Comp 422 - Software Development for Wireless and Mobile Devices

- Semester: Fall 2016

- Dr Nick Hayward

Considering mobile design patterns

Image examples for different design patterns relative to mobile UI design and development. These screenshots include apps for both Android and iOS.

n.b. some of these images are taken from legacy apps and designs.

Contents

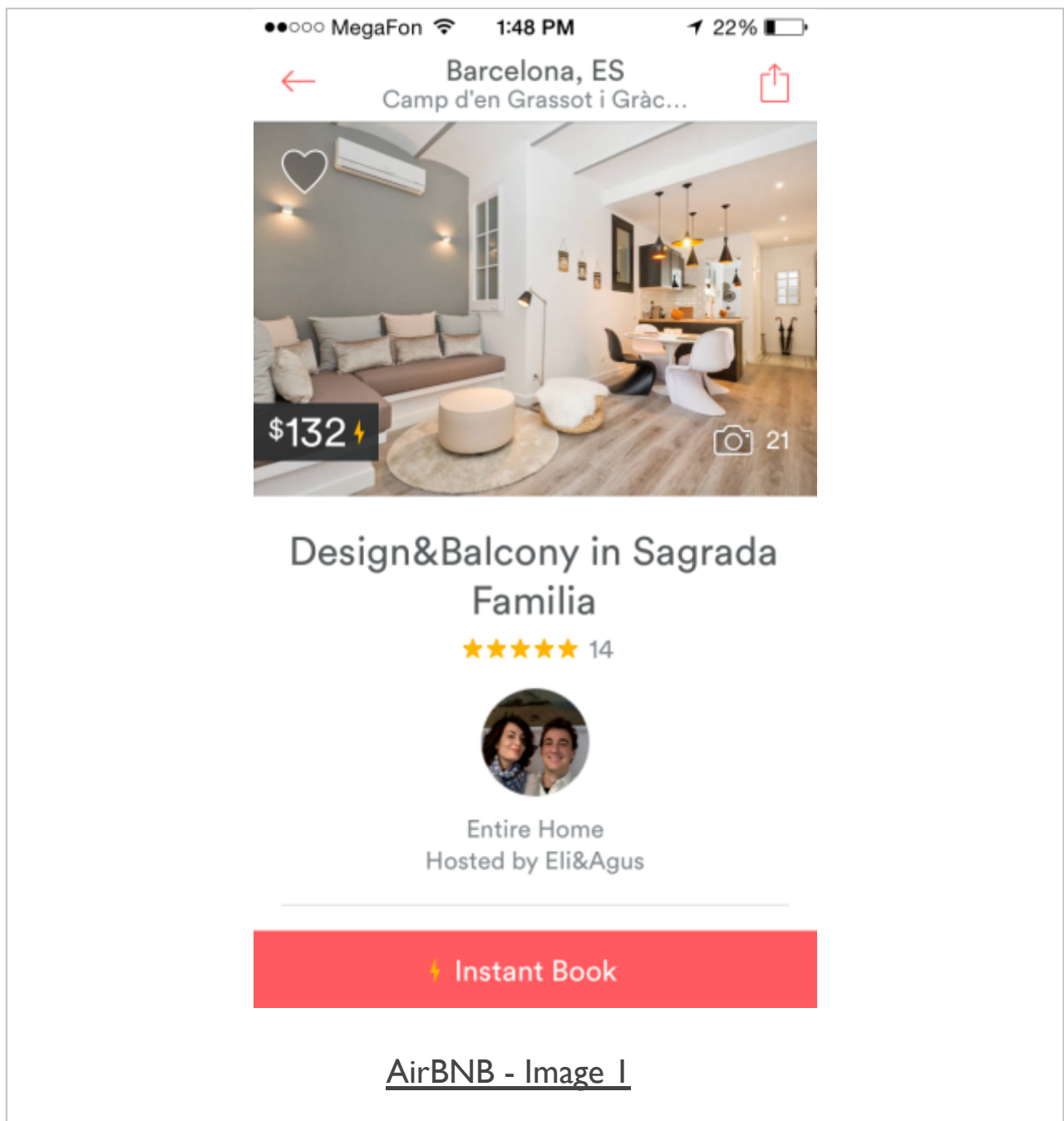- Part 1 - general content screens & navigation

