

Designing Mobile Interfaces

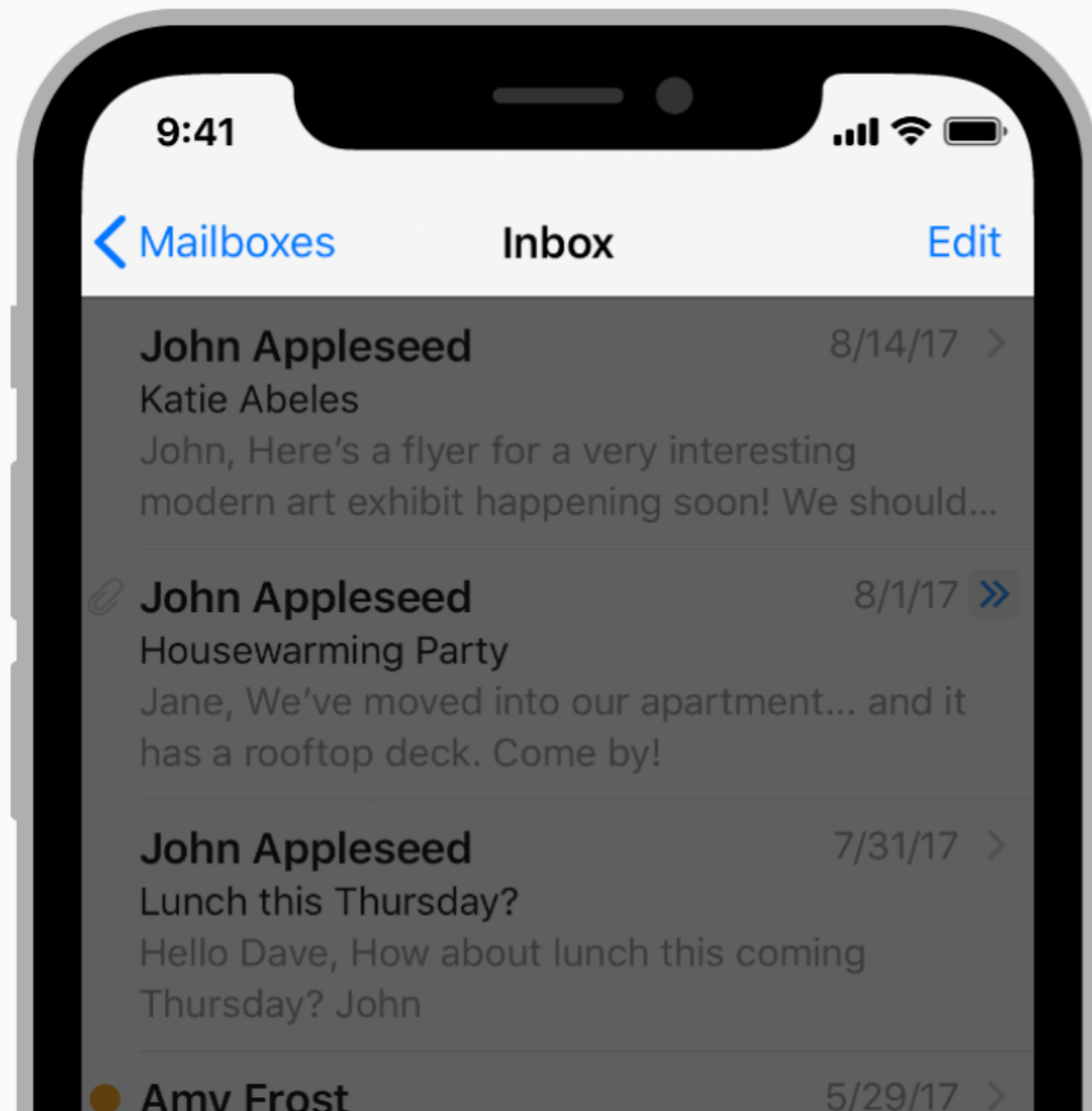
Professor Larry Heimann
Carnegie Mellon University
67-443: Mobile Application Design & Development

As I am building out my prototype, what mobile UI elements do I want to be sure to utilize?

