CLASS SYLABUS

User Interface Design for Mobile Devices

DAY ONE (June 9)

Topic	*Time*
Opening **Introductions** Review our class plan; discuss course objectives, student introductions (on-ground & online). Review bibliography. (note: I will have spoken with online folks before the class to put them into teams and acquaint them with the tools they'll be using)	***9:00 -9:20***
Mobile Phone Design - Strategic Considerations • What applications should (and should not) have a mobile version • How platform affects approach (iPhone/touch vs. Blackberry vs. feature phone), pro's and con's of creating an application for a specific device vs. for the mobile web • Mobile audience & some intriguing examples of how the world is using this technology (presented via case studies) • How to decide which platforms you need to support – a view of the marketplace	***9:20 – 9:50***
How mobile UI Design is different from traditional UI Design • Overview of mobile's unique strengths and limitations • Discussion of how **USER CONTEXT** plays into design • Impact of device on design decisions • Personalization & localization	***9:50- 10:00***
BREAK	

Topic	*Time*
Mobile information architecture & navigation • How to translate task/workflow analysis to mobile information architecture & navigation • Specific navigation challenges with mobile devices • Techniques for keeping navigation shallow • Common IA and navigation approaches (shown via case studies of different mobile apps from various industries.	***10:15 – 11:15***
Hands-on Workshop Introduce students to the TBD class project. Break into teams of 3-4 students to develop an information architecture and navigational approach for the project.	***11:15 – 12:00***

LUNCH (12 to 1 PM)

Design review Teams present and critique each other's IA and navigational approaches. Review of the afternoon	***1:10 – 1:30***
Mobile screen design • What are the best layouts for a small screen • What are the best fonts, graphics, colors to use while minimizing latency • Techniques for minimizing user input • Small screen information design • Error handling • Form design for small screens	***1:30 – 2:30***
BREAK	***2:30 – 2:45***
Hands-on Workshop Teams develop paper prototype page designs of their screen layouts for the class project.	***3:00 – 3:45***
Design review Teams present and critique each other's page layouts	***3:45 – 4:05***
BREAK	***4:05 – 4:15***

Specific design challenges & resources

4:15 – 5:00

- How to optimize a standard Web site so it works on mobile devices
- How to include graphics, audio, and video into a mobile application
- Case study showing how to incorporate location awareness into a mobile design
- Case study showing creative ways of incorporating social media into a mobile design

DAY TWO (June 10)

Section	*Topic*	*Method/Time*

The technology side of designing for mobile applications

9:00 – 11:00

guest speaker: Michael Kuperstein, CTO of MobiFlex

- Comparing mobile web apps vs. mobile native apps
- Layout issues across devices for iPhone, Android, Blackberry, Windows
- Comparing building approaches: custom vs. coding frameworks vs non-coding studios
- Data management for mobile apps
- Security
- Testing and Provisioning for distribution of mobile apps
- Overview of MobiFlex – the tool we will use for the class project.

BREAK

Hands-on Workshop

11:00 – 12:00

Students will build a working prototype of a mobile design using the MobiFlex platform

LUNCH

Design review

1:00 – 1:30

Teams debrief & present and critique each other's MobiFlex prototypes

Section	*Topic*	*Method/Time*
Formal techniques for communicating a mobile design to a client		***1:30 – 2:00***
	• Design documents for a mobile project	
BREAK		
Hands-on Workshop		***2:15 – 3:00***
Overview of methods for evaluating a mobile design		
	• Role of analytics to evaluate design • Case study - How a TBD application tem uses analytics to shape features and detailed UI design • How to set up a usability test for a mobile application • Walk through the thought process of how you approach this type of evaluation (how is it different from traditional usability testing?) • Demonstrate the equipment to record a session, using Morae software	***3:15 – 4:00***
Hands-on Workshop – Usability Testing a Mobile Application	Teams usability test their mobile application (or a TBD application if their mobile products are not ready). As a class we put together a task list for a simulated usability session.	***4:00 – 4:30***
Debrief discussion – Compare notes from our observation of the usability study. We identify usability issues and discuss how to resolve them, based on our learning over the past 2 days.		***4:30 – 4:45***
Course evaluation & thank you!!		***4:45 – 5:00 PM***