Part 1 - general content screens & navigation

Our first set of patterns will consider general content screens and navigation. For this week's class discussion on Slack `#discussion-part1`,
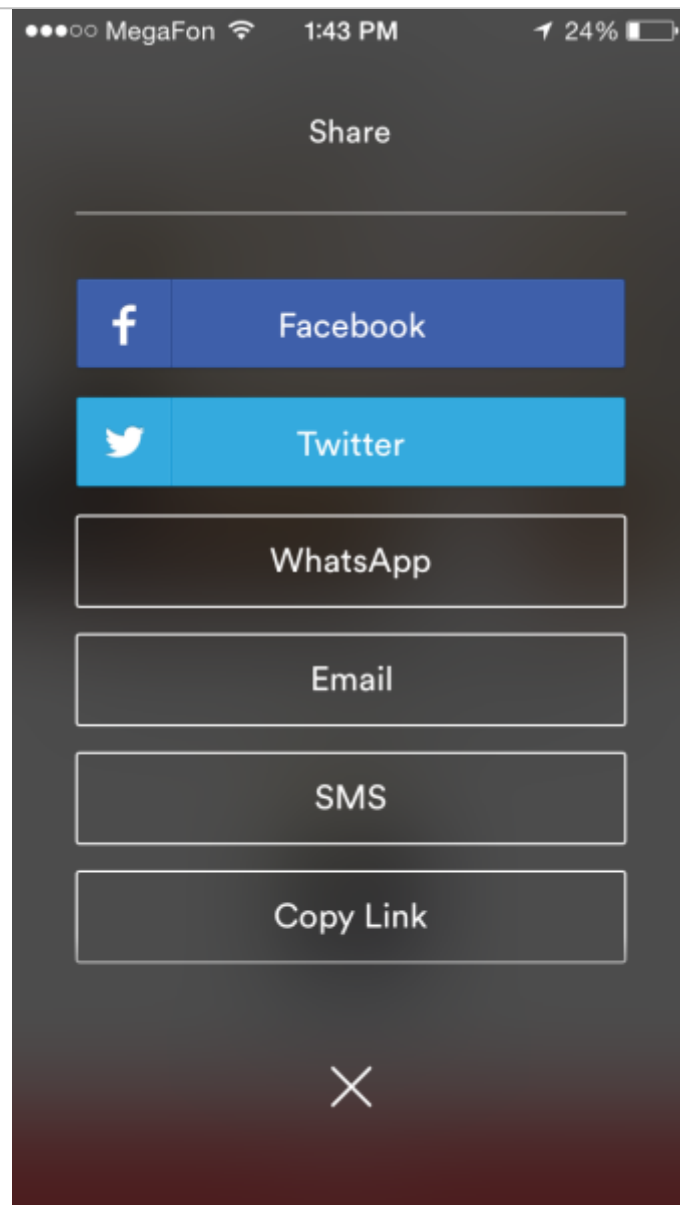
- review each image, and its title, e.g. 'screen 1 - AirBNB content listing'
- then comment on overall design, e.g.
  - *general aesthetics, consistency, familiarity...*
- add comments on navigation options, where applicable, e.g.
  - *relevance within the current screen*
  - *perceived usage within the app's overall navigation scheme...*

