

## Assignment : Device Mobility

1. On your class portfolio website, create a new page called “Device Mobility”
2. This new page will contain the following information:
  - Explain why an app designed for a mobile device should have different functionality than the same app that is web or PC based.
  - List at least six "Mobile Friendly Design Considerations" and explain why they are important for mobile apps programming.
  - Describe at least three differences in the physicality and specification of mobile devices (as compared to devices that are not mobile) which need to be taken into account when programming mobile apps. Explain why these characteristics are important.
  - Explain what a "User-Centered Design Process" is and how it applies to mobile devices.
  - Describe at least five key challenges that designers need to consider when designing for mobile devices, include items such as ergonomics, gestures, transitions and mobile-specific interactions
3. All information must be visible on your website. You may use information from other websites, but may not link to them.
4. You will be graded only on the information visible on your "Device Mobility" page.
5. All information must be in your own words. Remember what you learned about Copyright laws. If you plagiarize information from other websites or sources you will receive a 0 – no excuses, no exceptions. If you use internet images, make sure you site your sources.

### Suggested Websites:

- <http://breakinggov.com/2012/09/18/ten-steps-to-creating-insanely-great-mobile-apps/>
- <http://www.uxbooth.com/articles/designing-for-mobile-part-1-information-architecture/>
- <http://www.uxbooth.com/articles/designing-for-mobile-part-2-interaction-design/>
- <http://www.foolproof.co.uk/insight/going-mobile/key-findings/>
- <http://www.kohl.ca/2012/three-keys-to-mobile-application-design-part-1/>

**Note:** All links are on the assignment page of our class website.