

# Design Patterns on Mobile Devices

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## I. ACTION BARS

Action bars are an important feature of many mobile applications. It is located at the top of the screen and usually contains icons or buttons for common actions such as "back" and "share." This pattern makes navigation and user interaction easier.

## II. TABBED NAVIGATION

Tabbed navigation allows users to switch between different sections of an app by swiping horizontally. This is especially useful if your app has multiple views or main functions.

## III. CARDS

Cards are design elements that contain information or content, such as images and text. They are used in social media and news applications to display posts or articles in a visually appealing way.

## IV. SLIDING MENU

Sliding menu allows users to access different sections of the application by sliding a panel from one side of the screen. It is an efficient way to organize content and navigation options.

## V. SPLASH SCREENS

Splash screens are the first impression users have of an application. They should be eye-catching and provide an overview of what the application offers.

## VI. USER EXPERIENCE

### A. *Simplicity*

Visual simplicity is very important because it should not overwhelm the user with a large number of visual elements. Those elements that are present must have a well-defined function; there must be visual economy. Making a simple design, as strange as it may sound, is very difficult because what is on the screen must be necessary.

### B. *Consistency*

Consistency is about respecting and taking into account the user's previous knowledge and habits. This favors the intuitive use of apps.

### C. *Intuitive Navigation*

Navigation is also a very important part; you must find a way that the user does not have the feeling of disorientation. This is also related to consistency. It is also very important for the user to know what will happen if he presses a button, what will be displayed, or how to exit once inside.

## VII. REFERENCES

- [1] "Patrones de diseño en interfaces móviles". KeepCoding Bootcamps. Accedido el 11 de enero de 2024. [En línea]. Disponible: <https://keepcoding.io/blog/patrones-de-diseno-en-interfaces-moviles/>
- [2] "Diseñando apps para móviles". Diseñando apps para móviles. Accedido el 11 de enero de 2024. [En línea]. Disponible: <https://appdesignbook.com/es/contenidos/patrones-interaccion-moviles>