

nate johnson • indiana university



MOBILE DEVELOPMENT

what's the right way?

HELLO!



I'M NATE JOHNSON

i'm a mobile strategy thinker



I WORK FOR INDIANA UNIVERSITY

we design and develop for mobile

IU MOBILE STORY

“...a few lessons learned”



IU MOBILE TIMELINE



March 2009



BUS SCHEDULES



FEEDBACK



COMPUTER LABS



PEOPLE



ITUNES U



NEWS



EVENTS



MAPS



m.iu.edu

September 2009



iPhone

May 2010



iPhone

May 2010

we need an

APP!

- IU Marketing



iPhone

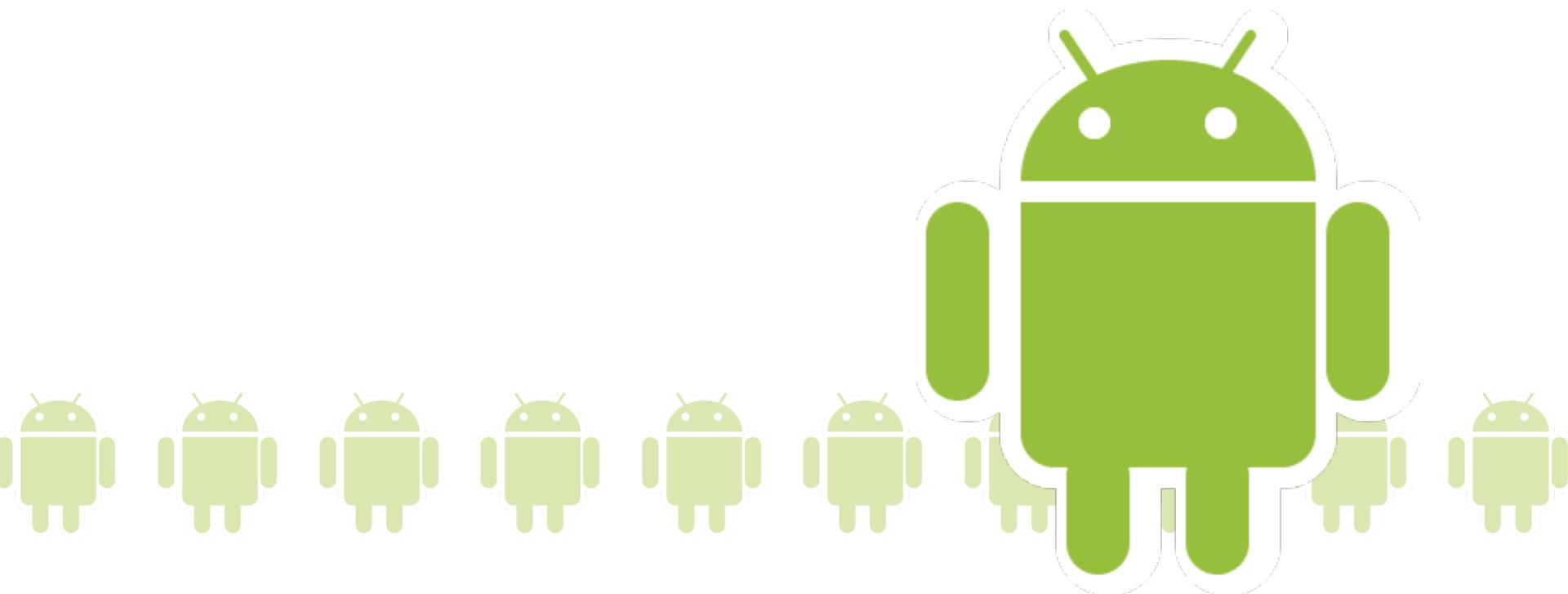
September 2010

Available on the
App Store



ANDROID

October 2010



MAR 2009

SEP 2009

MAY 2010

SEP 2010

OCT 2010

JAN 2011

ANDROID

October 2010

what about

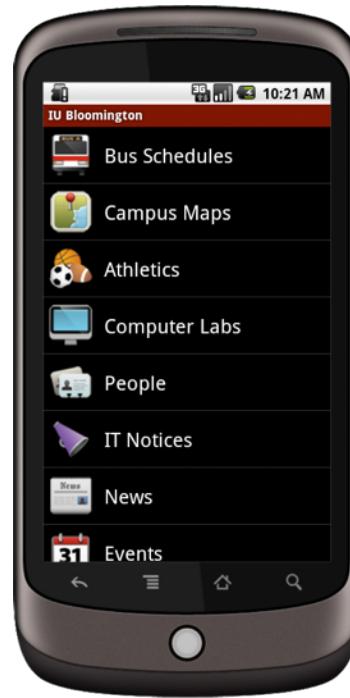
DROID?

