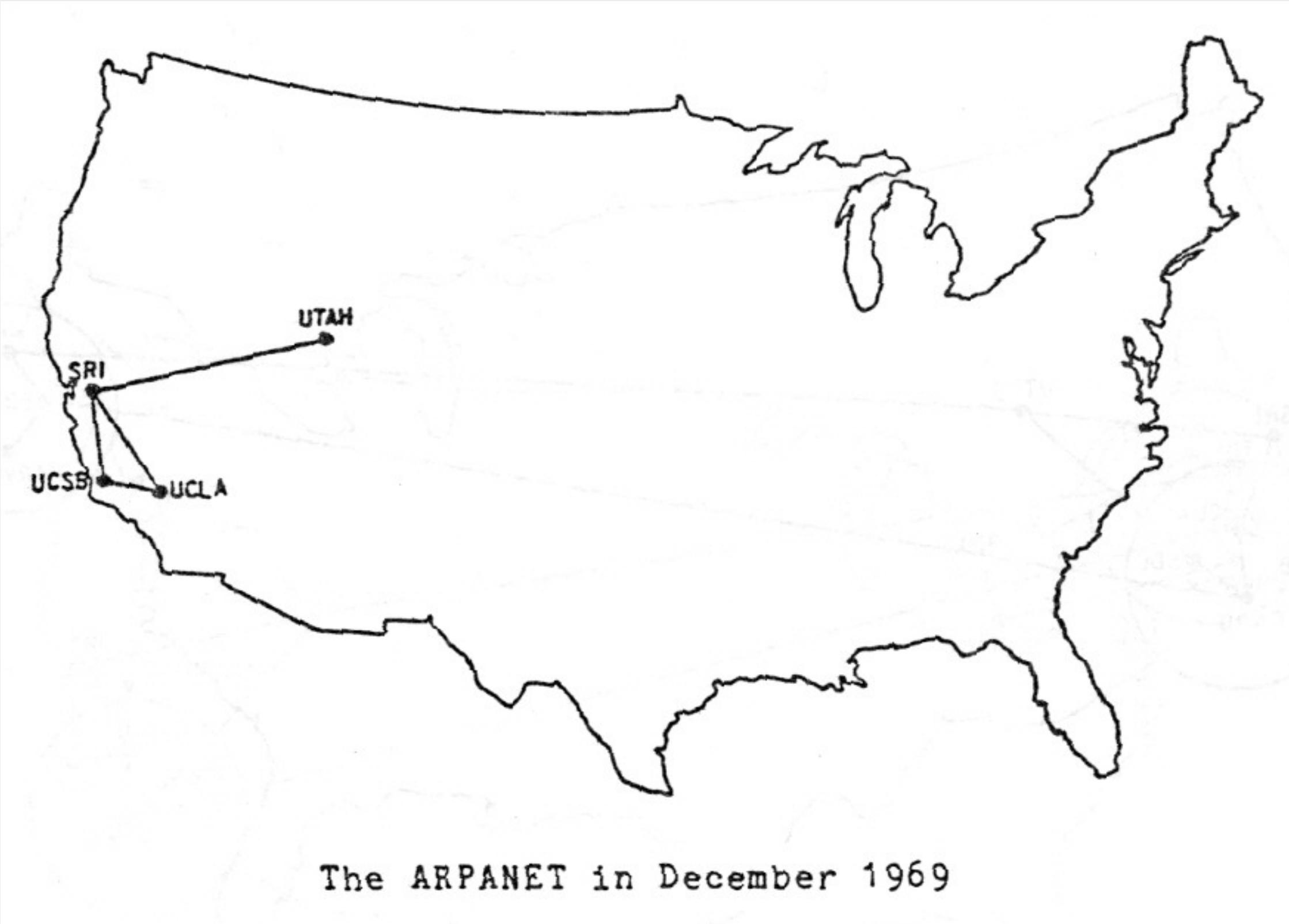


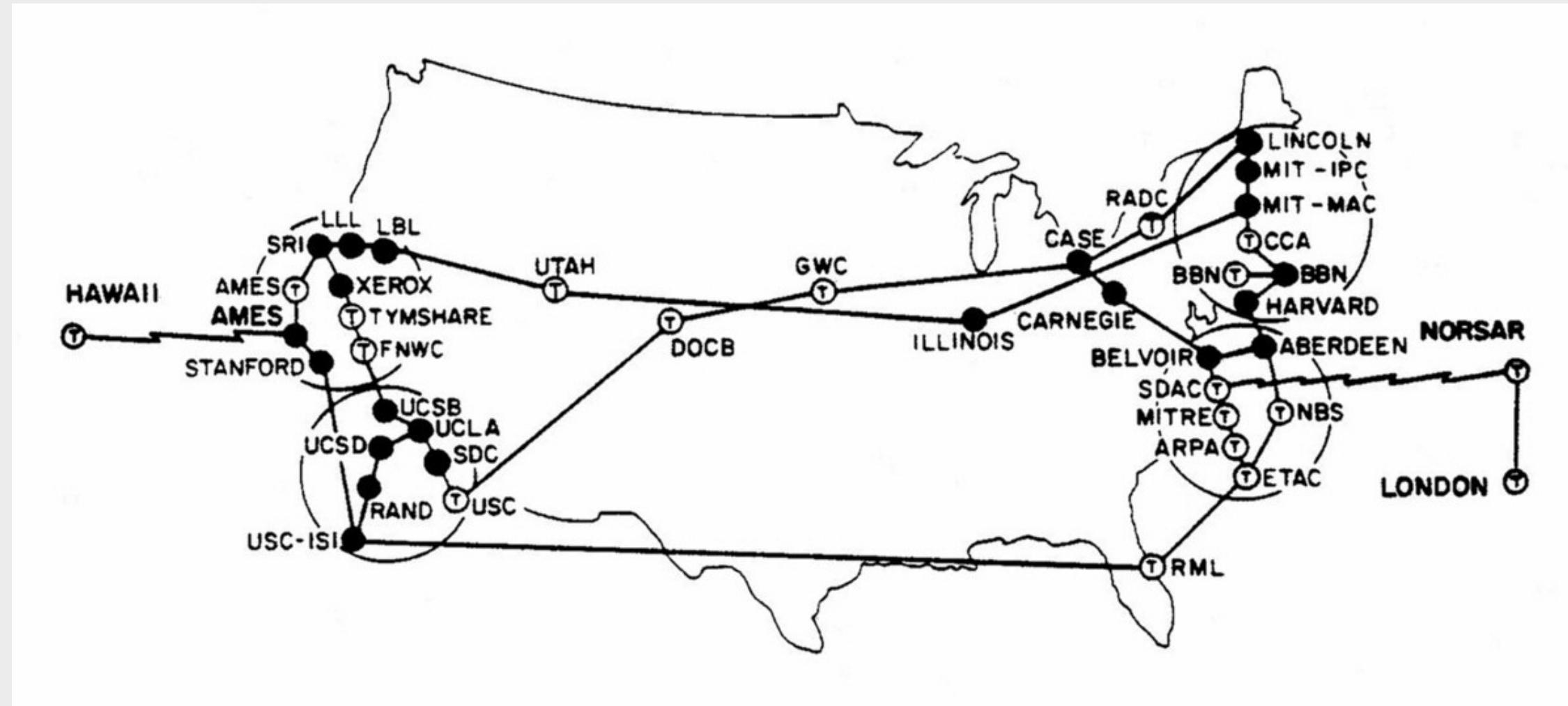
Mobile Design History

But first, a brief history on
the internet...



Arpanet

A precursor to the internet that was an academic research project funded by Advanced Research Projects



Arpanet expanded

By 1970 cross country, 1973 international.



Email is invented

During this time, email is invented by Roy Tomlinson (1941 – 2016) who also invents the use of @ symbols in email addresses.



