

Mobile Apps Development for Journalists

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University of Texas at Austin
School of Journalism

Jeff Linwood
jlinwood@gmail.com
@jefflinwood

Agenda

- Mobile Application Prototyping
- User Feedback
- Mobile Application Design

Mobile App Prototyping

- Why prototype?
- Study user's interactions with the app
- Many tools out there
- High Fidelity vs Low Fidelity

Prototyping with XCode

- Use the same tools for building an iOS app interface as your prototype
- May be able to start building on your prototype

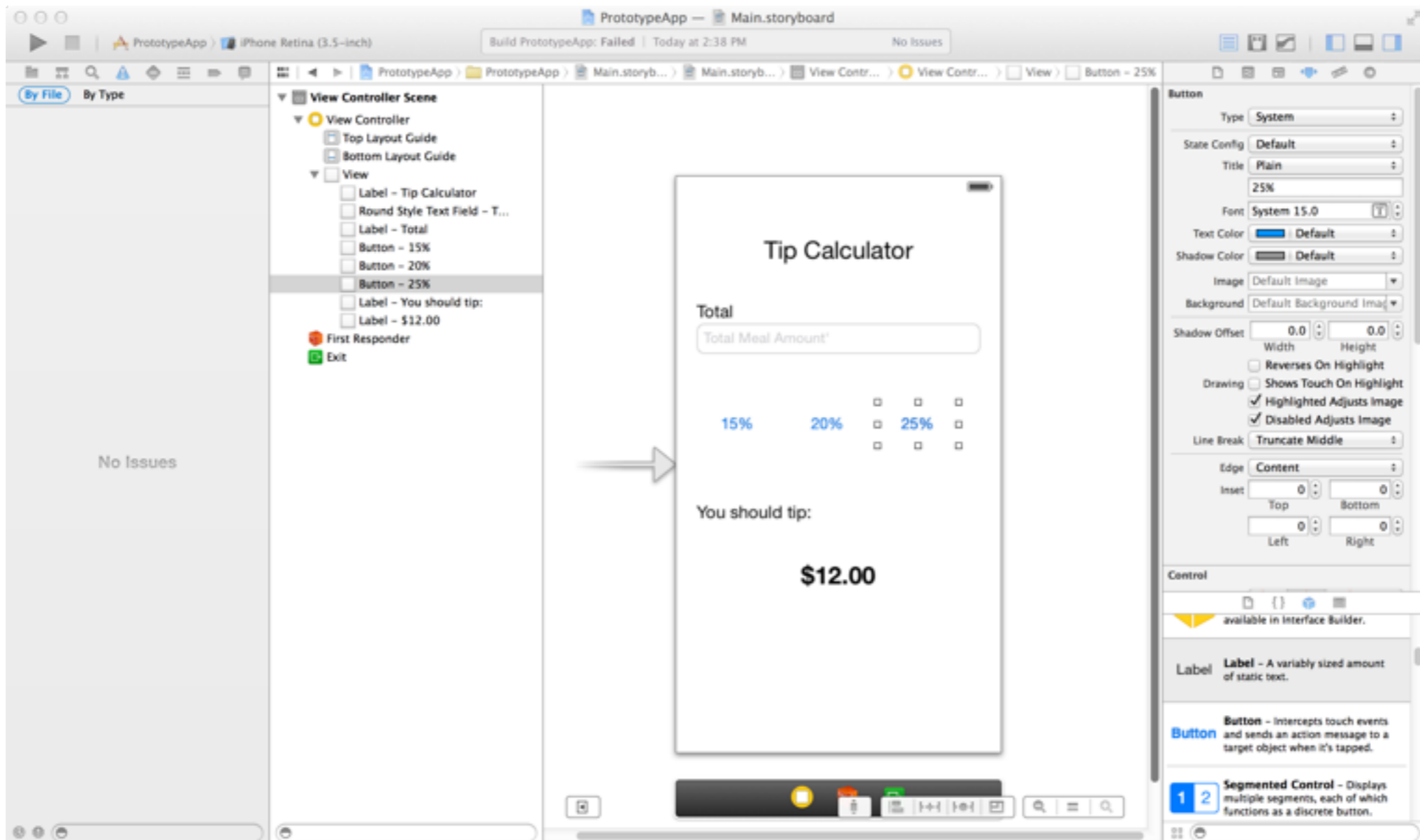
XCode and Storyboard

- Storyboard is the user interface design tool built into XCode
- We can use it to design iPhone and iPad apps
- For prototyping purposes, we are not going to write any code

Starting a New Project in XCode

- Single-View Application
- Name it what you want
- Click “Main.storyboard”

Tip Calculator



User Interface Controls

- Label
- Button
- Text Field

More UI Controls

- Segmented Control
- Image
- Map View
- Switch

In-Class Exercise

- Make a one screen prototype for a presidential election results app
- This app could show electoral votes, political parties, candidate names, states, percentages, or anything else
- Go ahead and pretend it ended up an even split (269-269 electoral votes)

User Feedback

- Always very important to get user feedback
- Keep feedback constructive
- Ask team members of another team by you to come by and give feedback on your one-screen prototype, then give similar feedback on yours

Mobile Application Design

- No one way to design an app
- Trend is toward “flat” user interfaces from “skeuomorphic” user interfaces
- <http://arstechnica.com/apple/2013/09/death-to-textures-ios-6-and-ios-7-compared-in-pictures/>

Flat User Interfaces

- Use colors to differentiate, not textures or shadow
- Sometimes, buttons/touch areas aren't clear
- Easier to design and develop
- <http://www.pinterest.com/warmarc/flat-ui-design/>

Different Operating Systems

- Android - moving towards Material Design from Holo
- iOS - Flat Design
- Windows Phone - Very flat

Android App UI

- Gingerbread (Android 2.3) - <http://developer.android.com/about/versions/android-2.3-highlights.html>
- Honeycomb (Android 3.x) - <http://developer.android.com/about/versions/android-3.0-highlights.html>
- Ice Cream Sandwich (Android 4.x) - <http://developer.android.com/about/versions/android-4.0-highlights.html>
- Lollipop (Android 5.x) - <http://developer.android.com/about/versions/lollipop.html>
- Marshmallow (Android 6.x) - <https://developer.android.com/about/versions/marshmallow/index.html>
- Nougat (Android 7.x) - <https://developer.android.com/about/versions/nougat/index.html>

Android - Material Design

- Across Mobile and Web
- <https://developer.android.com/design/material/index.html>
- <https://material.google.com/>
- Video - <https://www.youtube.com/watch?v=p4gmvHyuZzw>

More about Android Design

- <https://developer.android.com/design/index.html>

iOS Design

- iOS Design Resources
- <https://developer.apple.com/design/>
- Design Videos - <https://developer.apple.com/videos/design/>
- Teehan+Lax iOS GUI Templates for Photoshop
- <http://www.teehanlax.com/tools/>

Windows Phone Design

- <https://developer.microsoft.com/en-us/windows/design>
- Video on the above page
- Use unique elements of Windows Phone and Windows 8/10, such as live tiles

Design inspiration

- <https://dribbble.com/>
- <http://inspired-ui.com/>

Design Resources

- MediaLoot - <http://medialoot.com/>
- Envato - <http://market.envato.com/>
- Google Fonts - <https://www.google.com/fonts>
- Adobe Color CC - <https://color.adobe.com>