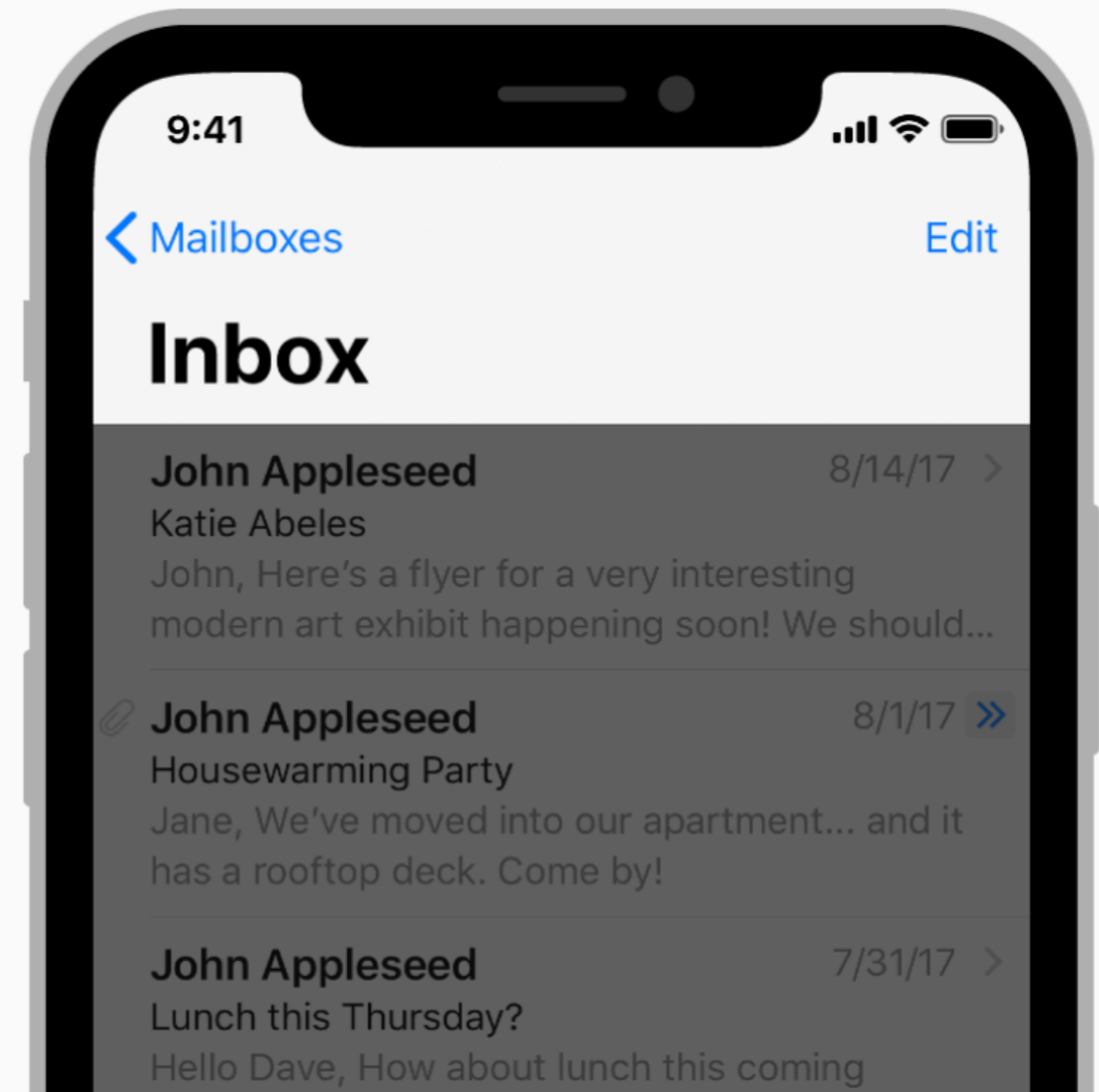
Bars

[Toby Keith](#)

