Designing for Mobile

Garth Braithwaite

Show and Tell

Something you love

On your person

Not your phone

Hold it up

Who are you?

Developers

Designers

Managers

Where do you work?

Freelance

In house

Agency

Product

Who am I?

Senior Experience Designer (Adobe XD)

Podcast Host (RIA Radio) (Nerd Radio)

Co Author (Flex 4 Cookbook)

Twitter (@GarthDB)

Designing for Mobile

Designing for Mobile

Mobile Myth

Walking the Line

Be Your User

TEST TEST TEST

Mobile Myth

Mobile Myth

Deploy Everywhere

Multi-Platform Development

Libraries (BFF)

Multi-Platform Design

Visual Style Guide

Not CSS (kinda)

Mobile Reality

Screen Size

Screen Resolutions

Hardware

Mobile Myth Conclusion

Don't ever honestly say or think design/develop once deploy everywhere

Unless you need to coax a manager to let you make an app

Walking the Line

Brand you app to be yours

READ: different from every other app out there

Walking the Line

Be familiar

READ: like the OS people have come to love

Be Your User

Empathy

Be Your User

Spend time with platform

Talk with the user

Spot annoyances

TEST TEST TEST

Emulator

On devices

Prototype

Paper prototype

TEST TEST TEST

Emulator

Simple solution

Inherently flawed

Hardware inconsistency

Touch gestures

Size

TEST TEST TEST

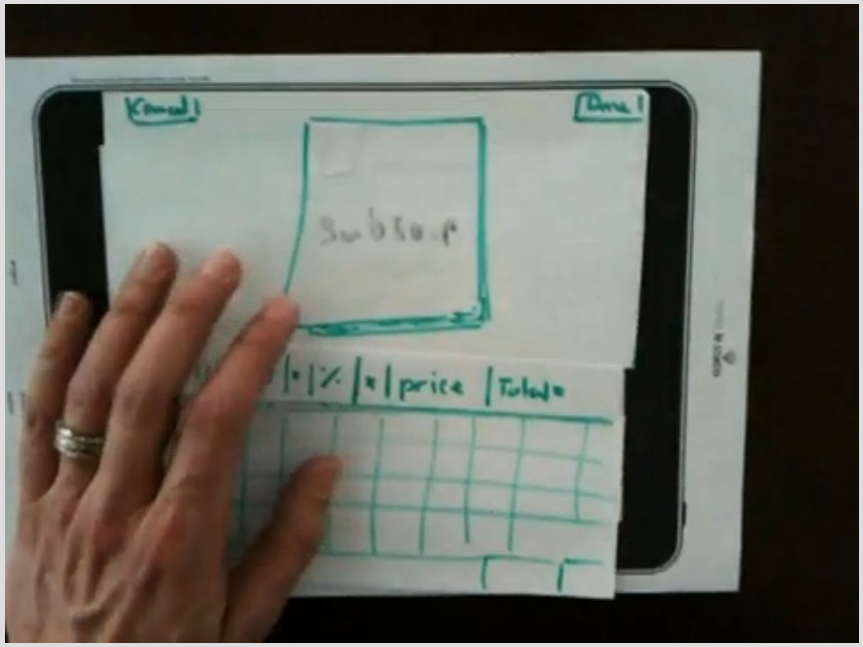
On Devices

LiveView Screencaster

http://www.zambetti.com/projects/liveview/

TEST TEST TEST

Paper Prototype



Conclusion

Efficient workflows != Shortcuts

You are good

You want to make good stuff

Fin.