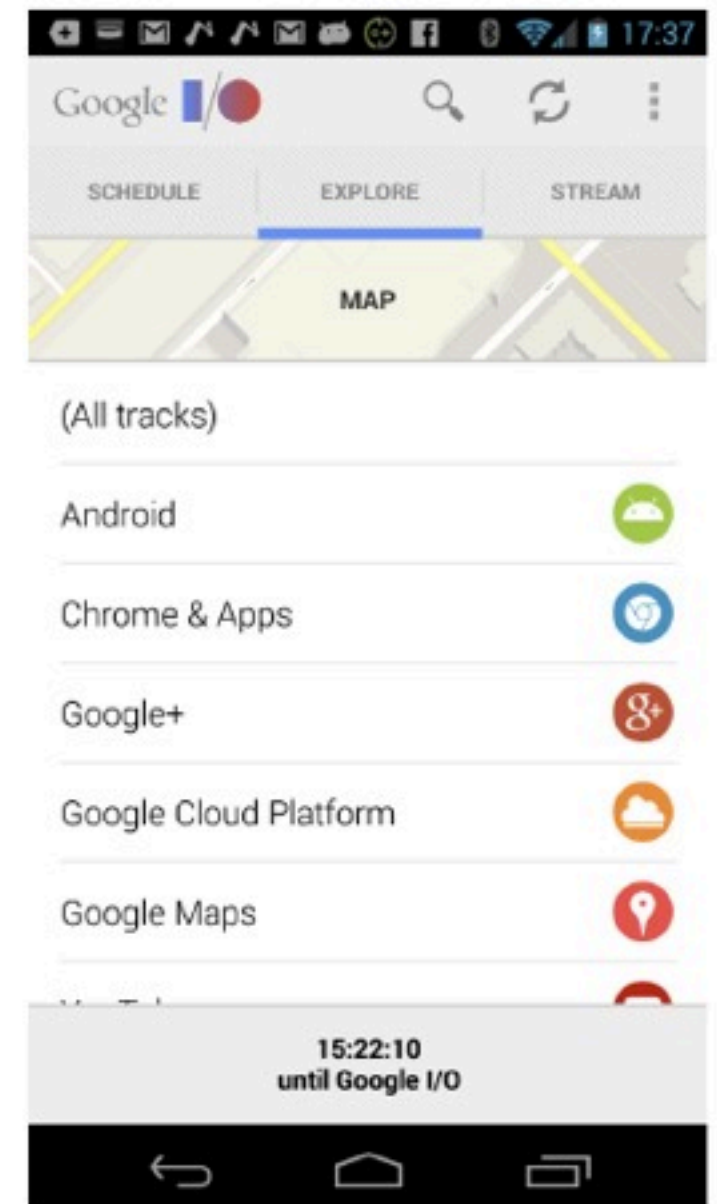
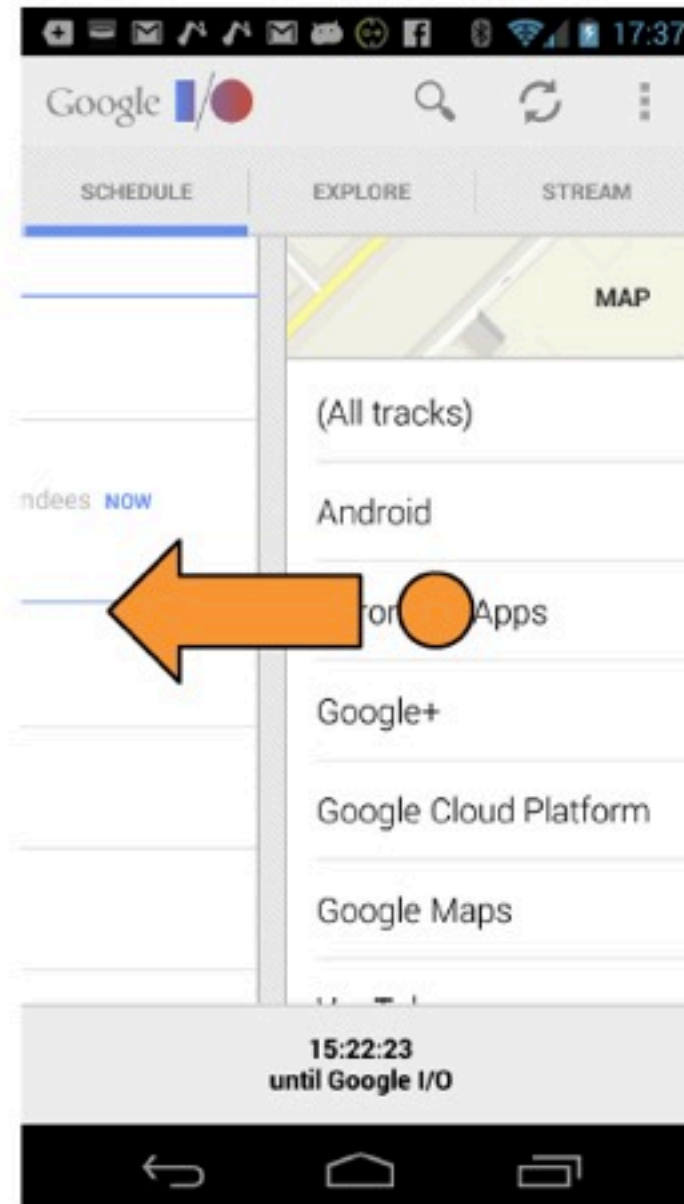
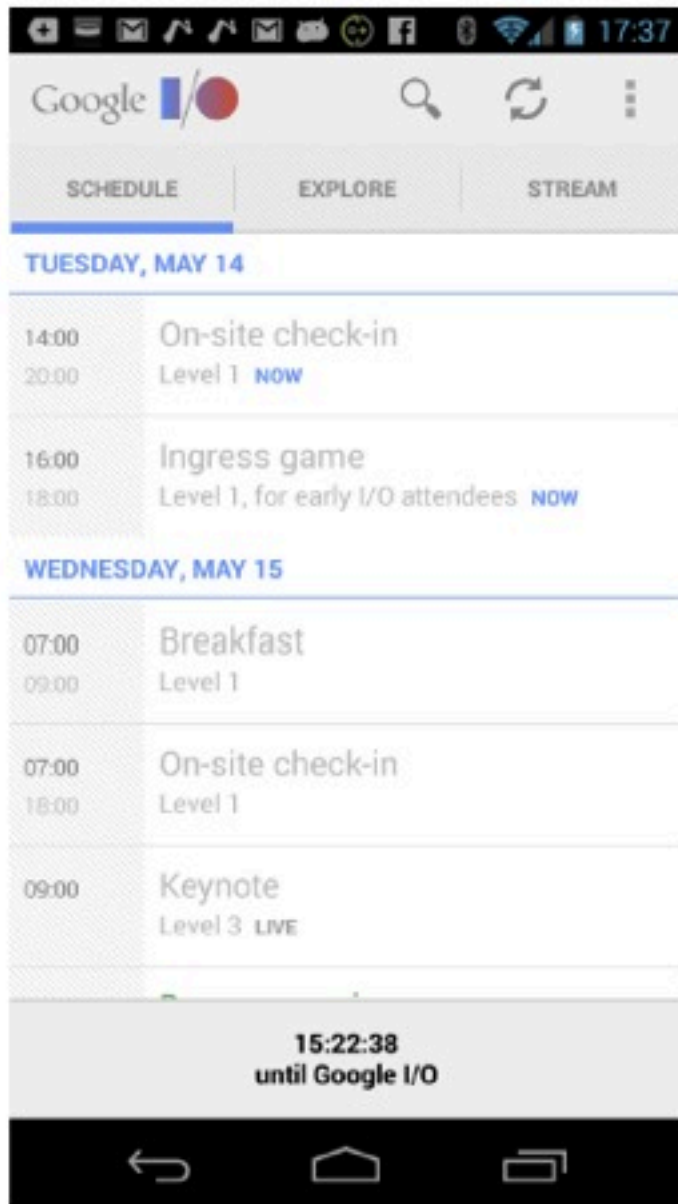
Six Pack



