Mobile Interfaces and Usability

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Activity: MIU Learning Map (5m)

(Due: Mon, 06 May | Status: Not Completed)

Mobile Interfaces and Usability

Learning Map

This learning map shows the progression of topics in the Mobile Interfaces & Usability of Full Sail University's Mobile Development Program.

1. Week 1 will cover
    1. Entry Points
    2. Calls to Action (Act as: Entry Points)
    3. Features (Implies: Calls to Action)
    4. Value Propositions (Builds on: Features)
    5. Linking
    6. Information Architecture
    7. Layout & Aesthetics (Prettifies: Information Architecture)
    8. Search Aesthetics & Behavior (Builds on: Layout & Aesthetics)
    9. Structured Data
    10. Lists of Things (Requires: Structured Data)
2. Week 2 will cover
    1. Interface Frameworks
    2. Navigation (Builds on: Linking)
    3. Drill-Down (Type of: Navigation)
    4. Detail Inlays (Type of: Drill-Down)
    5. Image Aesthetics & Layout (Builds on: Layout & Aesthetics)
    6. Sequential Information (Builds on: Layout & Aesthetics, Lists of Things)
3. Week 3 will cover
    1. Form Layout & Aesthetics
    2. Input Usability (Applies to: Form Layout & Aesthetics)
    3. Default Values (Applies to: Form Layout & Aesthetics)
    4. Form CTA (Implements: Calls to Action, Form Layout & Aesthetics)
    5. Saving Data (Follows: Form CTA)
    6. Error Handling (Form of: Detail Inlays)
4. Week 4 will cover
    1. Color Aesthetics
    2. Branding (Covers: Value Propositions, Color Aesthetics)
    3. App Cohesion (Includes: Branding, Saving Data, Error Handling)

I've completed this activity