Navigation Bars



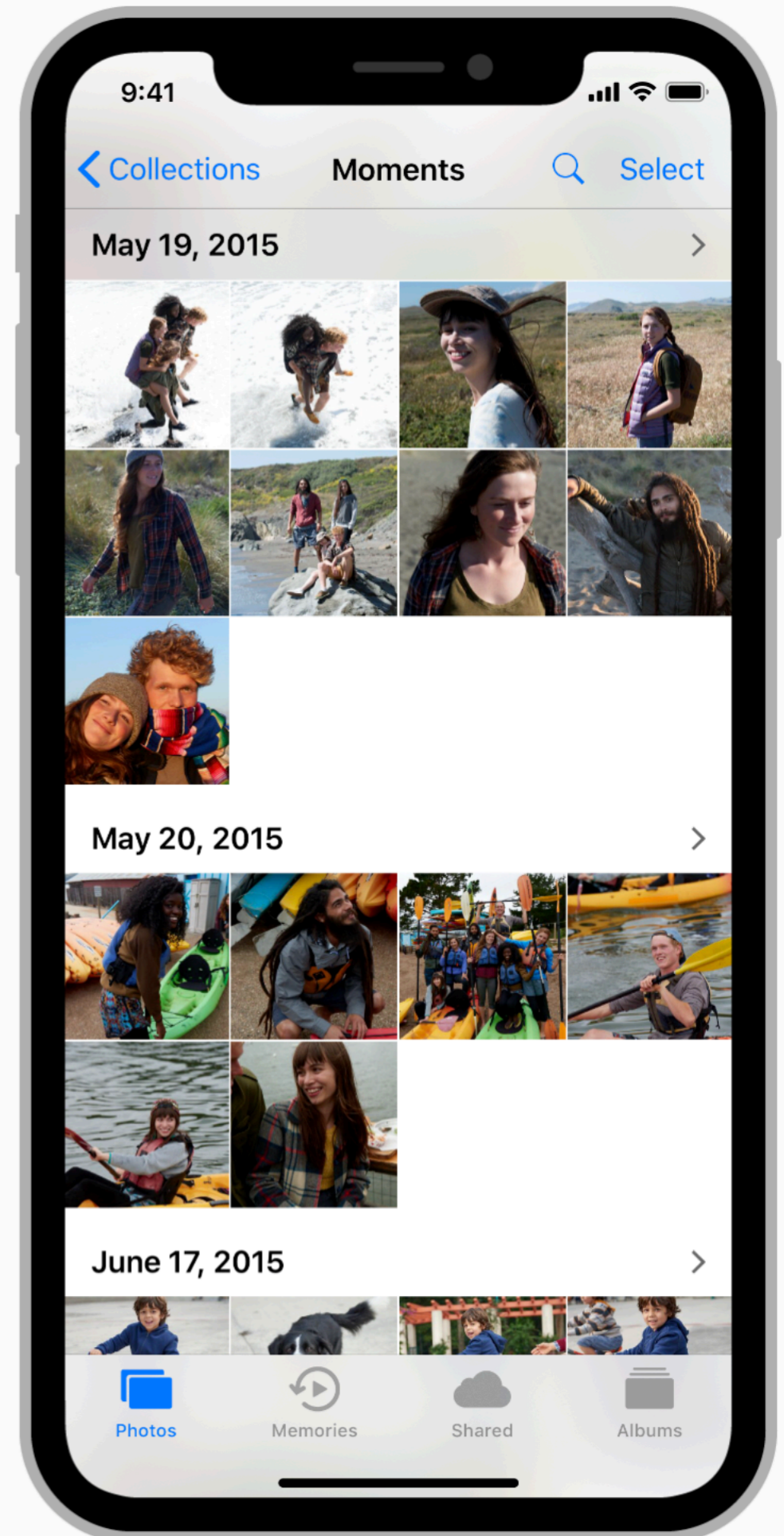
Standard title



Large title

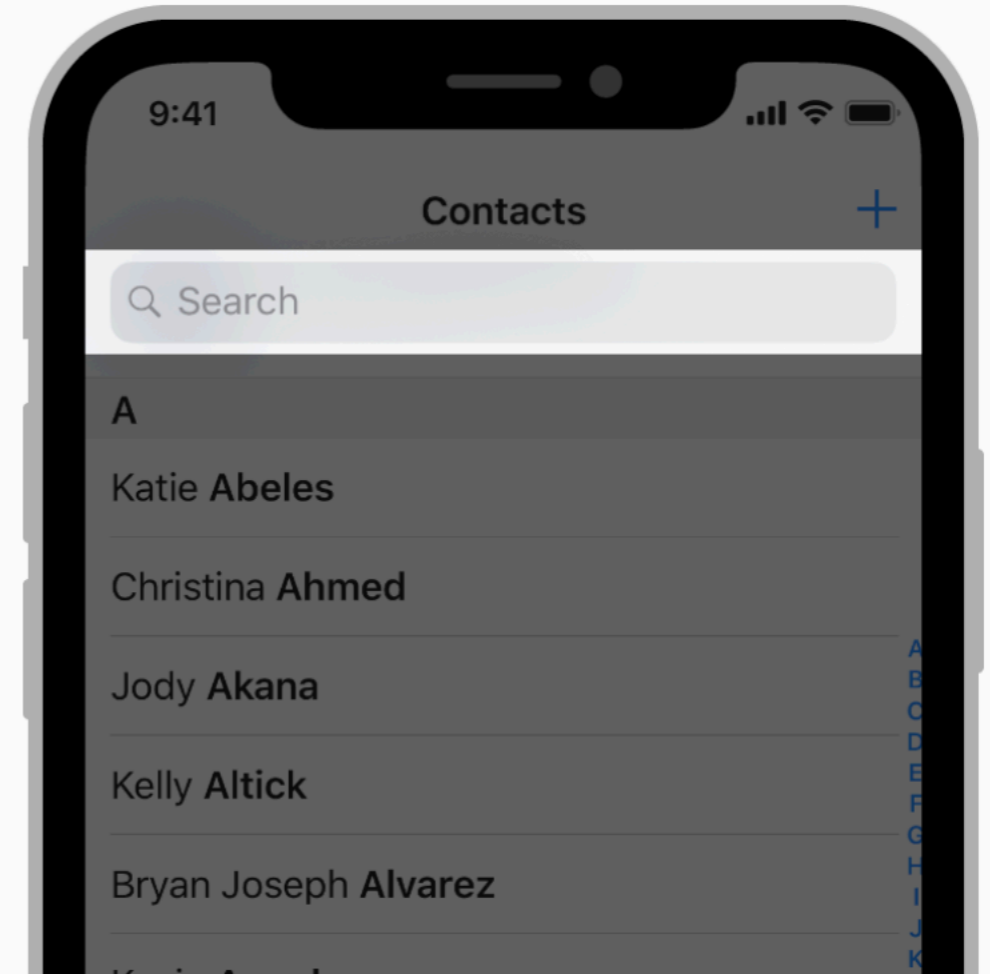
Tab Bars

- Used to organize info at the app level
- A form of navigation; sometimes used with nav bar and sometime in place of it
- Limit number of tabs (5 max, 4 is better)
- Should highlight active tabs, but never disable a tab
- Great icons help users more than just text



Search Bars

- Search functionality often important navigation tool for users
- The search bar in iOS has easy recognition and can customize the start text
- Should consider adding clear and/or cancel buttons
- Often best when table results update with search input
- Almost always on top



Toolbars

- Great for adding commonly used functionality
- Can change if context is changed
- Common tasks probably have common icons (preferred to text)
- Don't overcrowd — provide adequate spacing
- Almost always on bottom