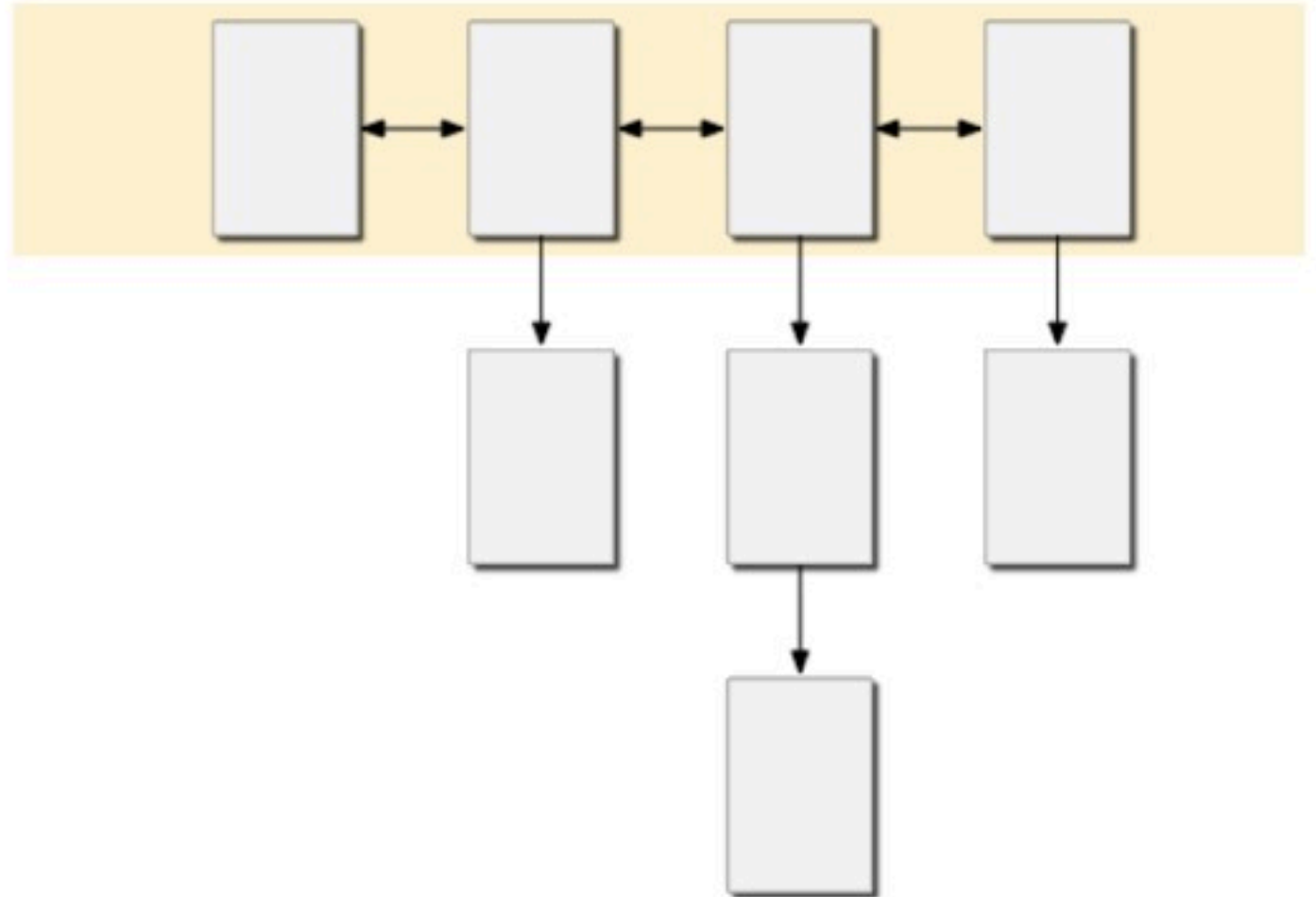
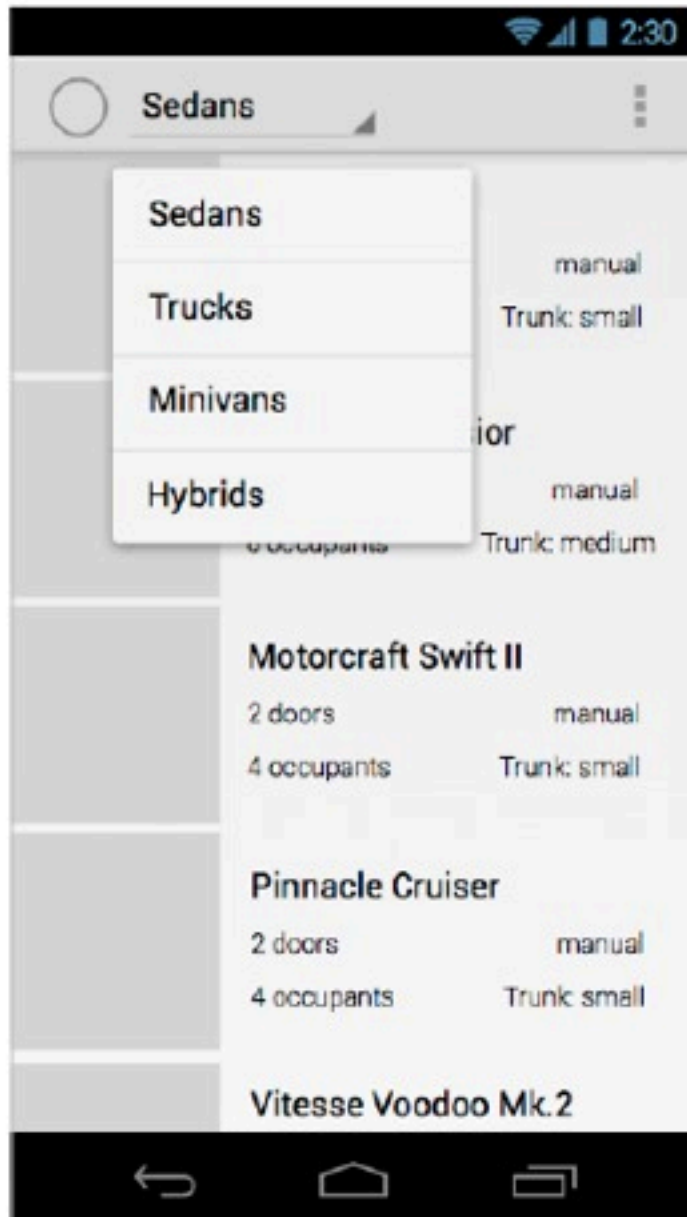
Fixed tabs



