

# Bibliography Summaries - Week 3

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## 1 Designing for Touch

### 1.1 Abstract

[1] Chapter 4 of this book talks about the power of hand gestures and the difference between designing for a computer screen and touch screens. Computer screens rely on mouse or track pad events and single click events while mobile devices require less obvious approaches. Traditional interface elements like buttons and tabs fall short of touch's expressive potential and what makes for better alternatives. To design the best mobile experience we need to understand the basic gesture vocabulary which includes tap, swipe, long press, drag, pinch, and spread, and double-tap.

## 2 Building a personal financial app — a UX case study

### 2.1 Abstract

[2] In this publication, the author explores the steps taken to create a personal finance app to help people manage their budget for the month. Her strategy starts by doing research and identifying the user and creating personas for the app. One of the most important steps was benchmarking which is the practice of searching for what competitors are doing and the solutions and pain points of similar products. This article was helpful for me to get an idea of how to organize my process for app creation.

## References

- [1] Josh Clark and Brad Frost. *Designing for touch*. A Book Apart, 2015.
- [2] Lais Vacco. Building a personal financial app a ux case study, Sep 2019.