Views

Table Views

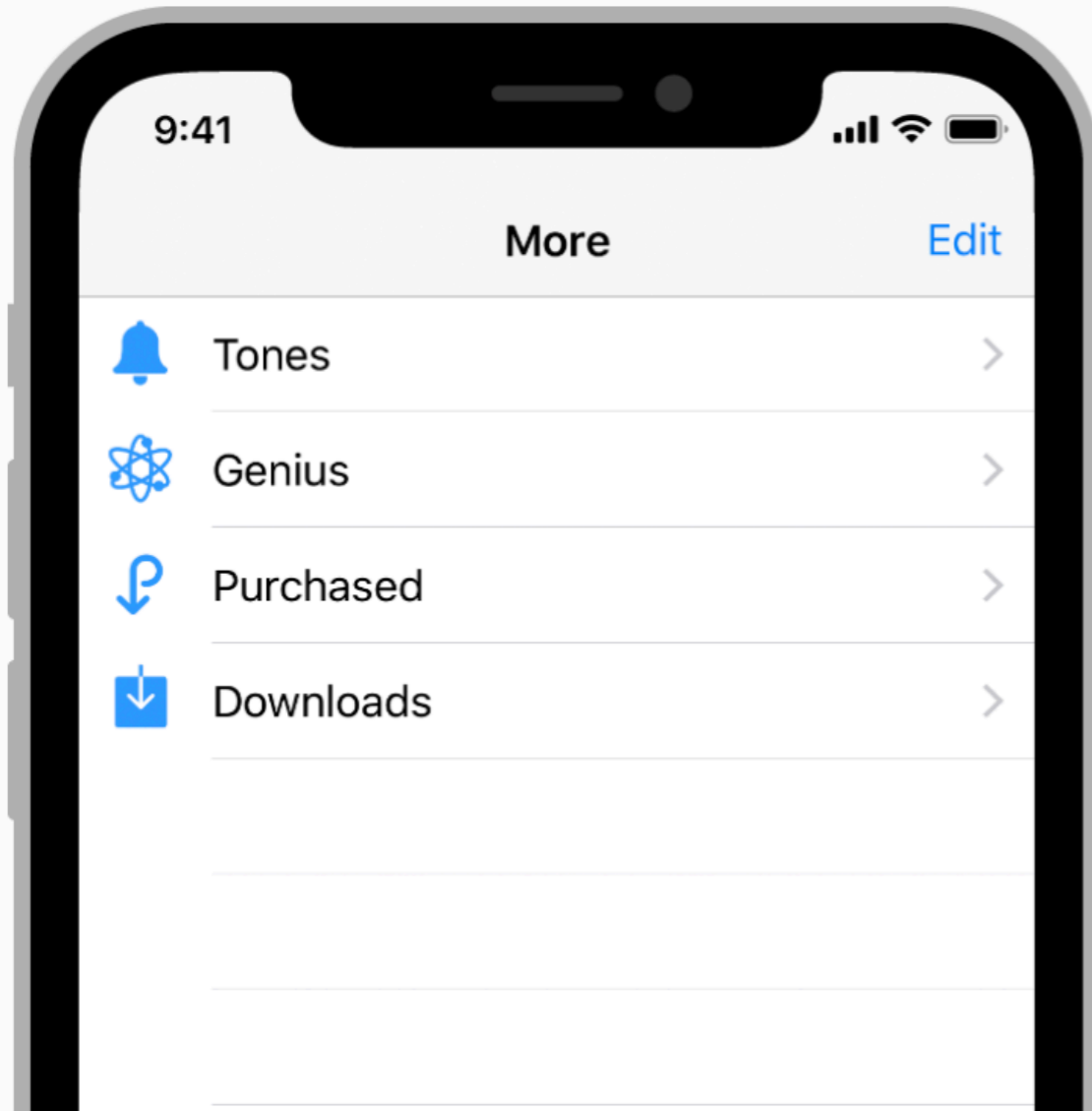