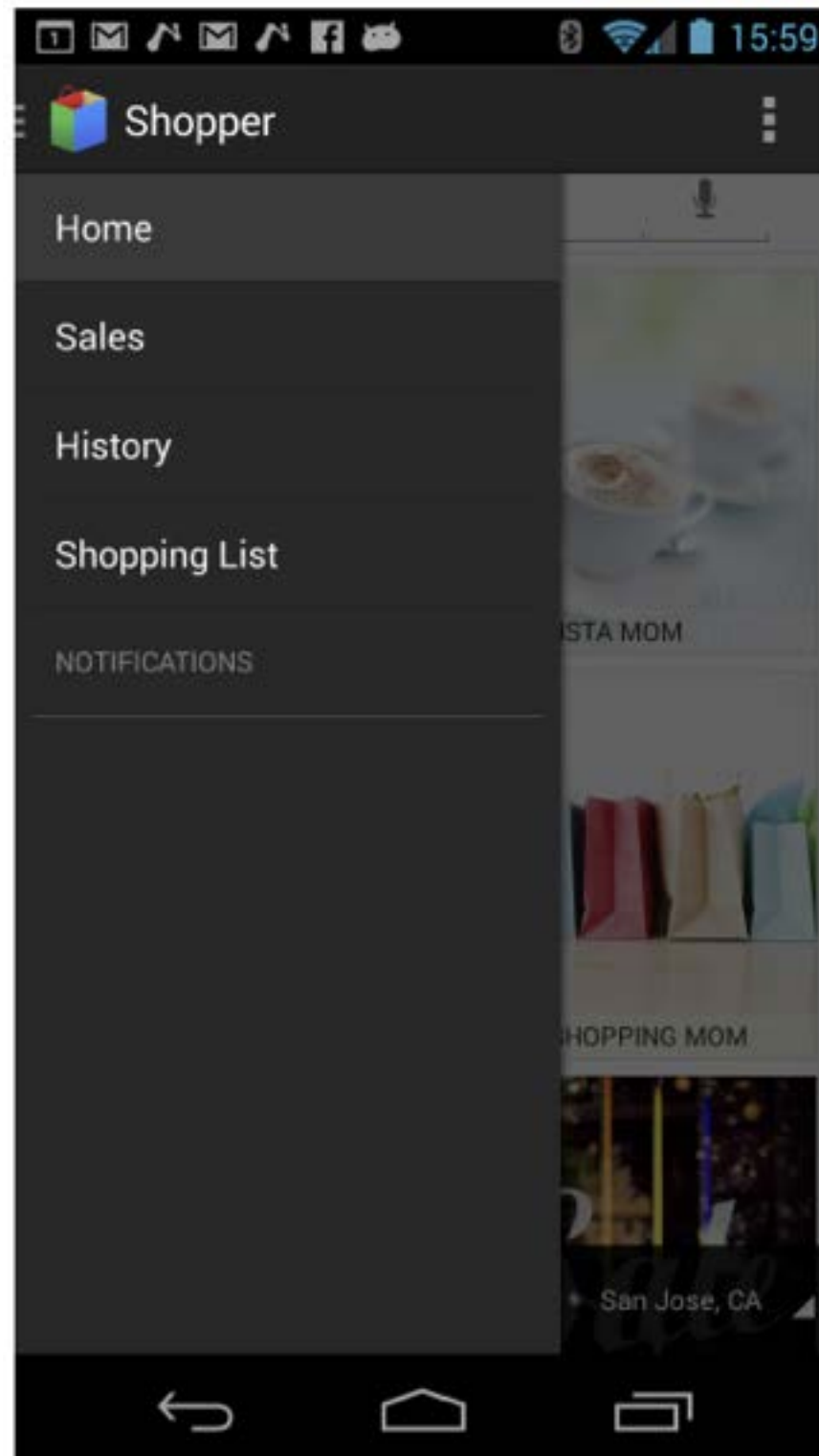
Fixed tabs: support side swipe



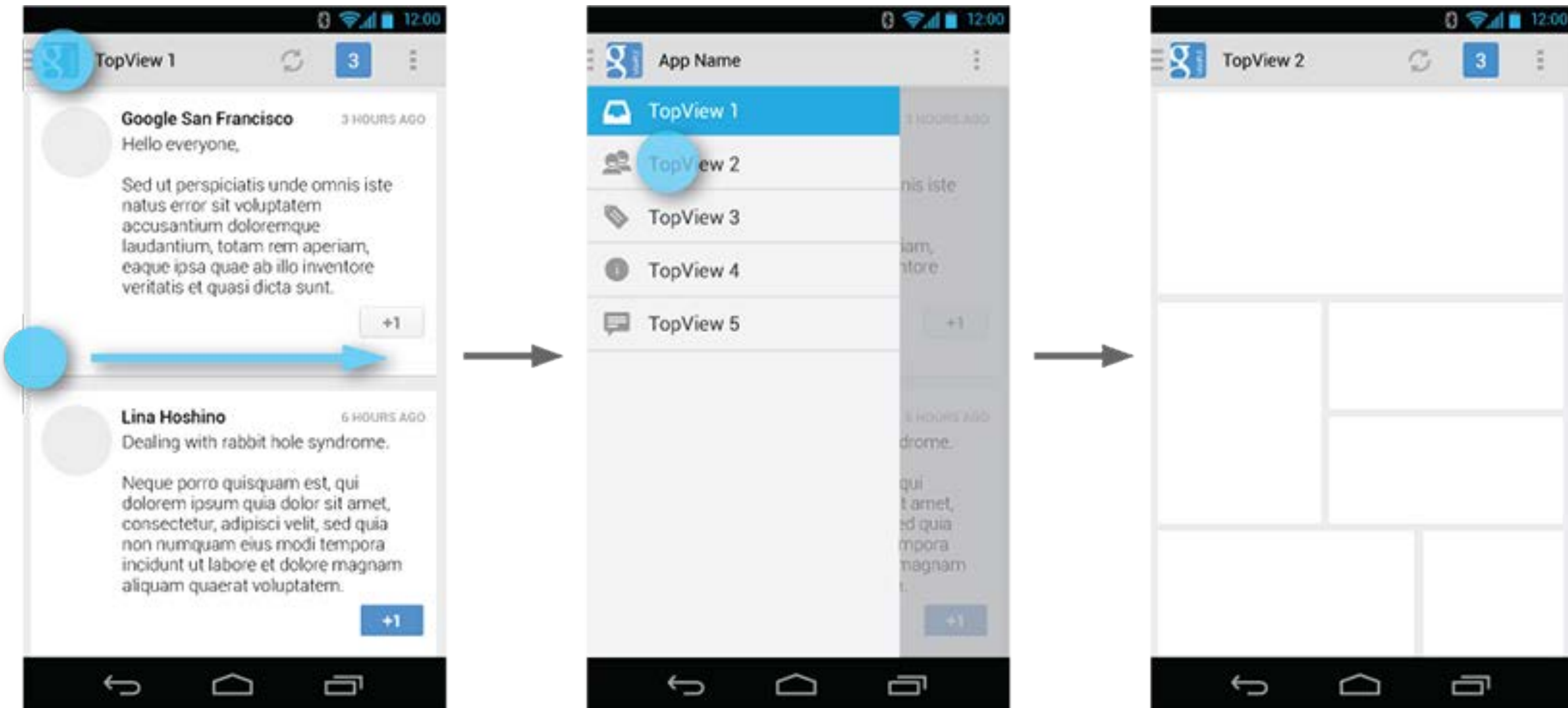