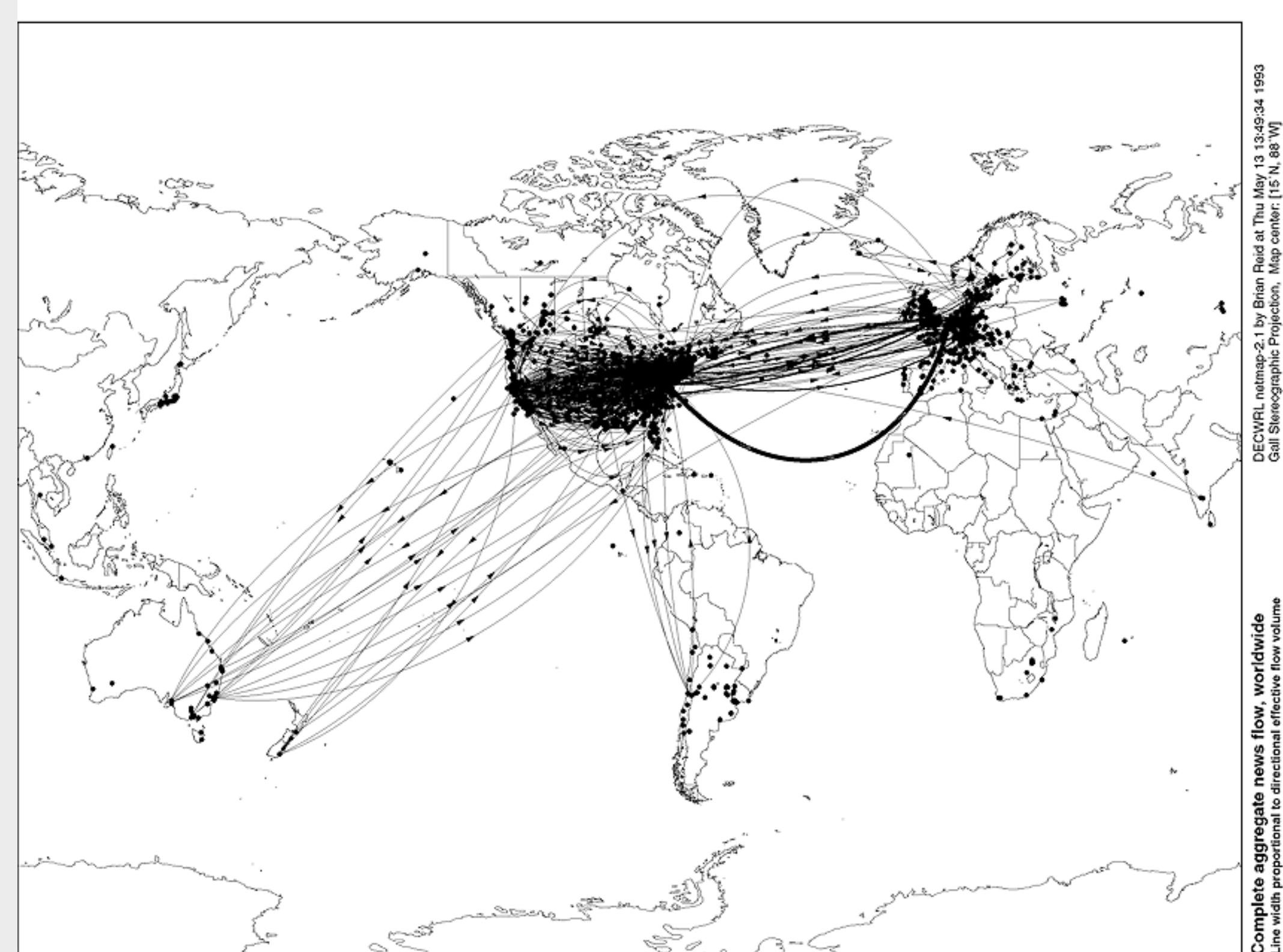
Usenet

By 1980s, ARPANET continued to grow, fostering a social community predating Facebook and MySpace.



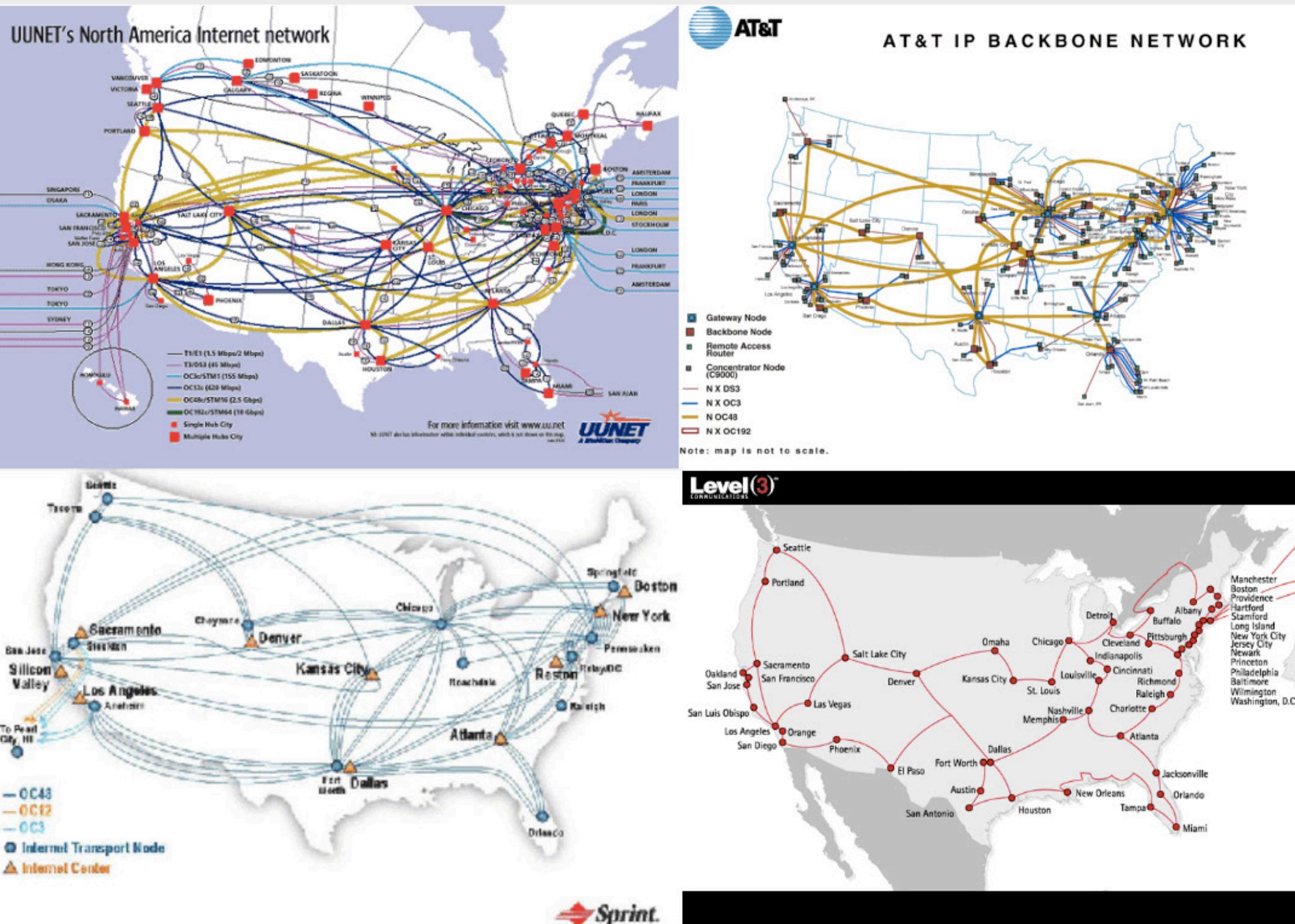
ARPANET becomes Internet (1983)

Engineers Robert Kahn and Vint Cerf standardize network communications known as TCIP/IP. ARPANET switches to this in 1983, marking birth of modern internet.



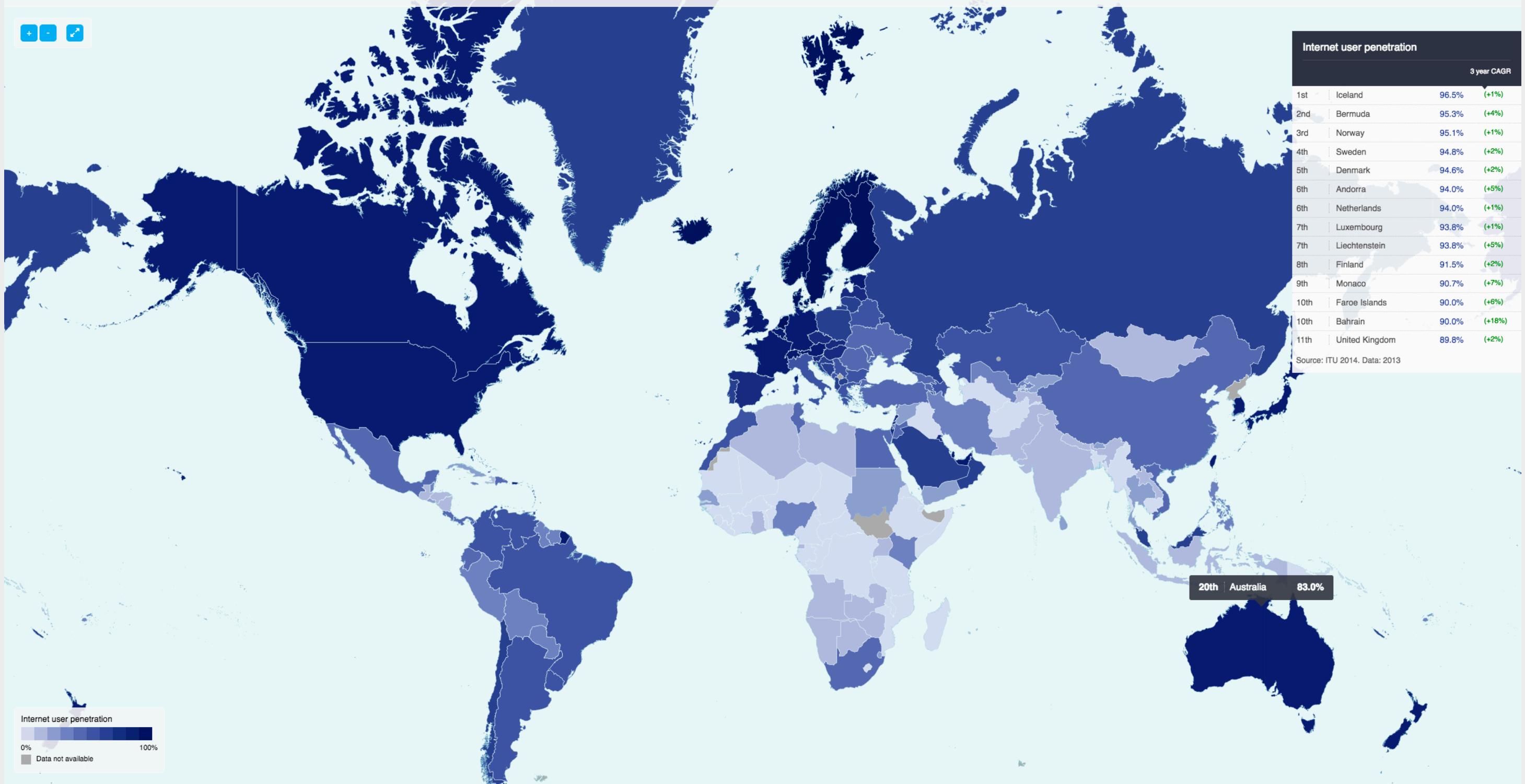
Internet had become global by 1993.

Map of information flow on Usenet shown here.



Internet becomes commercialized

By 1994, Clinton administration privatized internet backbone. Commercial firms took over long-distance traffic, allowing gov't funded NSFNET to be decommissioned.



Global Internet Penetration 2017

Shows who has access to internet. 2 main ways: through broadband connection or through mobile device.