- IU Marketing

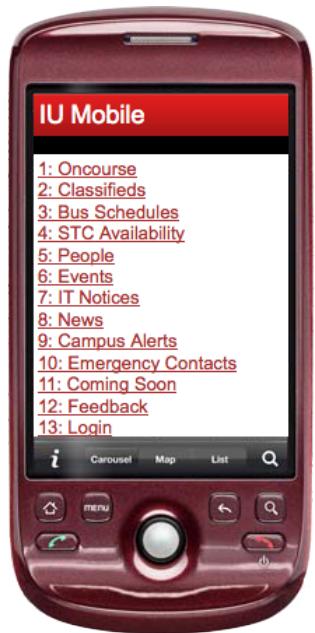


ANDROID

January 2011



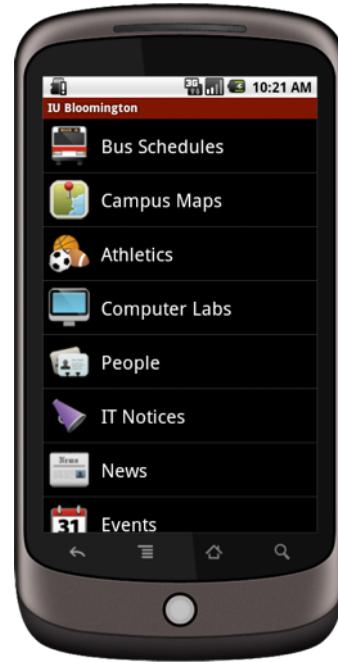
now, we've got three...



Web

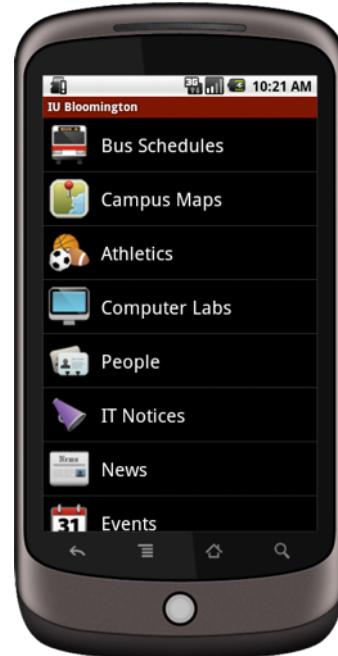
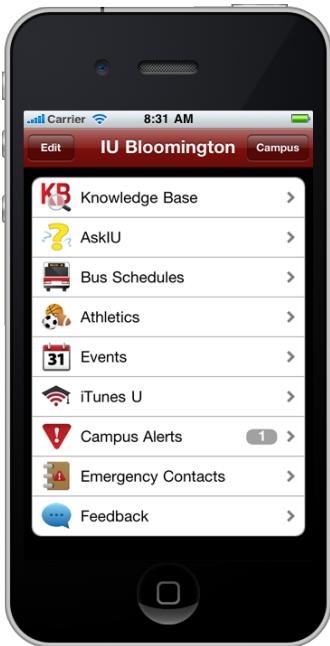
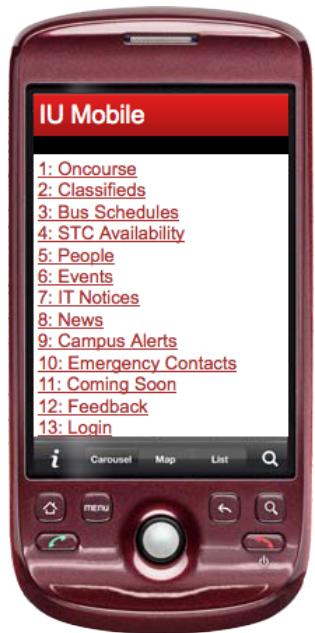


iOS



Android

but wait...there's more...



but wait...there's more...



but wait...there's more...



Windows
phone



 BlackBerry™



 symbian

WE'VE GOT PROBLEMS



- iOS & Android crashes
- can't keep up with native OS upgrades
- user experience isn't unified across platforms

WE'VE GOT PROBLEMS



- Oncourse
 - Library
 - Email
- 



**there's got
to be a
better way...**

HTML 5
+
CSS 3
+
JAVASCRIPT

9
R
■

**but isn't
this a
step
backwards?**



**HTML 5
+
CSS 3
+
JAVASCRIPT
+
PHONEGAP**



where's

ON COURSE?

- IU Students & Faculty



where's

ON COURSE?

- IU Students & Faculty



where's

SAKAI?

- IU Students & Faculty



WEB SERVICES



- authenticated
- authorized
- secure

**SAKAI can now be consumed
EVERYWHERE!**

let's take a look...

we need YOU



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