

Mobile Application Development

Session 2 – Activities

1. Mobile Design

Go to the MyBirkbeck website. Study the site. Make an inventory of its features, functionality and assets. Now think about how the site might be redesigned for mobile consumption. What elements of the site can be:

- Simplified
- Prioritized
- Atomized
- Removed
- Hidden
- Displaced (e.g. left solely to the desktop version).

Now use Visio (or similar) to produce:

A set of [use cases](#) that detail typical user interaction scenarios (e.g. change default email address).

Now design mobile interfaces for a MyBirkbeck mobile landing page, and for one of the scenarios you identified above. Create separate designs for smartphone and tablet in portrait, and tablet in landscape.

Remember when designing for mobile, it is not enough simply to make the desktop experience fit the mobile context. You need to think beyond the desktop experience to how mobile users will actually use and experience your application.

Compare your designs with those of other students.