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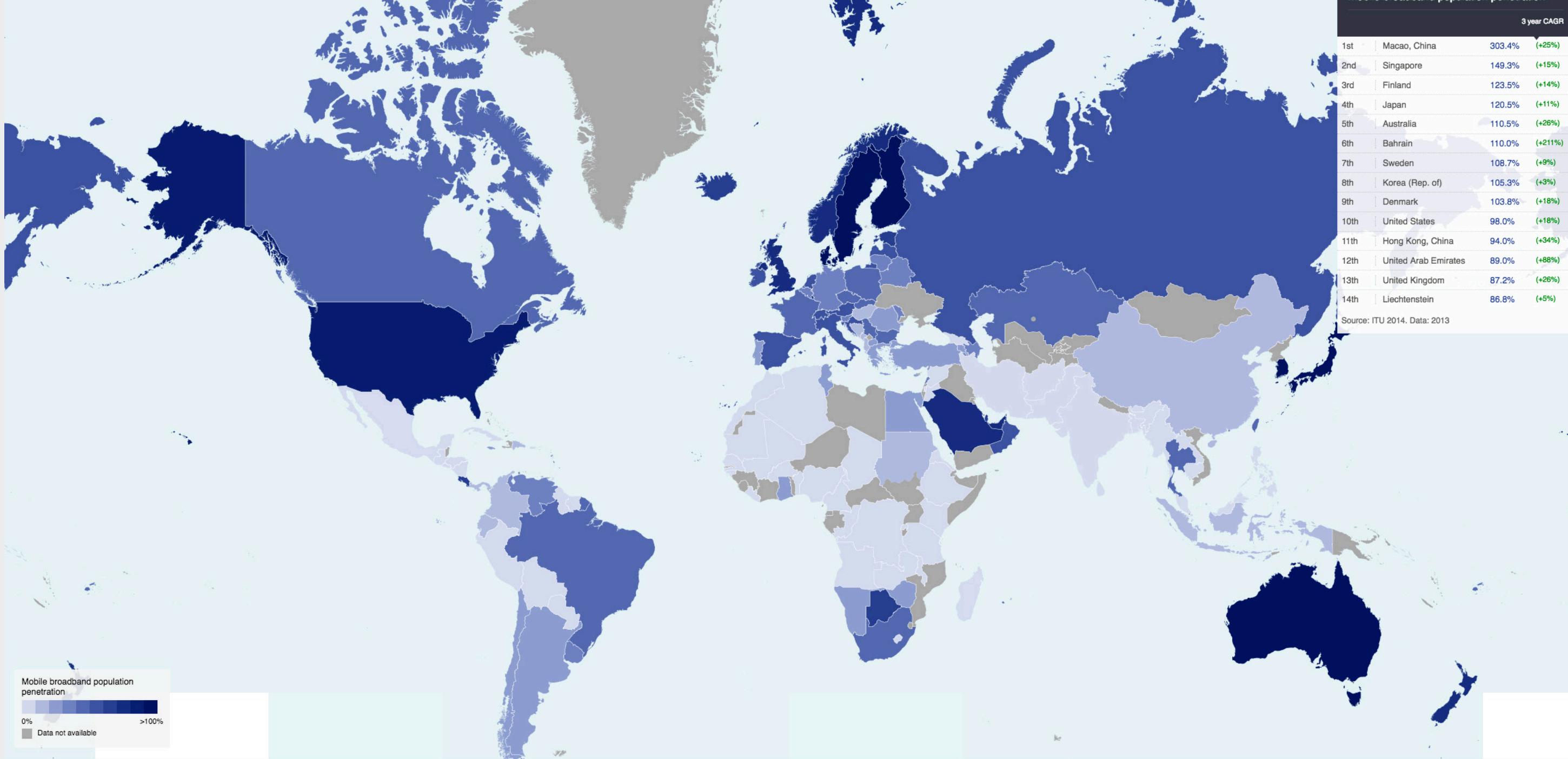
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Mobile Internet Penetration 2017

Tell me more about cell phones



Watch
Video

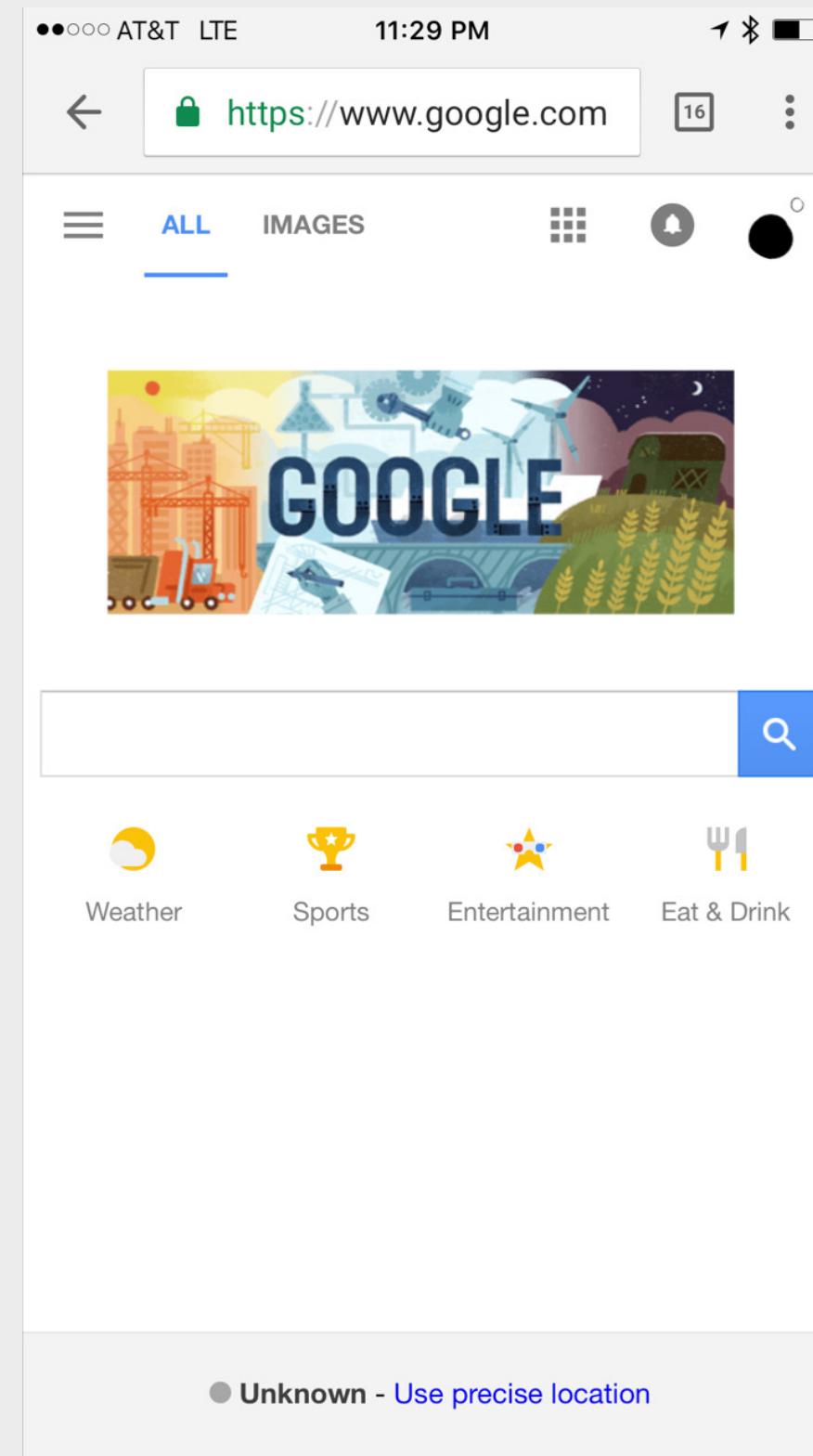
Martin Cooper(1928-) invented the first cell phone in 1974.



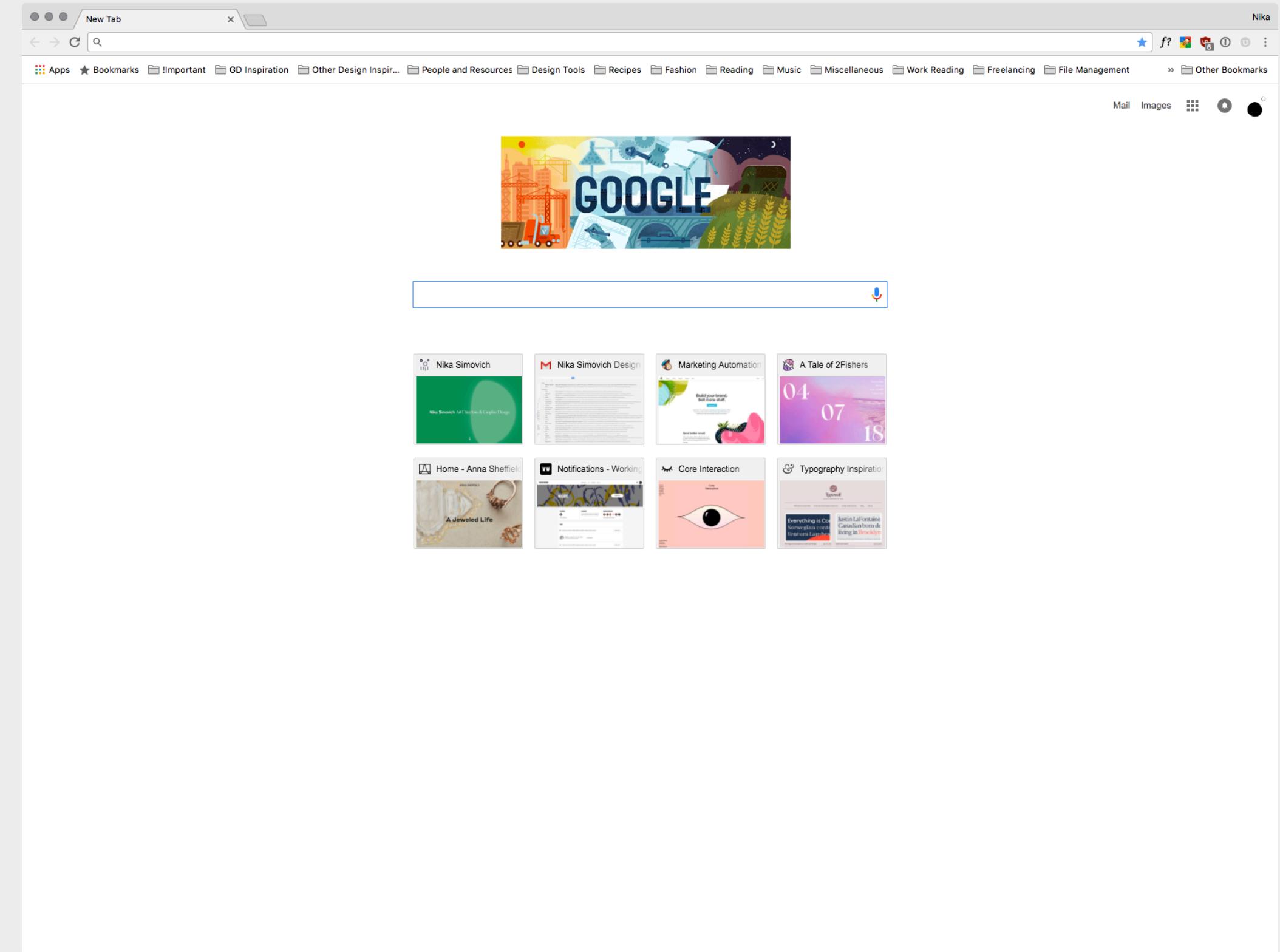
A collection of some of my old cell phones

Watch
Video





Google Chrome on phone



Responsive web design replaced having a totally separate mobile experience.



