

Final Project: Background Research

For my research, I decided to research the principles of interface design and how to create an effective mobile device app since I have never created an app specifically for mobile devices. I have only created web pages and I want to know how it is different and how I should approach app designing.

An article by Javier Cuello about mobile app design explained this difference. The article talks about how mobile app designing is different from web design and shouldn't be created the same way. He shows that an app isn't the same as a smaller version of a webpage. By thinking this way, the app fails at creating aspects that are unique to the app and that help users navigate through the app and find what they are looking for. He says that app design should be approached differently. There should be a lot of user testing throughout each step of creating the app. It is better to start designing on smaller devices and expanding it to bigger screens from there. This helps show what the important information is and takes out things that is not as needed. Sketching on paper also helps when first designing because it takes away the details such as color, font, and size that block creativity. I also found it interesting that he mentions how designers usually fault the user for not being able to understand how to navigate through the app when it should be something the designer should take into consideration and create changes to make it more user friendly.

Apple Developer has a useful page that shows some things to think about when creating interface designs for smaller screens. It mainly considers the size of mobile phones and how to make apps user friendly. This includes font sizes that are big enough to be readable without having to zoom in, the layout of pages to decrease unneeded scrolling, and creating controls that are simple and big enough for users to navigate through. I found these useful because it includes pictures that show the right and the wrong way and this helps me see the difference between them.

Usability.gov has an article that talks about the basics of user interface in general. It talks about thinks that should be considered when creating an interface. It mentions that an interface should be kept simple and designed with a purpose. It shouldn't be deigned only for the aesthetics but also usability should be considered. It also talked about color and font sizes. They can be used for organization and to show hierarchy.

Through this research, I was able to learn more about interface design for mobile devices and how I should approach creating one. It helped me understand that it is not the same as creating webpages and should not be thought of that way.

Works Cited

Cuello, Javier. "Thinking Like An App Designer – Smashing Magazine." *Smashing Magazine*. N.p., 10 Apr. 2015. Web. 31 Jan. 2016.

"User Interface Design Basics." *User Interface Design Basics*. Usability.gov, n.d. Web. 31 Jan. 2016.

"UI Design Do's And Don'ts." *UI Design Do's and Don'ts*. Apple Developer, n.d. Web. 31 Jan. 2016.