Spinners



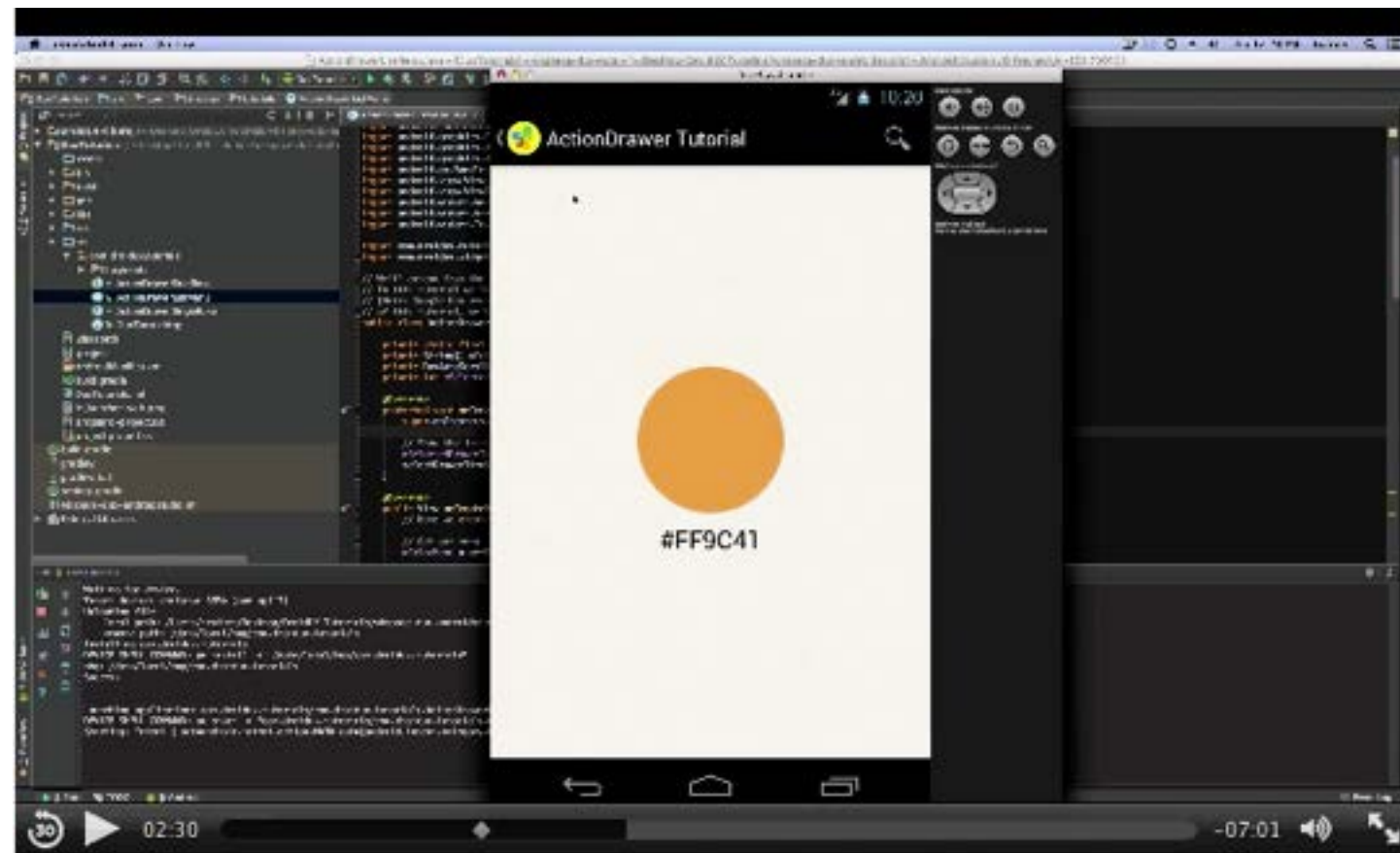
Navigation Drawer



Navigation Drawer