Responsive Web Design

Mobile Design Basics

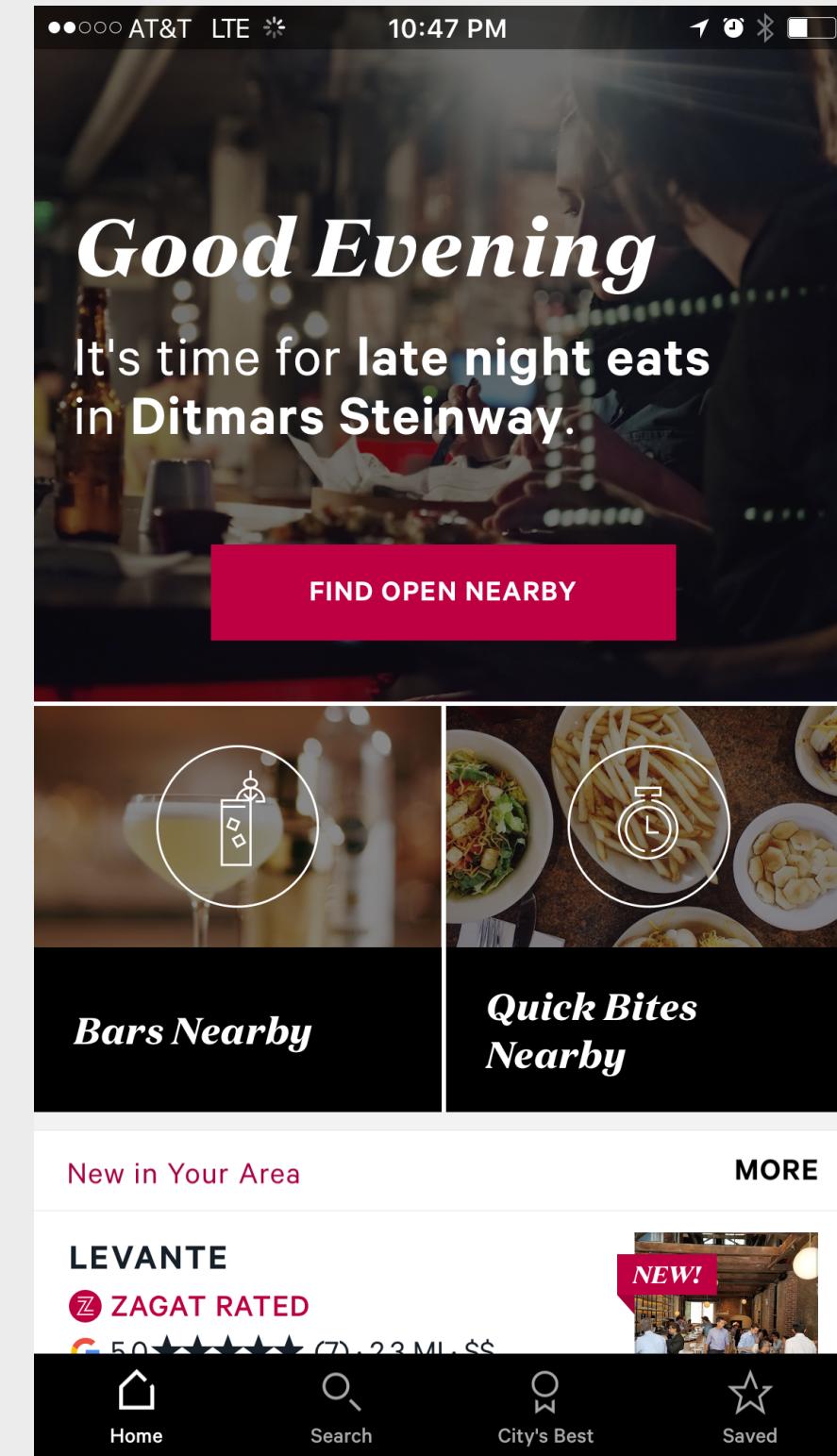
Pokemon Go



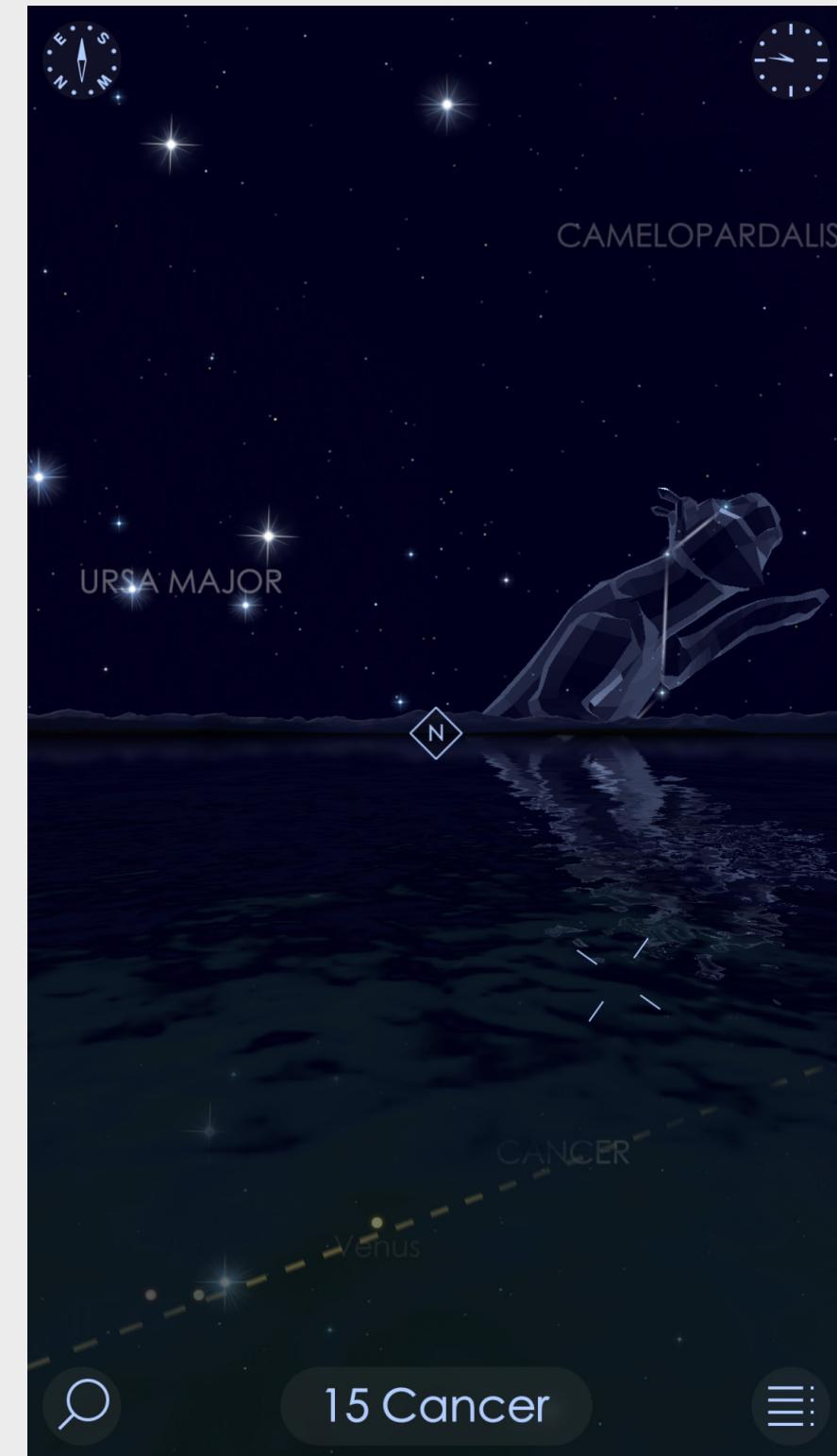
Compass



Zagat



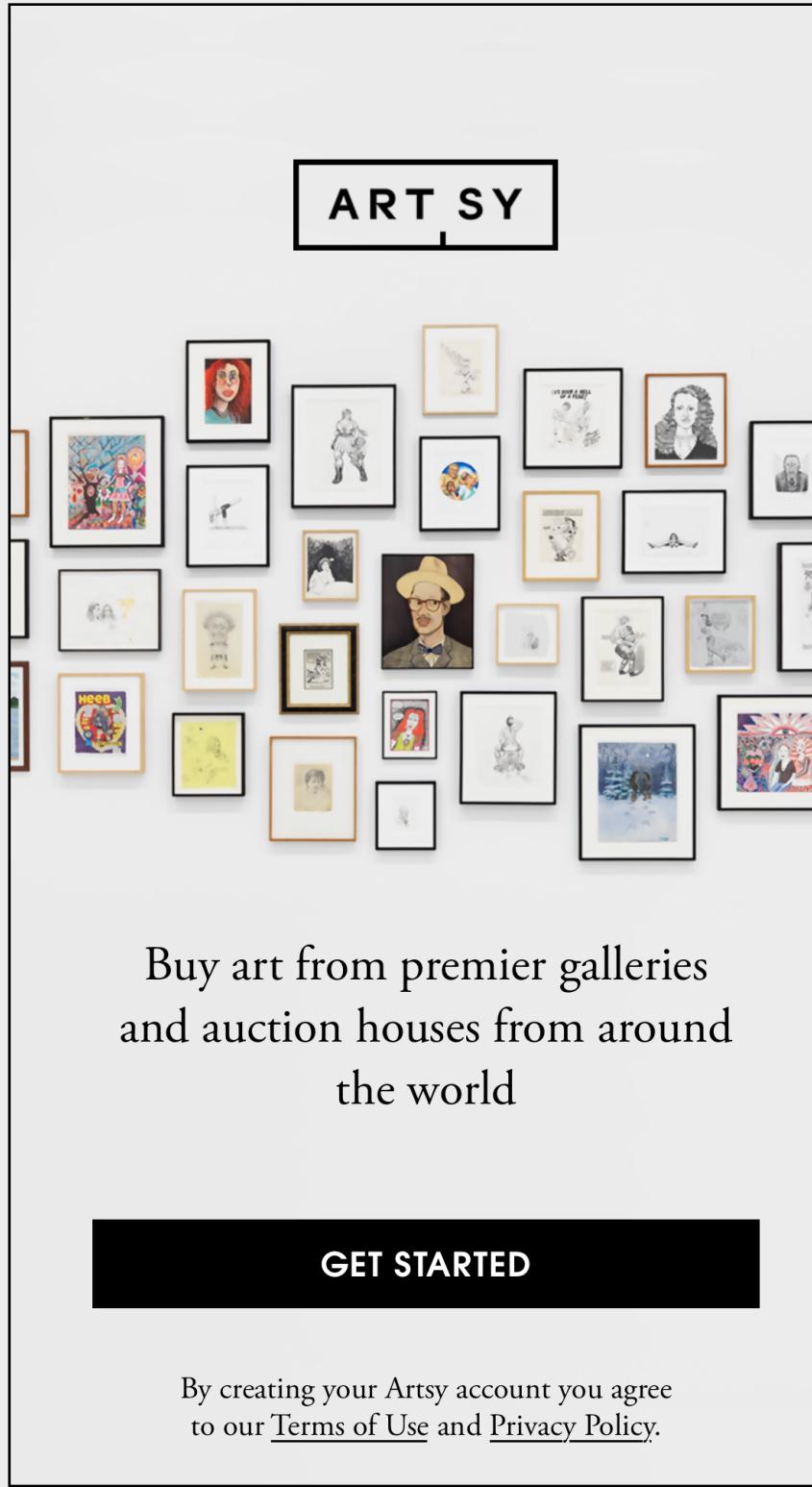
Star Walk 2



Variable Location

Mobile site/app can respond to location, because it can change and be accessed somewhere specific, while desktop is accessed from 1 spot.

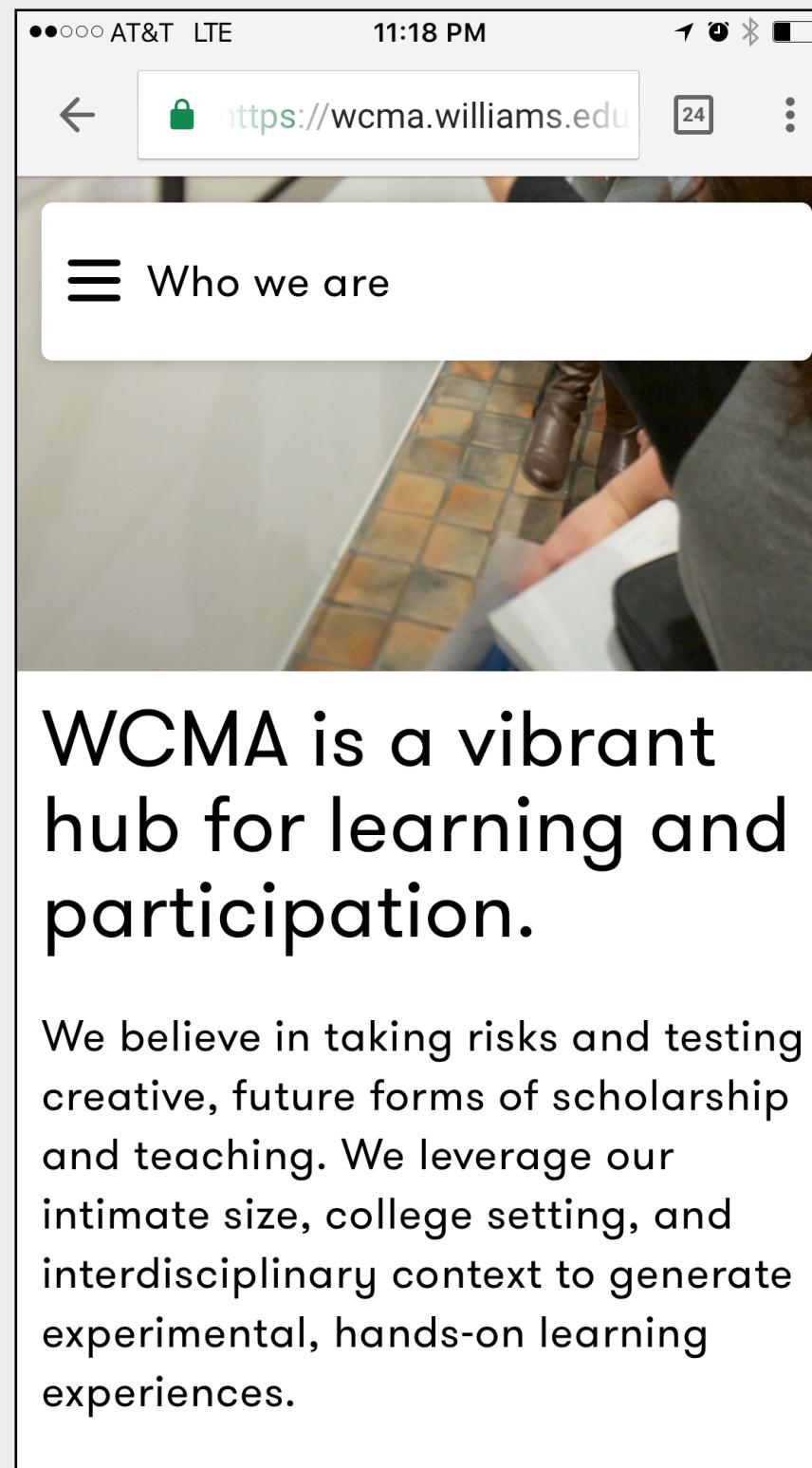
Artsy App



The Artsy website interface is displayed in a web browser window. The header includes a search bar, a menu with links to ARTISTS, ARTWORKS, SHOWS, GALLERIES, MUSEUMS, FAIRS, AUCTIONS, MAGAZINE, and MORE, and buttons for LOG IN and SIGN UP. The main banner features a large graphic with a blue, yellow, and red design, with the text "LIVE ON ARTSY" and "CHRISTIE'S: PRINTS & MULTIPLES". It also includes a "BID NOW" button and a credit line: "Joan Miró, Plate 2 from: Cielo del Sol, 1975 © Succession Miró / Artists Rights Society (ARS), New York". Below the banner, there's a "FEATURED FAIR EXPO CHICAGO" section. The "Browse Works for Sale" section contains eight categories: PAINTING, PHOTOGRAPHY, SCULPTURE, PRINTS & MULTIPLES, WORKS ON PAPER, FILM & VIDEO, DESIGN, and ALL MEDIUMS. The "Works by Popular Artists" section shows thumbnails for Pablo Picasso and Andy Warhol, along with other artists.

Less Real Estate

Viewport is smaller, so the experience is more streamlined allowing the user to focus on one thing at a time.

