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BCS3283-Mobile Application Development

Chapter 2 Designing Mobile Application Contents

Editor
Dr. Mohammed Falah Mohammed

Faculty of Computer Systems & Software Engineering
falah@ump.edu.my

Designing Mobile Application Contents

- Aims
 - To learn how to designing a mobile application contents using Storyboard and Justinmind Prototype.
- Outlines
- The Storyboard Flow
- How *not* to do mobile applications

References

- <https://www.slideshare.net>

The Storyboard Flow

- A good quote
 - **“This is where it all begins. The first step is to understand what you are trying to communicate and what your intended message is. If you don't understand your message, no one will. Creating a script or storyboard will help ensure that you and your audience understands your intent.”**
- **Who is your audience?**

The Storyboard Flow

- What do the screens look like and how are they linked?
- A storyboard is a representation (often in the form of hand-drawn sketches) of how each activity looks like and how navigation supposed to be (screens linking).
- There are multiple purposes of using the storyboard:
 - To declare a project's overview
 - To provide programmer with a suitable guide or a road map.
 - To illustrate links among different activities or screens
 - To illustrate the object interface functionality.

The Storyboard Flow

- At the first stage, there is no the exact photos or graphics.
- Show the position of the GUI elements like graphics, text, photos, buttons, ..etc.
- Illustrate the navigation scheme (linking), by which programmer will be able to understand the purpose of buttons, hypertext and hot spots.

The Storyboard Flow

- Navigation schemes can be set up in a variety of ways, that could including **sequential way**, **topical way** and/or **exploratory way**.
- In case of sequential navigation, scheme takes users a **step-by-step** through the material .
 - For example, books that are repurposed as multimedia titles; slide show presentations, and instructional tutorials that require the student to move through the material step-by-step.
- Sequential titles often have buttons (Next, Forward, Continue, Previous, Back) or graphics as navigational aids.
- Interactivity limited to clicking on objects in order to keep users on track, i.e., sound playing, animation, or even displaying a graphic or text.

The Storyboard Flow

A sequential navigation scheme

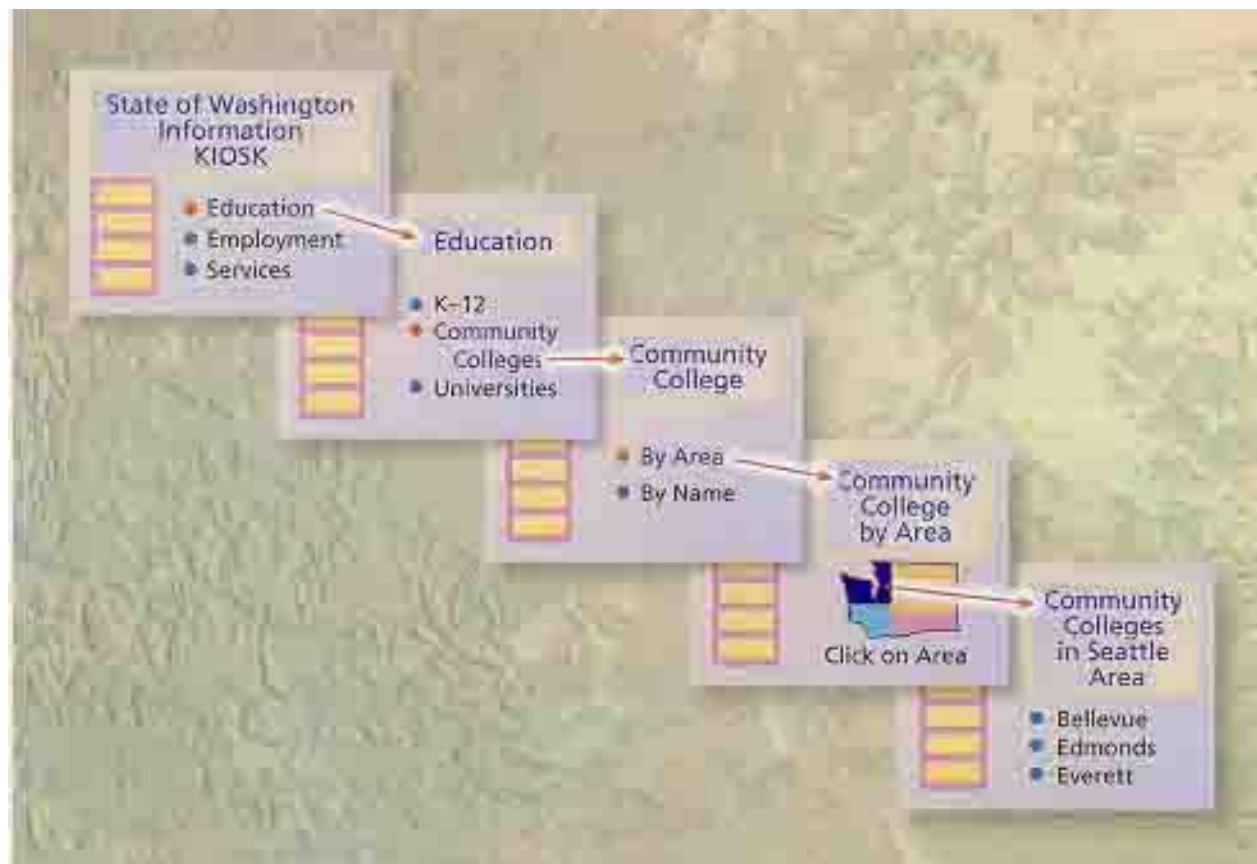


The Storyboard Flow

- A **topical navigation scheme** is an array of choices allows users to select from or search for specific information.
- It normally including several layers and it requires special interface designing attention to avoid users complexity in terms of understanding where they are and what they have to do.