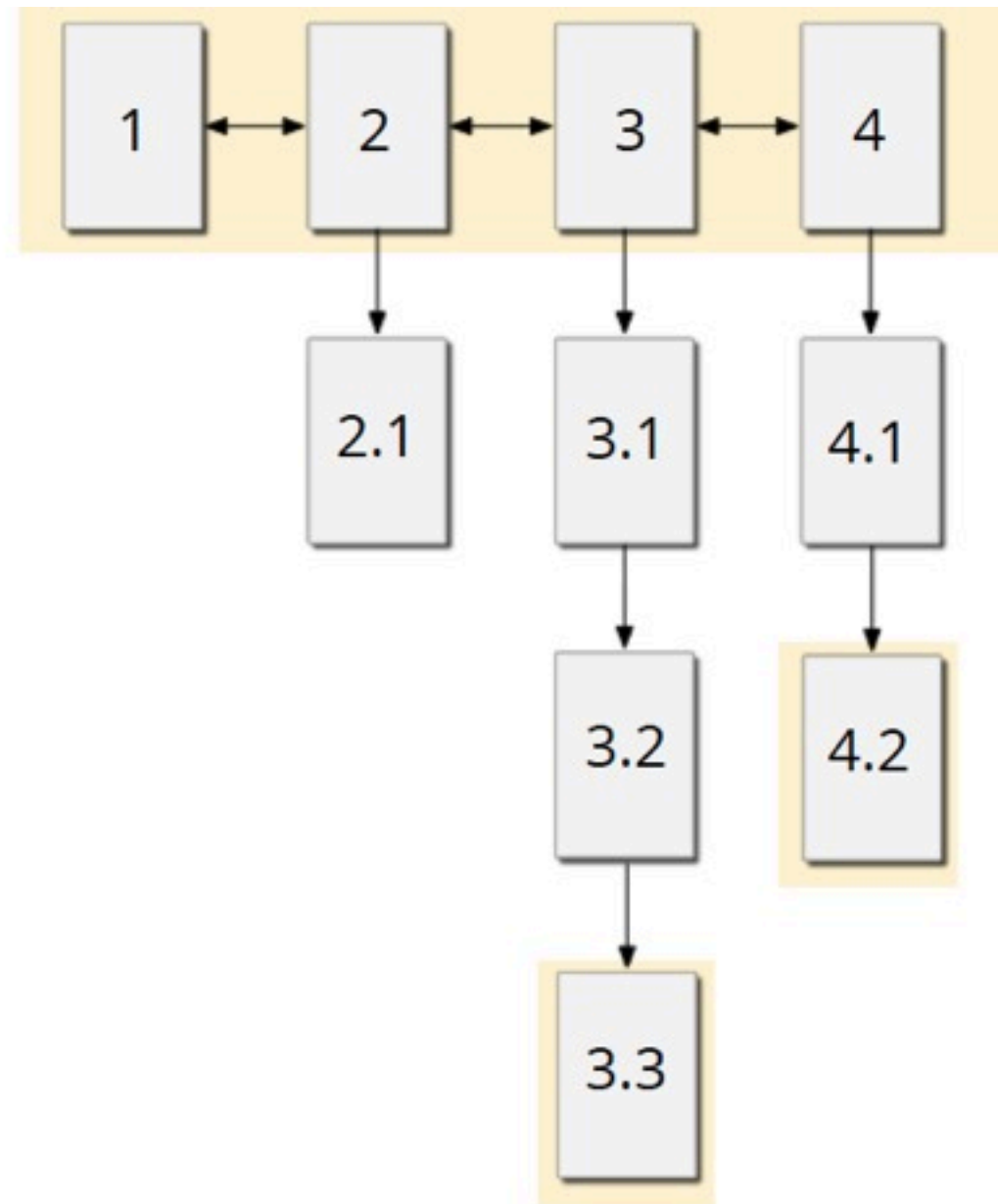
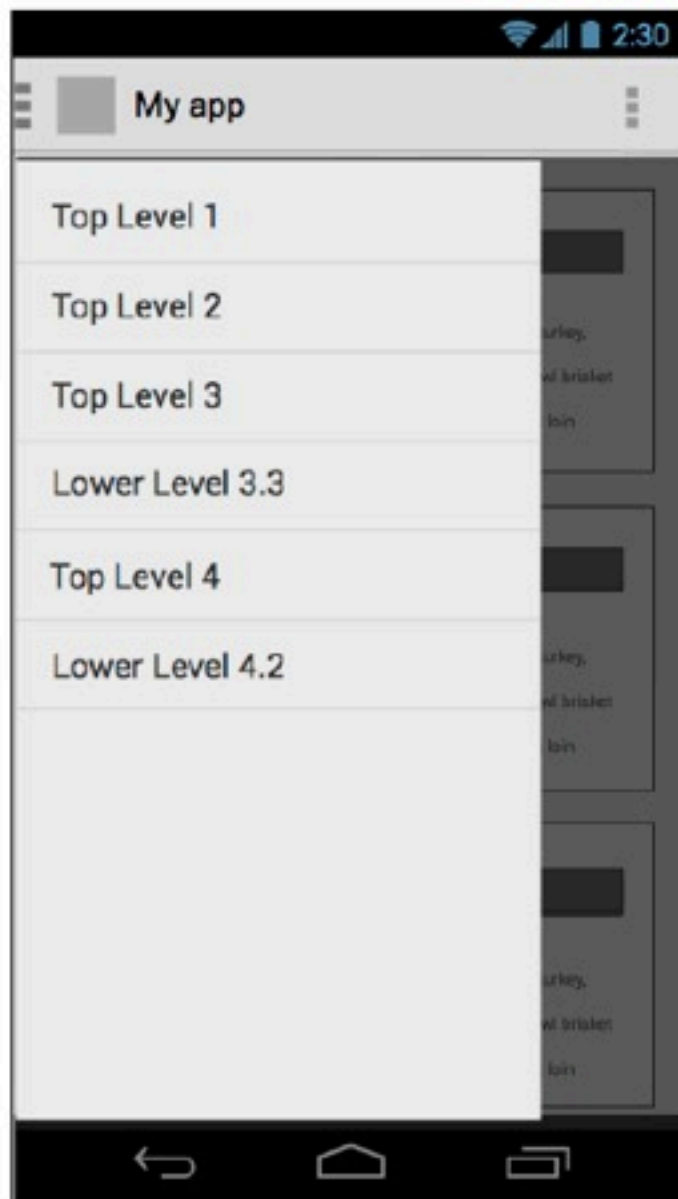
Demo