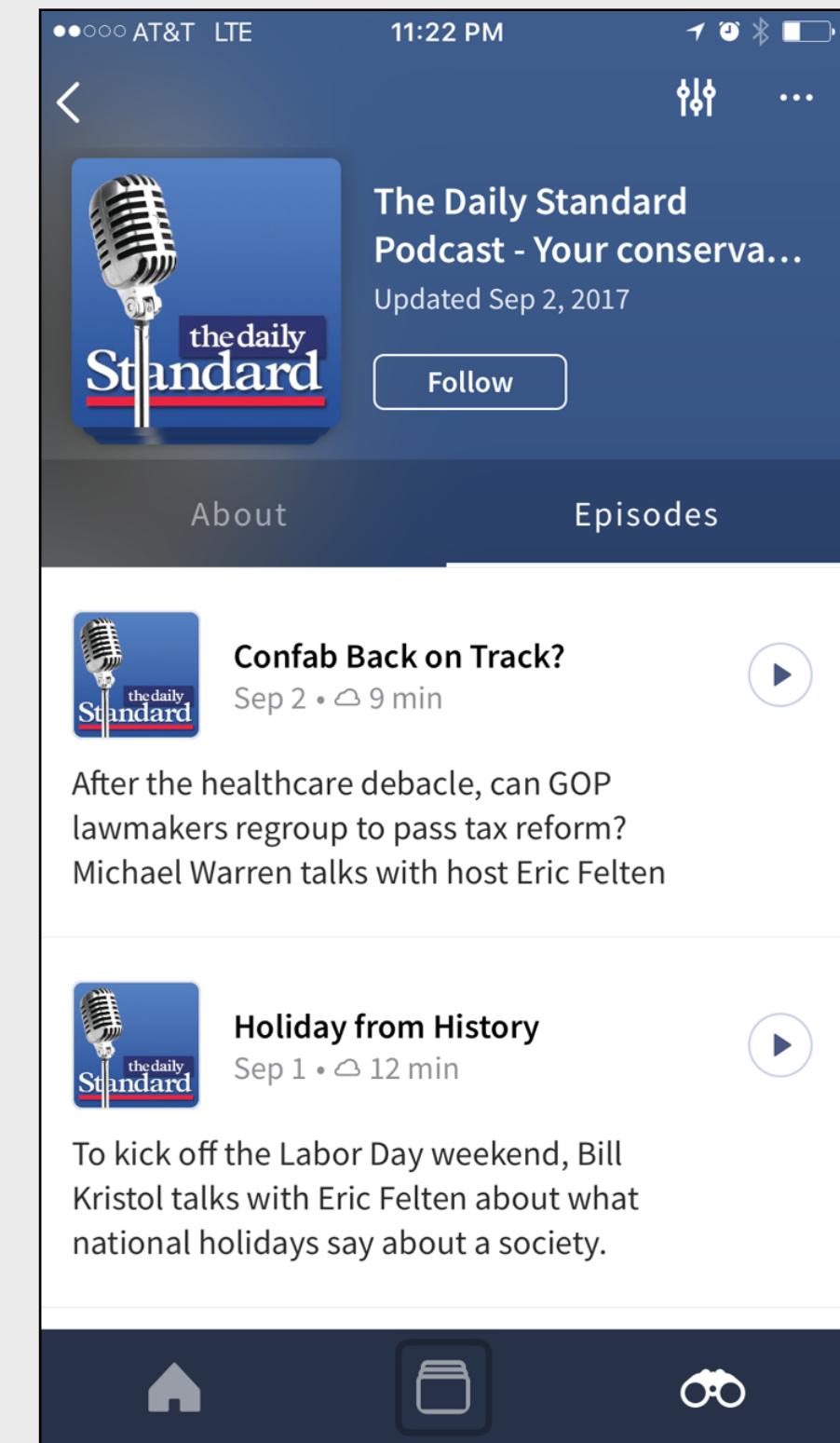
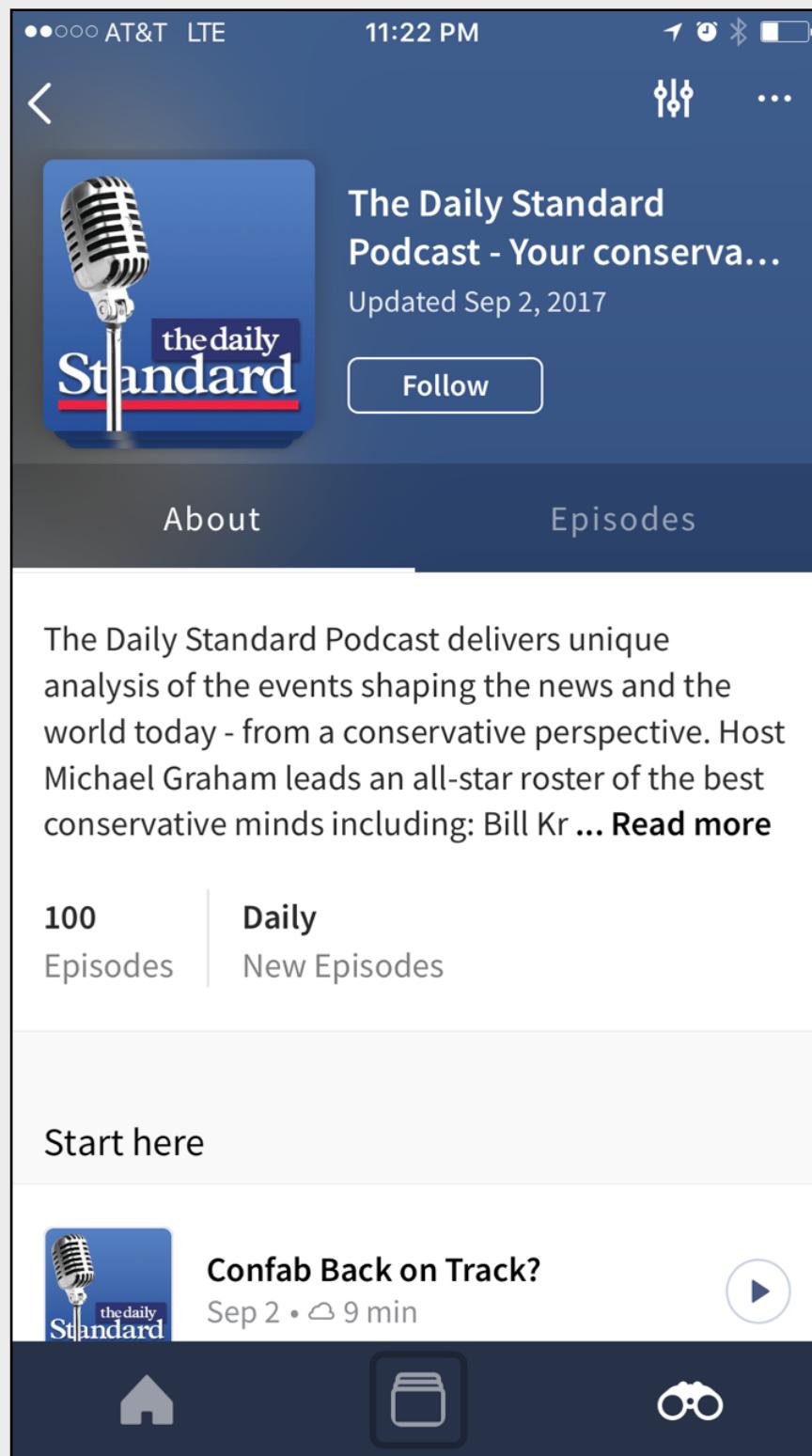


The desktop version of the WCMA website. The header includes a menu icon, the text "Who we are", a search bar with the text "WCMA", and a magnifying glass icon. The main content area features a photograph of a woman with glasses and a red sweater looking at framed artwork on a wall. To her right, another person's arm is extended towards the art. Below the image is a section of text: "WCMA is a vibrant hub for learning and participation. We believe in taking risks and testing creative, future forms of scholarship and teaching. We leverage our intimate size, college setting, and interdisciplinary context to generate experimental, hands-on learning experiences."

Legibility Key

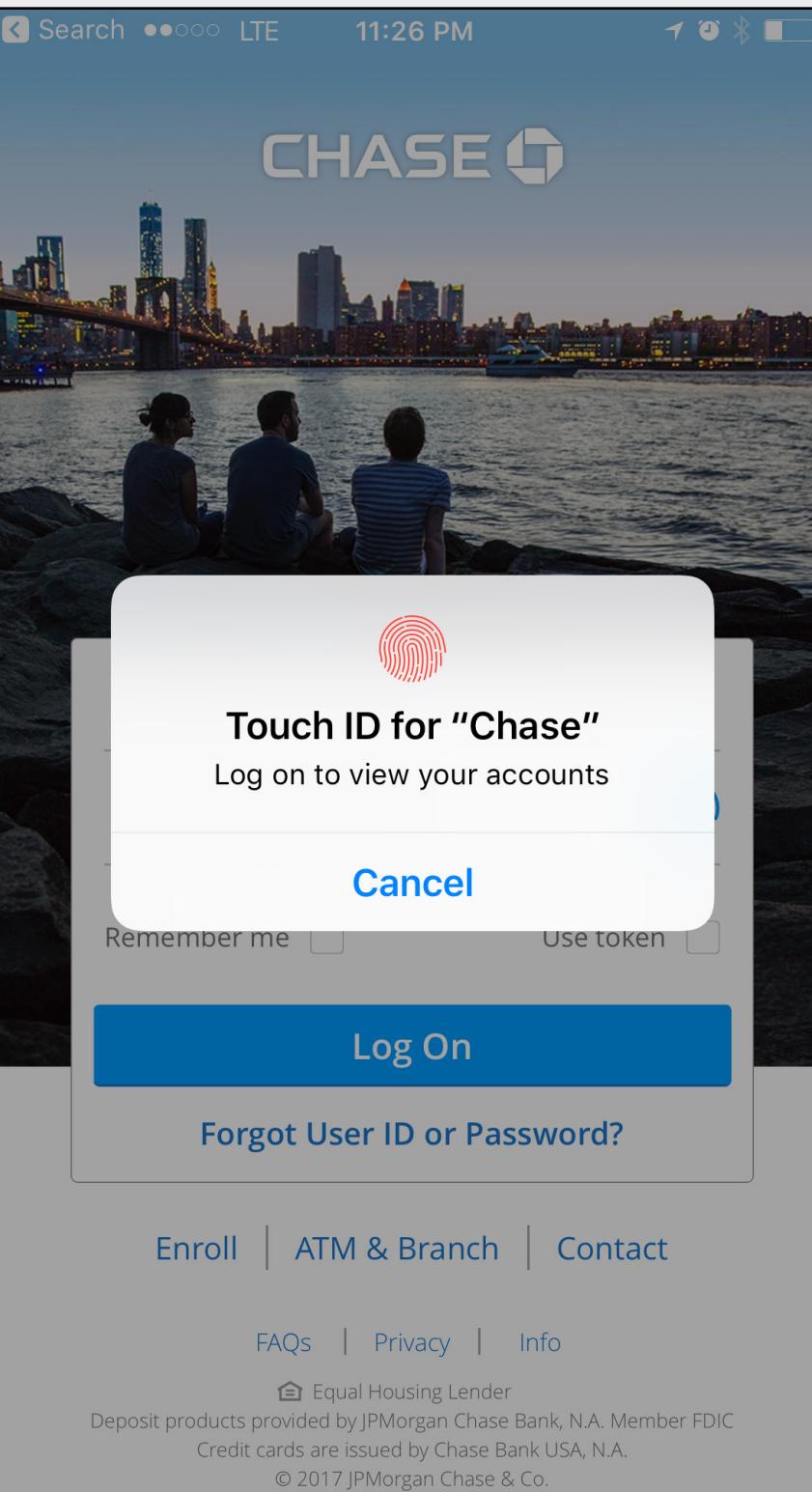
Due to the smaller screen size, legibility is key. Type sizes are generally larger, but use your best judgement.