Table Views

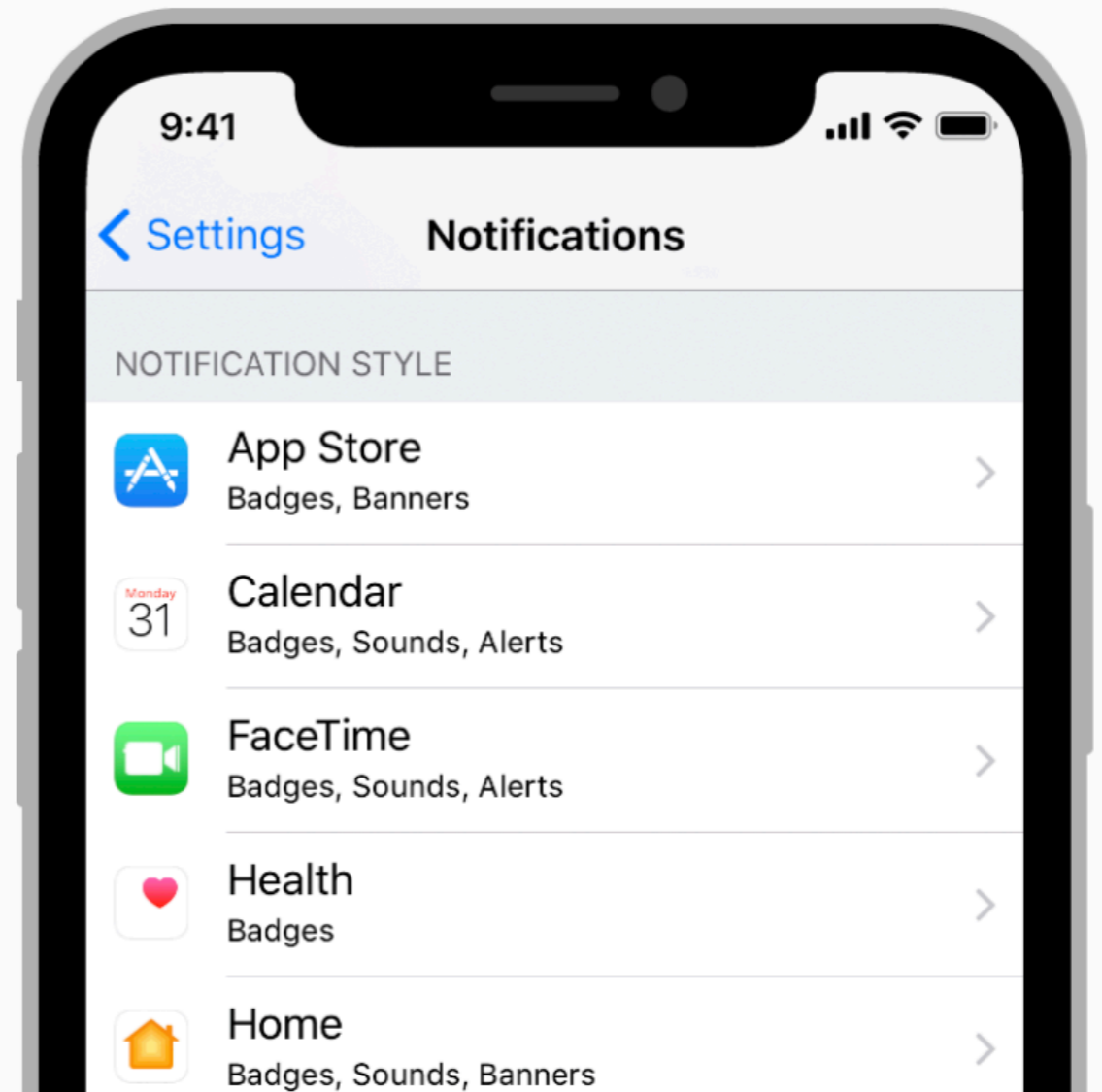