The Storyboard Flow

A topical
navigation
scheme

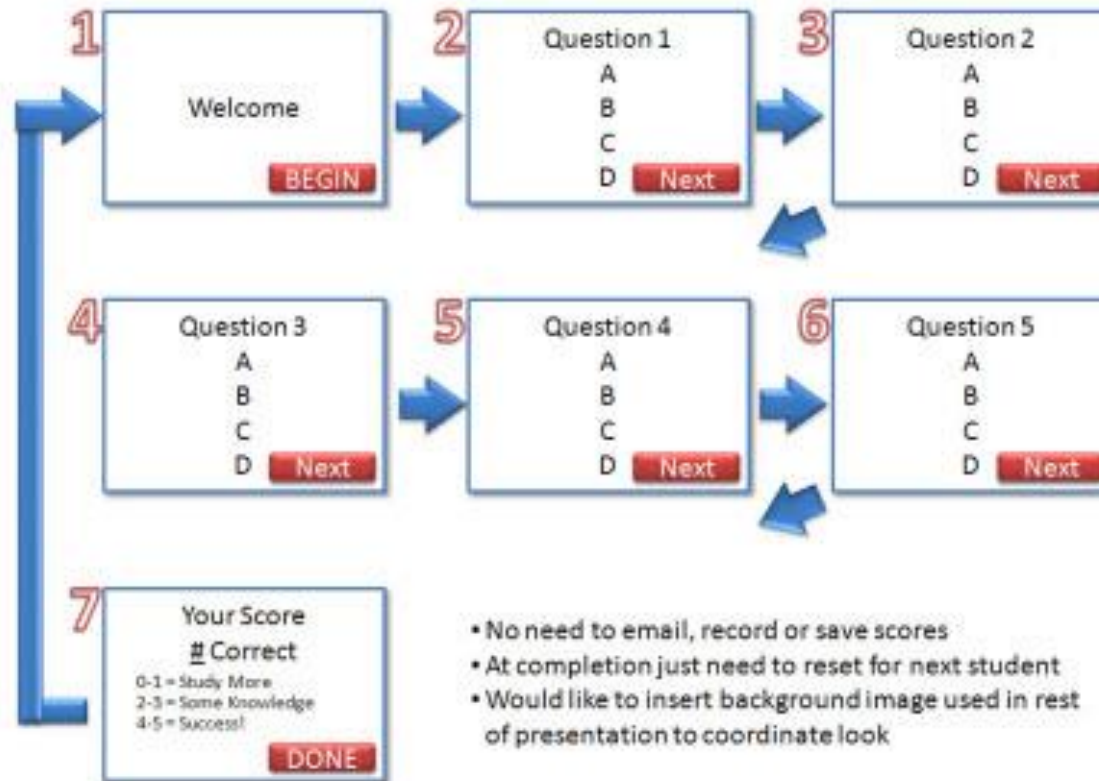


The Storyboard Flow

- An **exploratory navigation scheme** provides simple design structure and guidance.
- Many games, directed at both children and adults use some form of exploratory navigation.

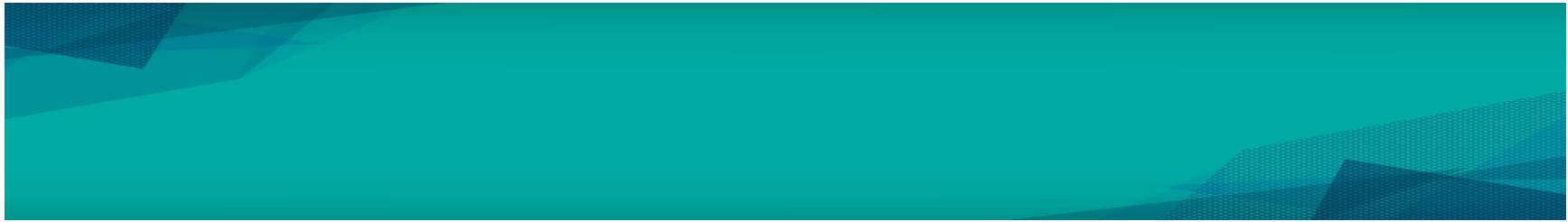
An Example on Story Board for Application

PowerPoint Quiz Storyboard



How to do mobile applications.

- 1) Solve a real problem and avoid assume a user need.
- 2) Avoid being a short-sighted, Plan ahead or at least consider about it.
- 3) Don't downplay choice of platforms (fulfill the users need).
- 4) Avoid using waterfall methodology (clumsy & high-risk).
- 5) Don't downplay user experience (Do a simple, clear navigation, and Pick key functions that are critical).



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6) Don't favour branding over users

Avoid displaying many windows like about screen, splash screen, startup experience, or any other type of screen that led to prevent users from using your application immediately.

7) Well guide users by showing messages like Loading, updating in progress, error messages.

“... I don't need three splash screens telling me I'm playing Scrabble, made by EA, and 'Every Word Counts'... I want to load the game and play, not wait through their branding...”

- App Store comment





8) Avoid squeeze the world in your design.

9) Minimizing users input by avoid them keying in data give a typical input limitations (selection lists, check box, radio button).

10) Test your Application with actual devices

End Of Chapter 2

Thanks
Q & A