Radio Public

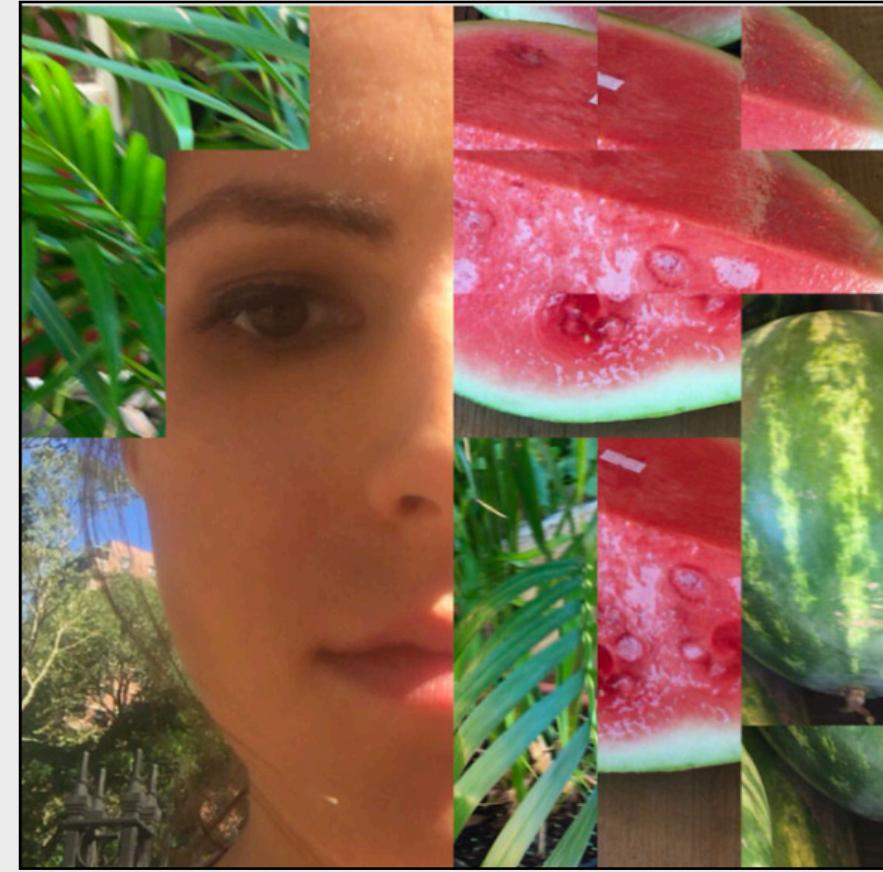
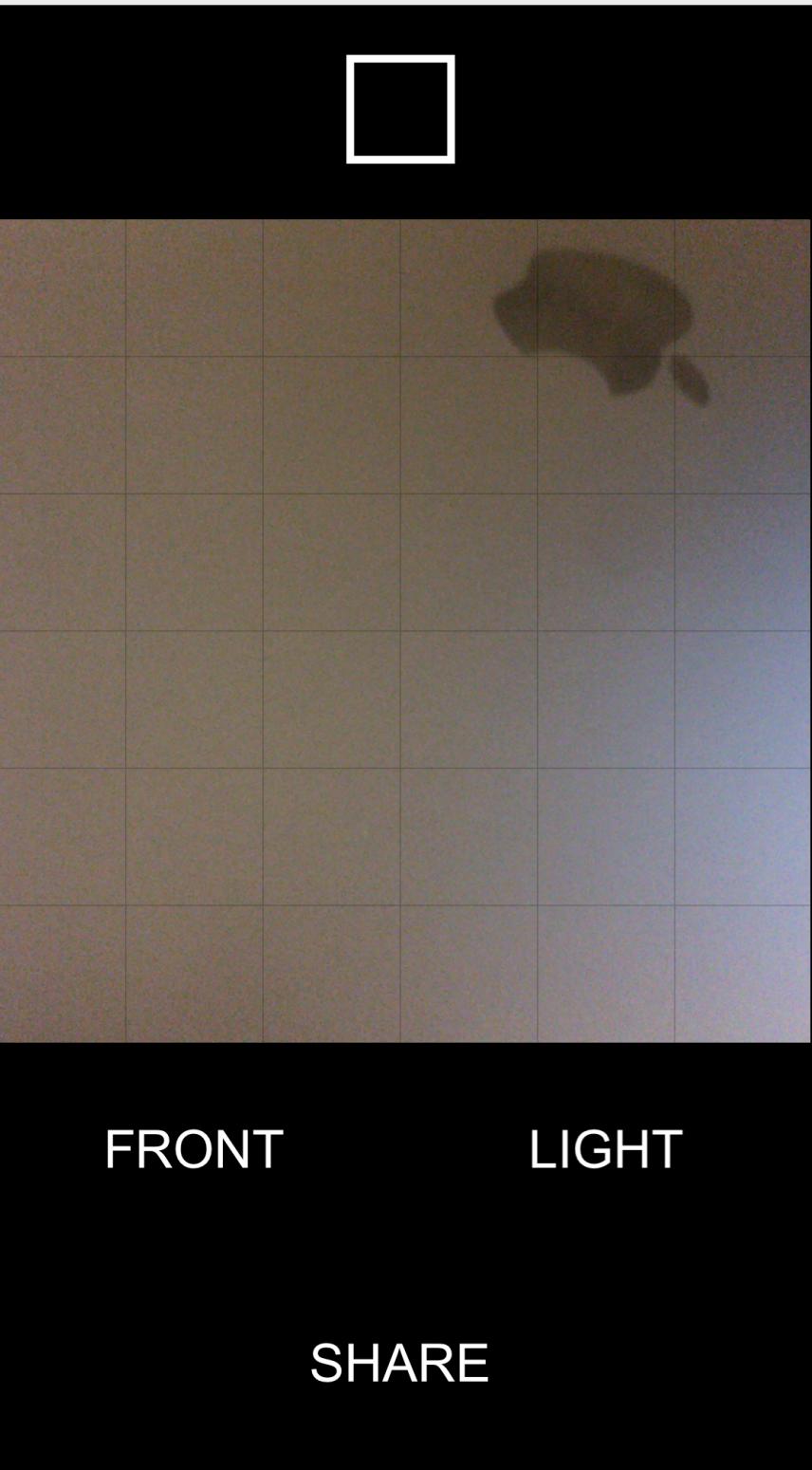


No Mouses. Simpler interactions.

Touching, not clicking. Buttons to be touchable. Certain parts of design hidden behind buttons and

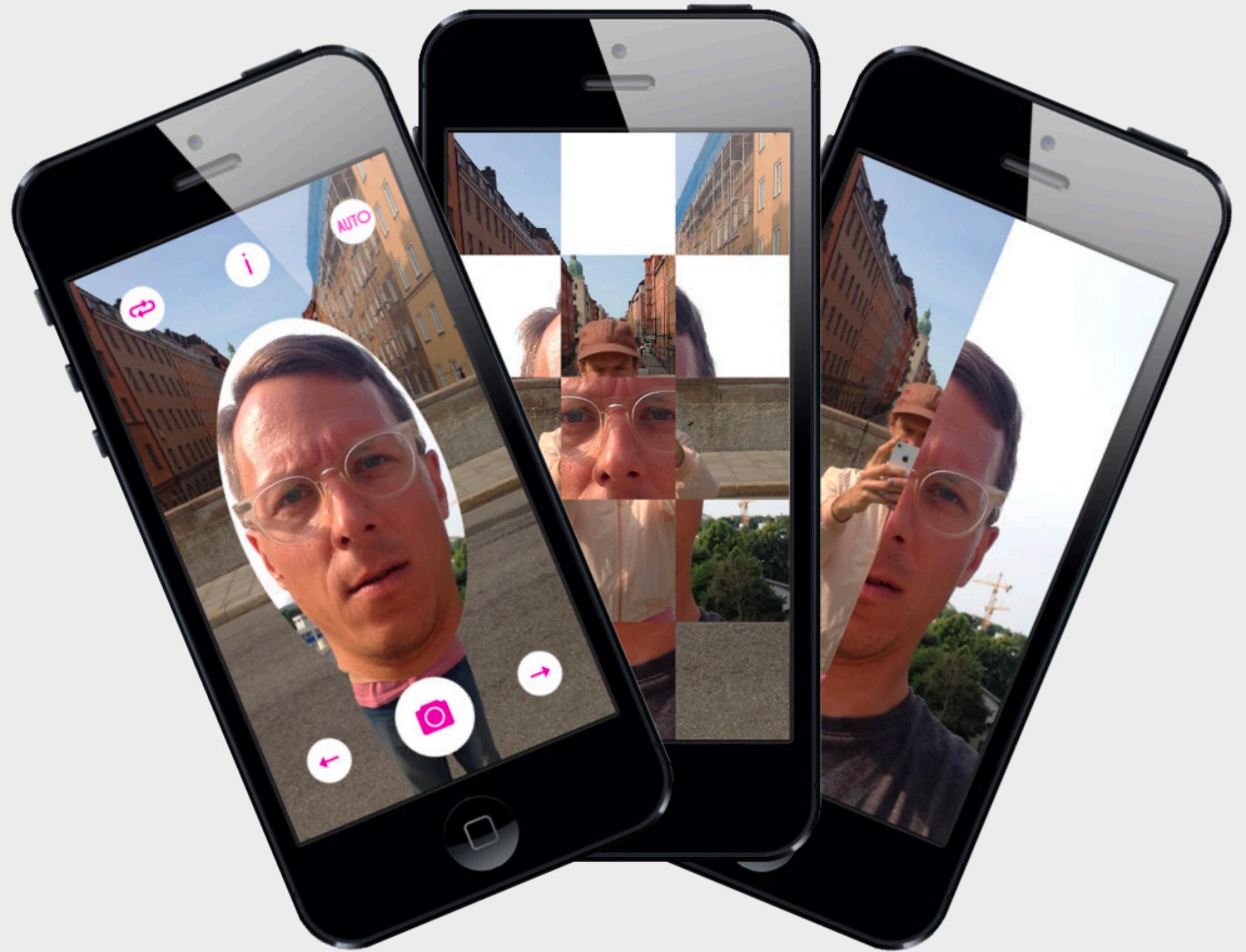


Mobile phones generally carry more personal info
Payments, contacts, logins, exact location. etc.