Any questions, please let me know.
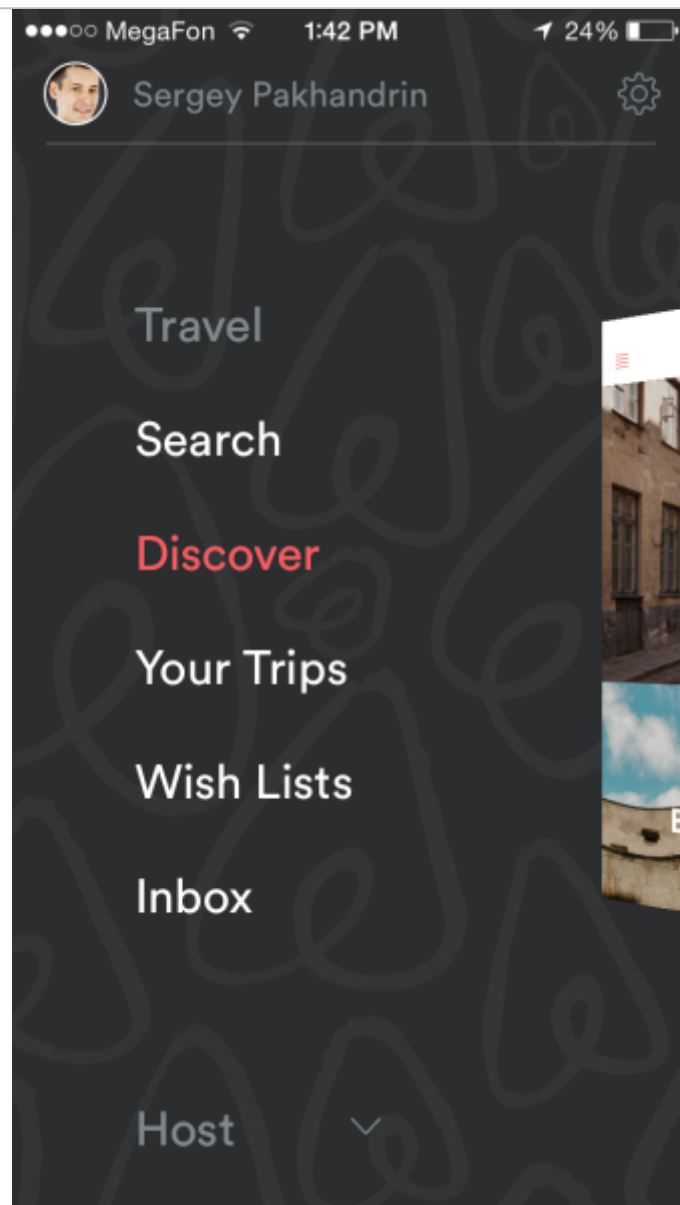
screen 1 - AirBNB content listing

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← **Barcelona, ES**
Camp d'en Grassot i Gràc... 📤

❤️

$132 ⚡

📷 21

Design&Balcony in Sagrada Familia

★★★★★ 14

Entire Home
Hosted by Eli&Agus

⚡ Instant Book

AirBNB - Image 1
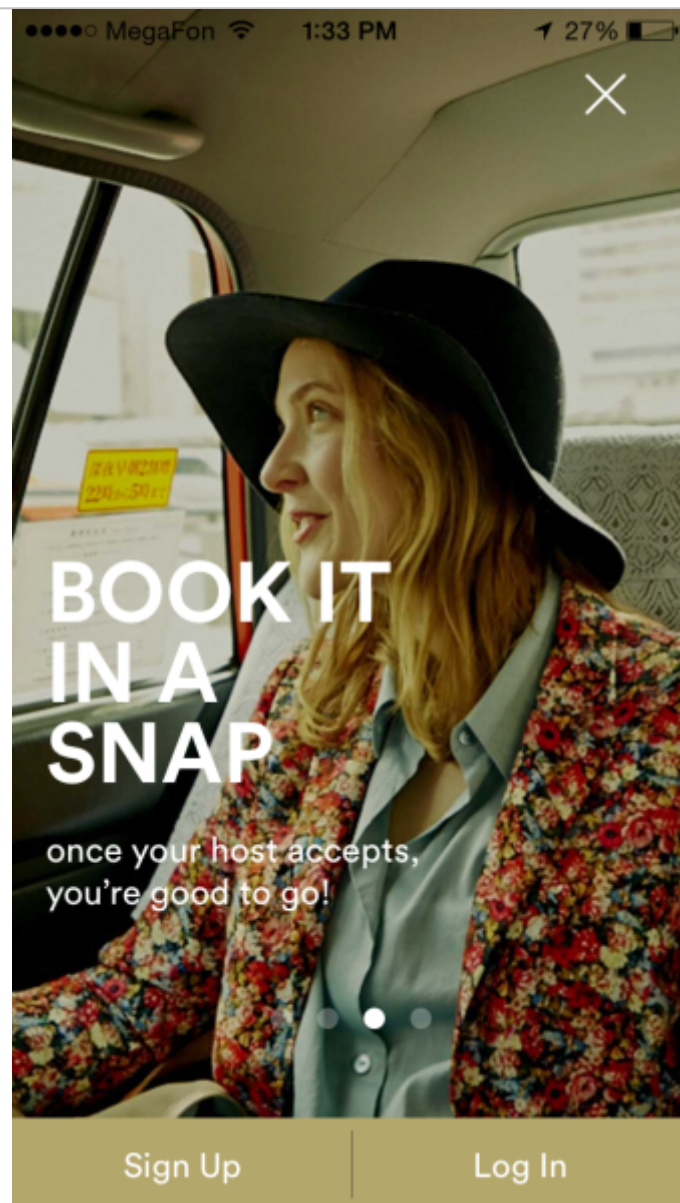
screen 2 - AirBNB share options