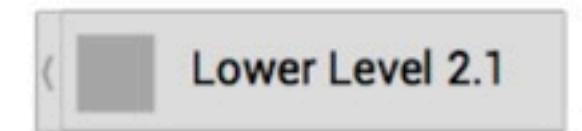
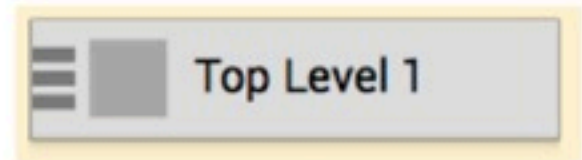
Codecast: List Menu In Android Navigation Drawer

- Good tutorial at <http://www.youtube.com/watch?v=D7CnI-9LZO0>
- See demo at 2:30

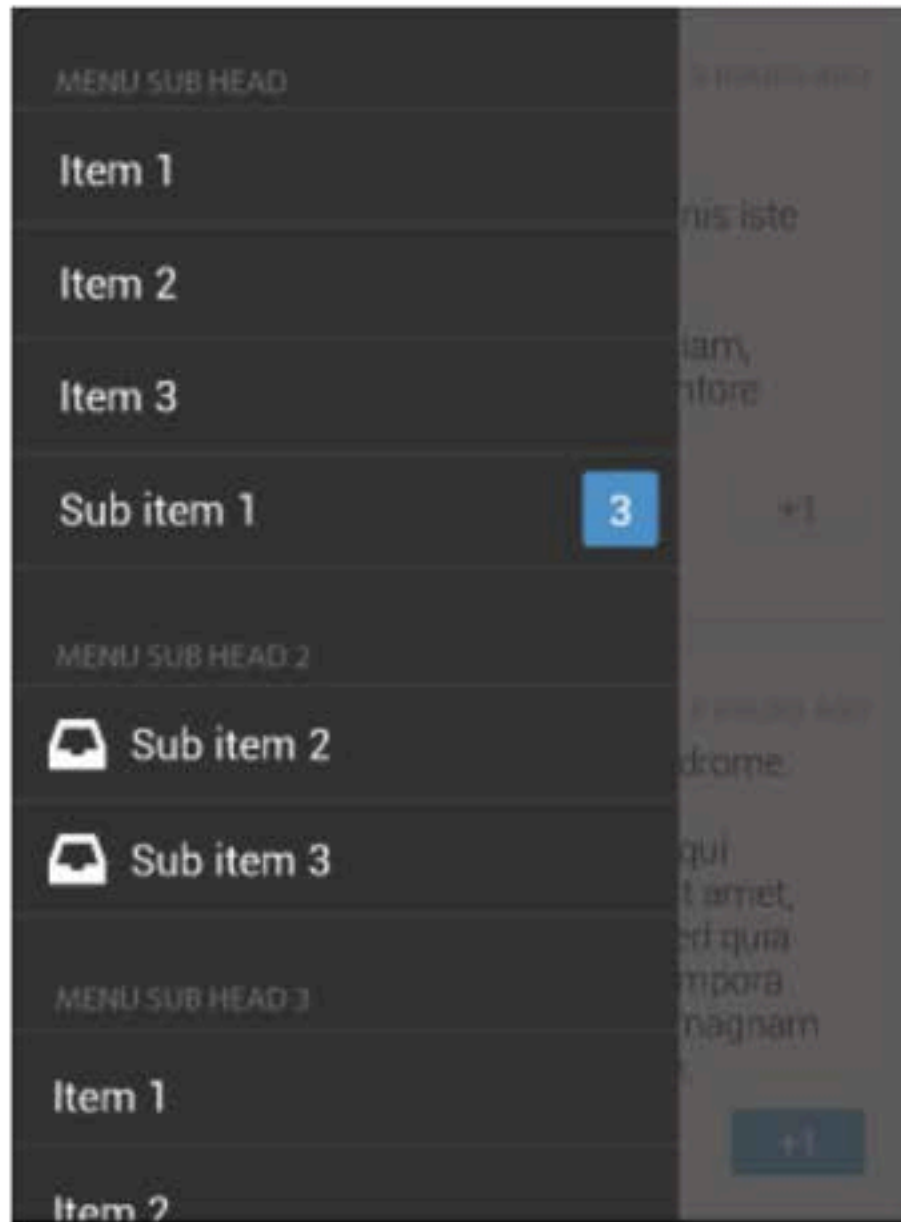
Navigation hubs



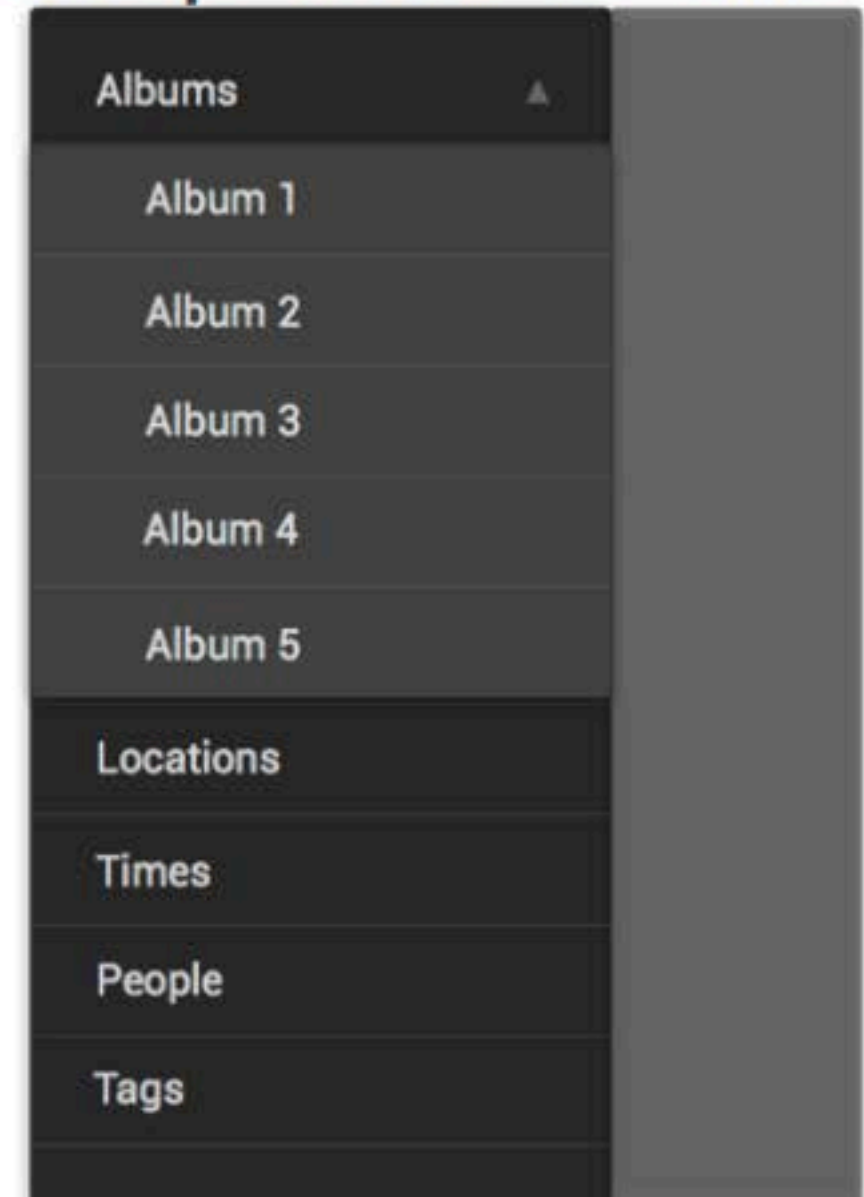
Navigation drawer decorator



Dividers, icons, counters



Collapsible items



Apps deconstructed (Apple iOS)

iPhone app

- Views
- Controls

Transition from iOS6 to iOS 7

Carrier 6:05 AM

By Name

A		A
89	Ac	Actinium
13	Al	Aluminum
95	Am	Americium
51	Sb	Antimony
18	Ar	Argon
33	As	Arsenic
85	At	Astatine
B		B
56		

Zinc 30 Zn

Name Number Symbol State

Carrier 6:06 AM

By Name

A			
89	Ac	Actinium	
13	Al	Aluminum	
95	Am	Americium	
51	Sb	Antimony	
18	Ar	Argon	
33	As	Arsenic	
85	At	Astatine	
B			
56			

Zinc 30 Zn

Name Number Symbol State

Mobile Dev Environment

- Android Studio
 - Studio: <http://developer.android.com/sdk/installing/studio.html>
- iOS - Apple Developer tool **Xcode IDE**
 - <https://developer.apple.com/technologies/tools/>
- Windows Phone
 - [http://msdn.microsoft.com/library/windowsphone/develop/ff402526\(v=vs.105\).aspx](http://msdn.microsoft.com/library/windowsphone/develop/ff402526(v=vs.105).aspx)

Android

- What we will use: Studio - <http://developer.android.com/sdk/installing/studio.html>
- You can also see: SDK + ADT plug in:
 - <http://developer.android.com/tools/index.html>

Android app consists of

- Activity - the Java code that does something
- Intent

Activity and UI

- <http://www.i-programmer.info/programming/android/5914-android-adventures-activity-and-ui.html>
- Activity is the code that works with a UI screen defined by the View
- The Activity is the Java code that does something and the View provides the user interface (UI)

Assignment #1

- Design a simple (native) mobile application

Step 1: View this video online

- Structure in Android App
Design

- <https://developers.google.com/events/io/sessions/326301704>

Class List App

- **CS 150 Class List app**
- An Android app that when launched lists the students and teachers in the class
- The app allows the user to browse filtered lists of all members of the class, students & teachers
- The app allows the user to view a detailed screen of a member of the class including a photo, name, email and phone number