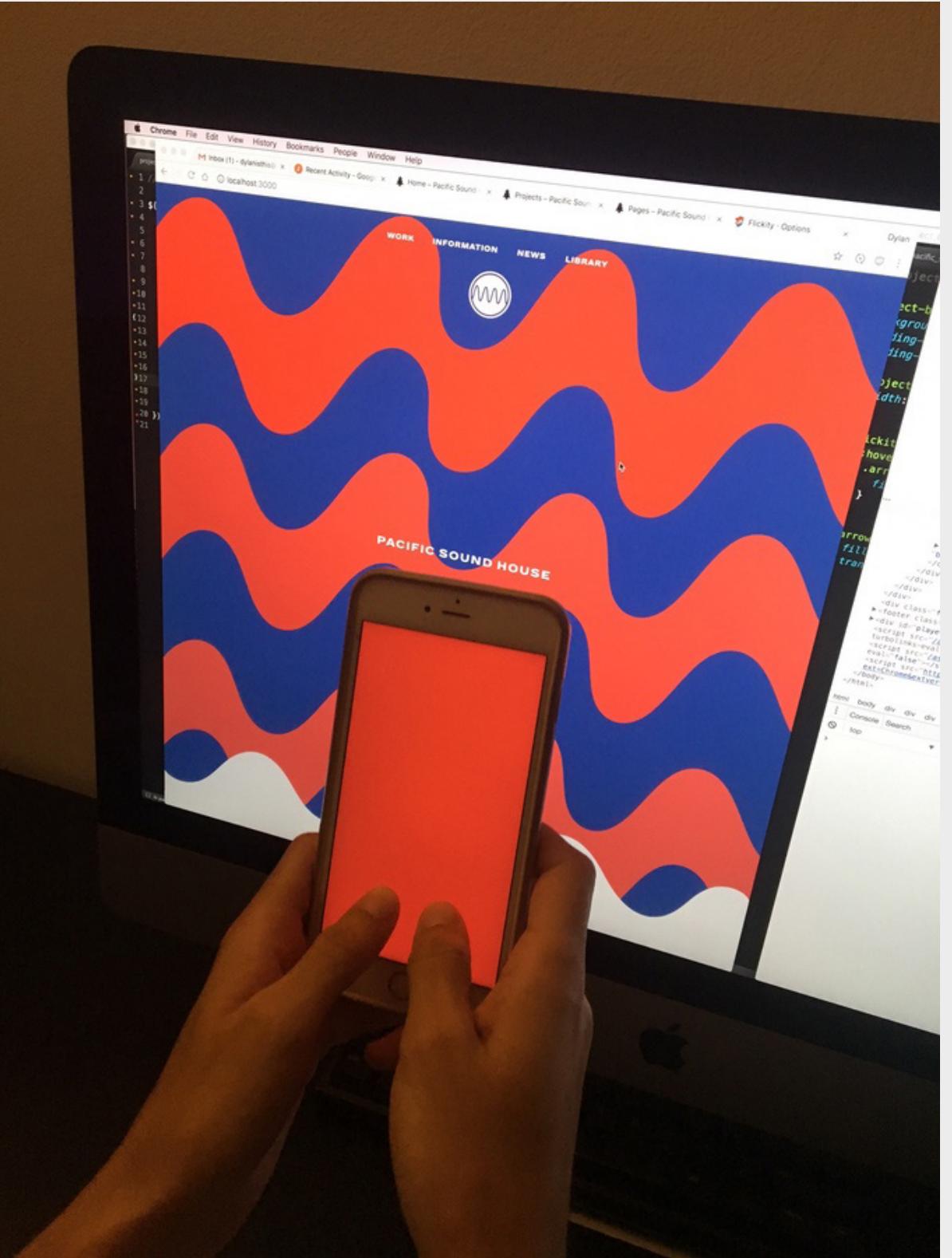
Phones have access to other senses: Sight & Touch

Finger Quilt by Jeffrey Scudder uses both sight and touch



Phones have access to other senses: Sight & Touch

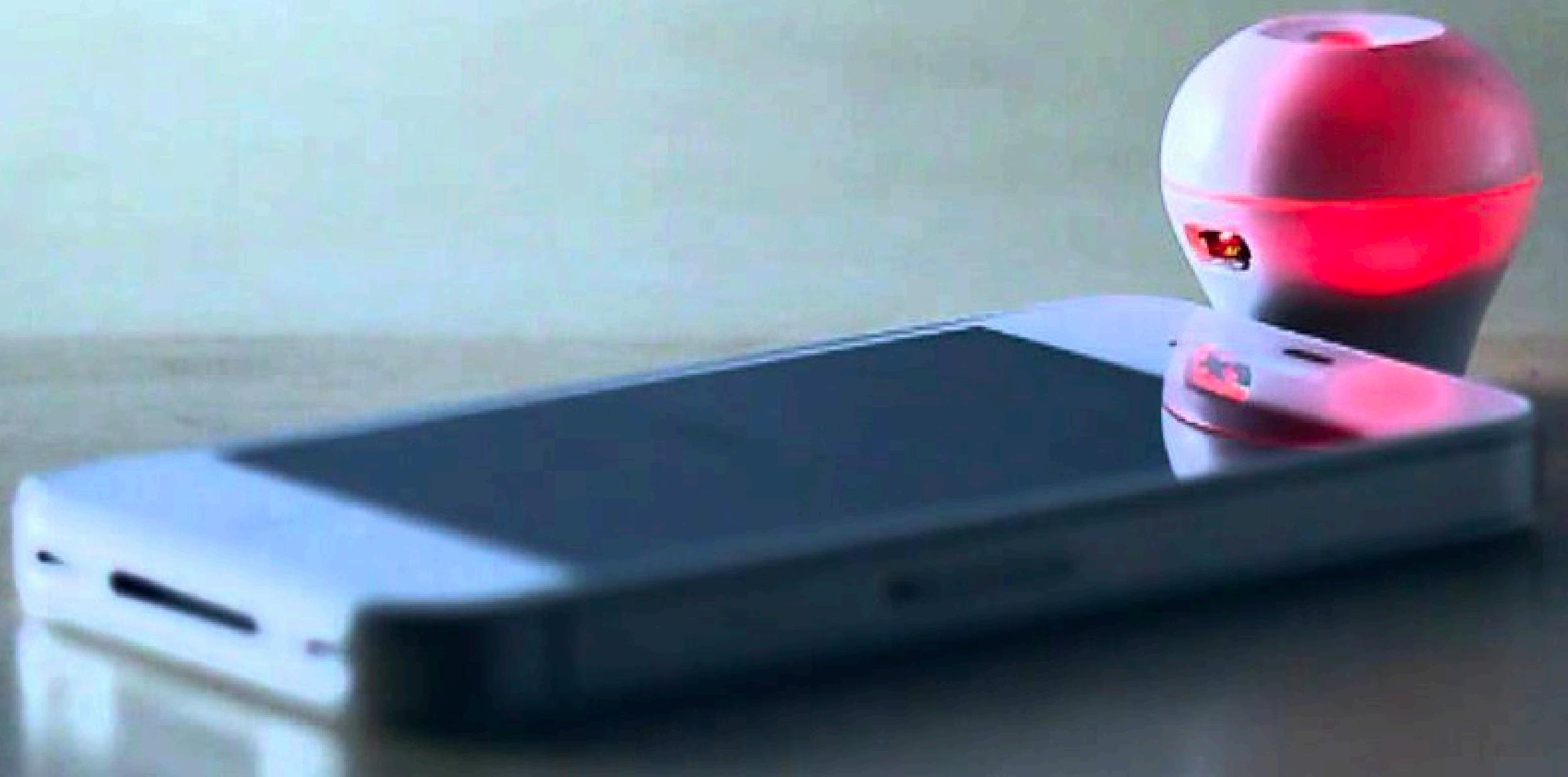
Photobooth by Konst & Teknik & Martin Storm (Uses both



Phones have access to other senses: Sight & Hearing

Bugg by Linked by Air

Phones have access to other senses: Smell
Scentee add on w/ Nose Roast app



Watch
Video

iPhone X - Overview - iOS Human Interface Guidelines

Apple Inc. [US] | https://developer.apple.com/ios/human-interface-guidelines/overview/iphone-x/

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Human Interface Guidelines

iOS

Overview ▾

- Themes
- iPhone X**
- What's New in iOS 11
- Interface Essentials
- App Architecture
- User Interaction
- System Capabilities
- Visual Design
- Icons and Images
- Bars
- Views
- Controls
- Extensions
- Technologies
- Resources

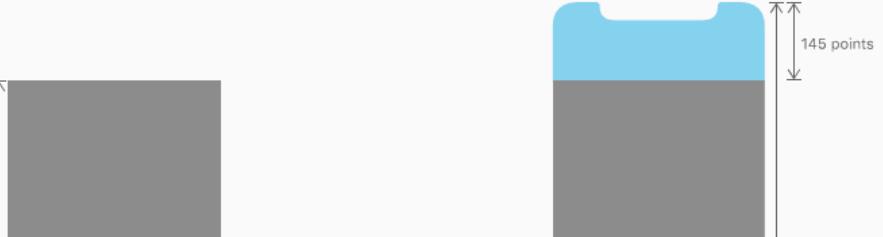
iPhone X

iPhone X includes a large, high-resolution, rounded, edge-to-edge Super Retina display that delivers an immersive, content-rich experience like never before.



Screen Size

In portrait orientation, the width of the display on iPhone X matches the width of the 4.7" displays of iPhone 6, iPhone 7, and iPhone 8. The display on iPhone X, however, is 145pt taller than a 4.7" display, resulting in roughly 20 percent additional vertical space for content.



[View Website](https://developer.apple.com/ios/human-interface-guidelines/overview/iphone-x/)

Human Interface Guidelines: Iphone X