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MobDev

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Bill Seibel Speaker Reflection

The main thing I got from Bill’s talk is don’t be lazy about the design and user interaction for the app. Even if the concept is good, you need to have a good design to keep the user using the app. Good design can also help distinguish your app from others even if there are a bunch that have similar purposes. There is already a lot of established thought behind interacting with the screen and navigating through apps. These interactions and standards should be incorporated into apps, so the user knows how to navigate the app. There are different standards for Android and IOS devices, so transferring an app directly from one format to another will not work.