AirBNB - Image 2

screen 3 - AirBNB user account

AirBNB - Image 3
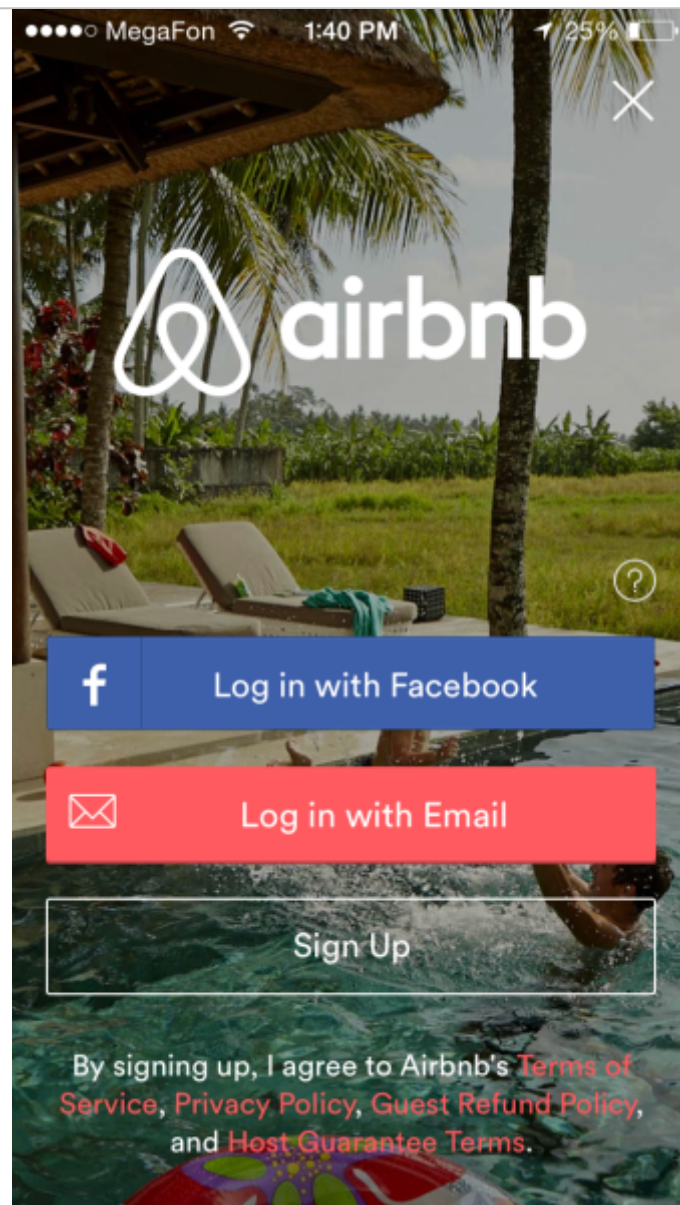
screen 4 - AirBNB signup & login

AirBNB - Image 4

screen 5 - AirBNB signup & login 2- transition

AirBNB - Image 5

screen 6 - AirBNB signup & login 3

AirBNB - Image 6

screen 7 - AirBNB wishlists

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≡　　　　Wish Lists

My Wish Lists	Friends

Explore the world with your friends

When your friends add listings to their Wish Lists, you'll see them here.

AirBNB - Image 7