Class List App

- **Logistics**
- To start, we will work on the design
- Submit your work in whatever format you choose: can be PPT or Word document, or hand sketches

A. List the actors (users)

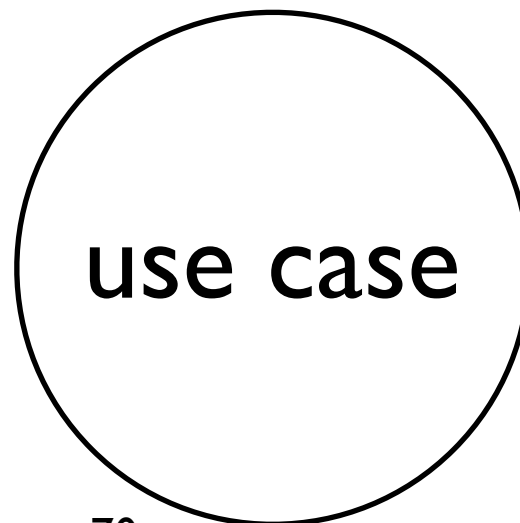
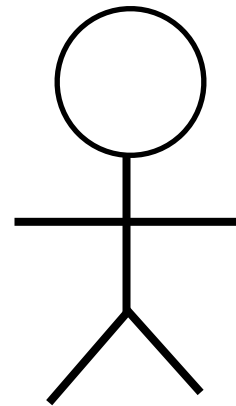
- Users should be the end user, not the creators of content

B. Write the use cases

- Limit to the top 3-5 use cases

C. Create the use case diagram

- Include
 - actor(s)
 - relationships
 - use cases



D. List the use cases in sequence

- Define the sequence in which the top 3-5 use cases occur

E. Decomposition

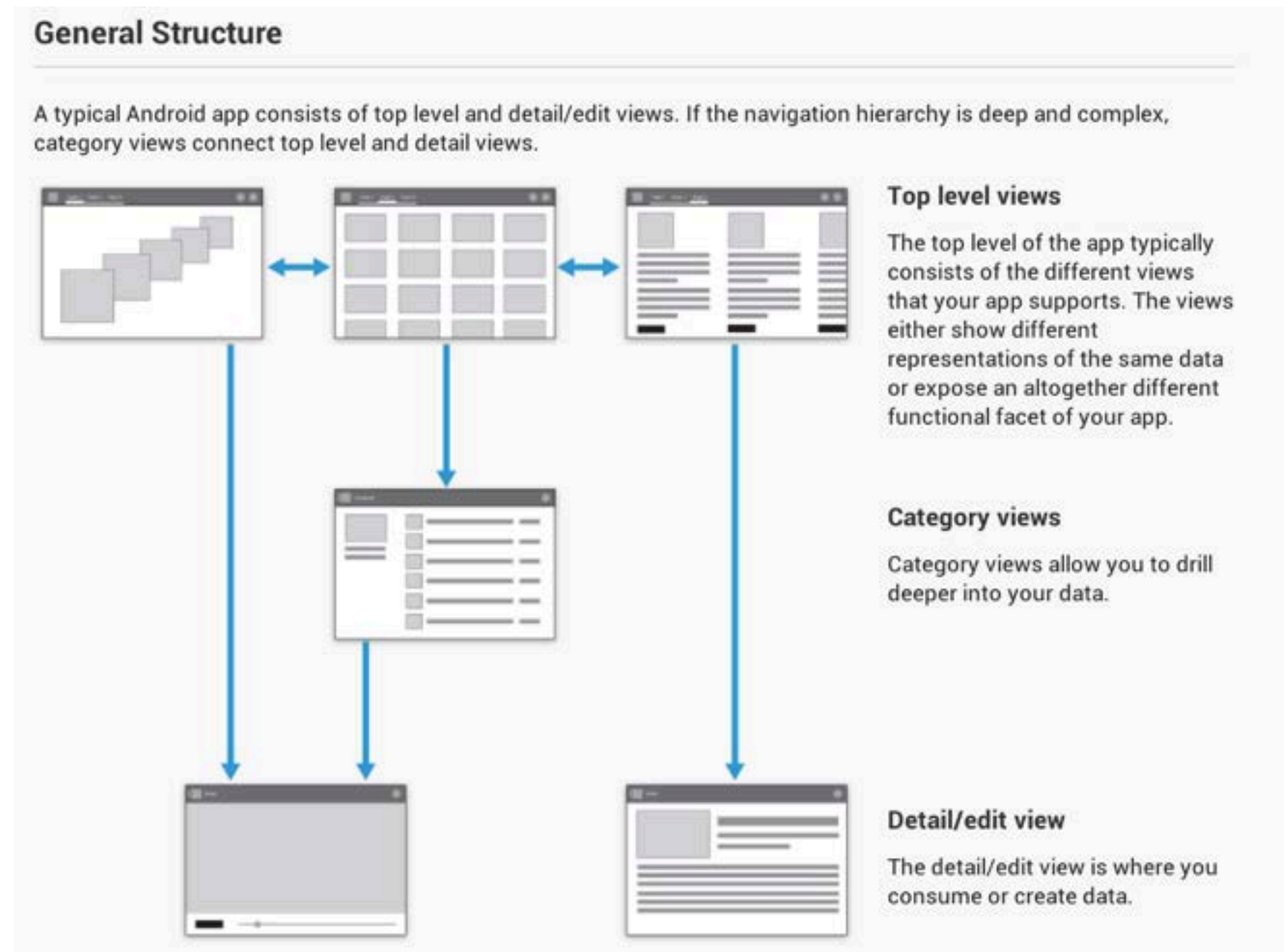
- List what are the most frequently used pathways through your app?

F. What happens when...?

- What should your app do if the user receives a phone call while using it?

G. Define the app hierarchy

- For the major use cases, map each use case in the diagram to the application categories of data (refer to diagram at right for application categories)
- For example, the topmost category, the detailed category, etc



H. Define the major screens

- For the major use cases, map each use case in the diagram to an application screen and the UI components that are needed to support the use case

**Bring your homework with
you to class**