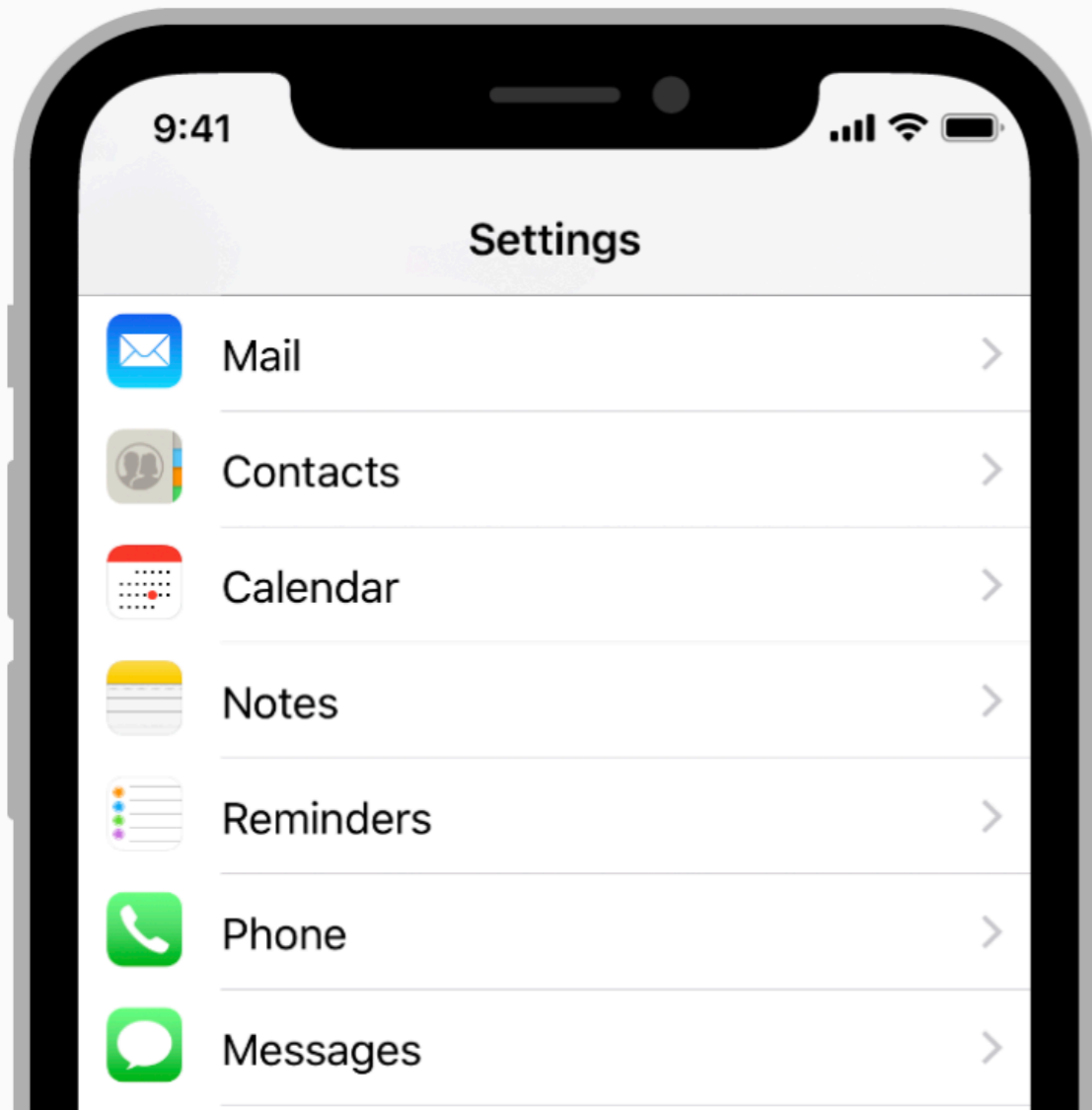
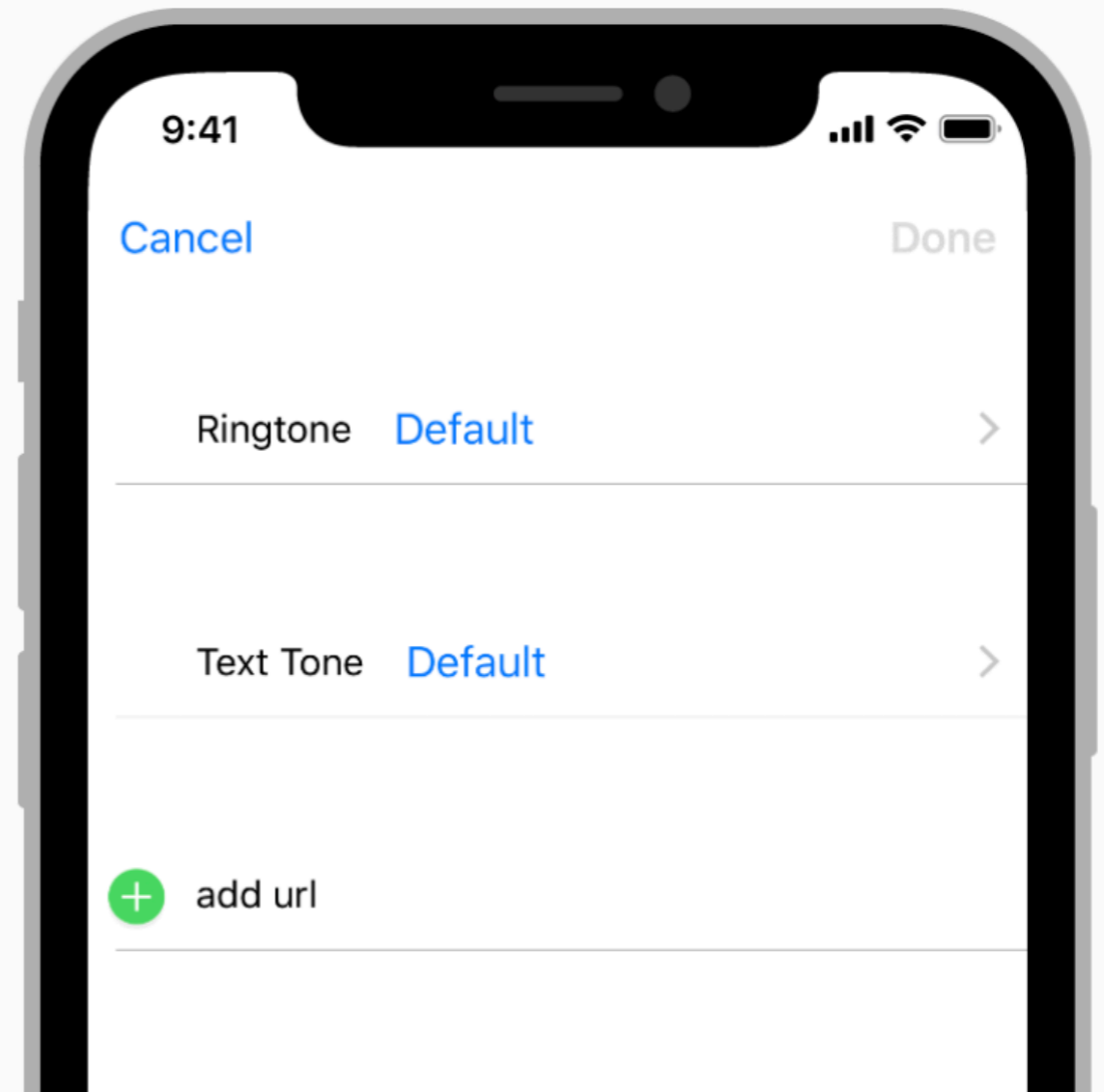


Table Views



Collection Views

- Staying with standard grids is usually best
- Size can vary within the collection view
- Content needs to be easy to click on, so items can't be too small
- Clustering when appropriate

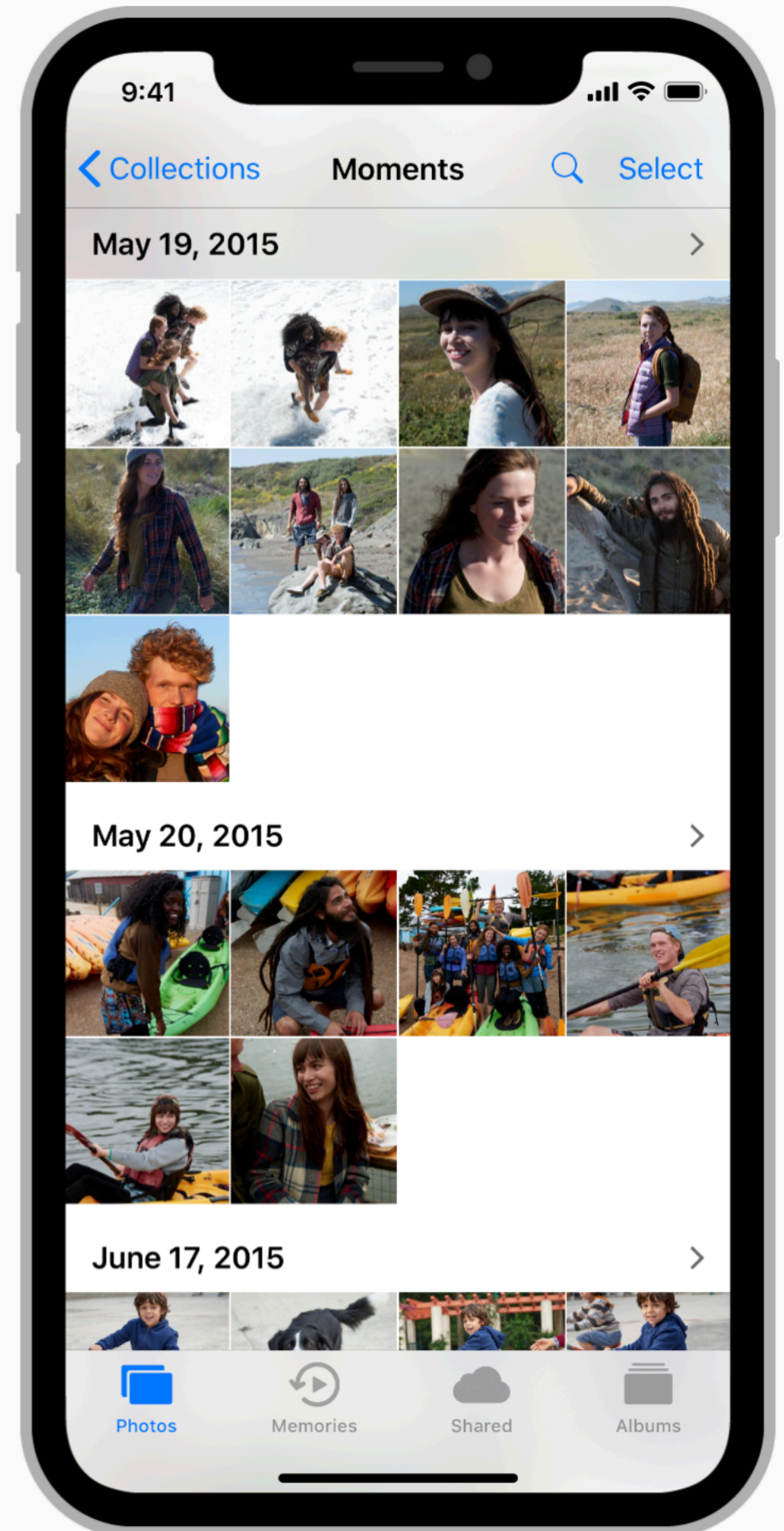
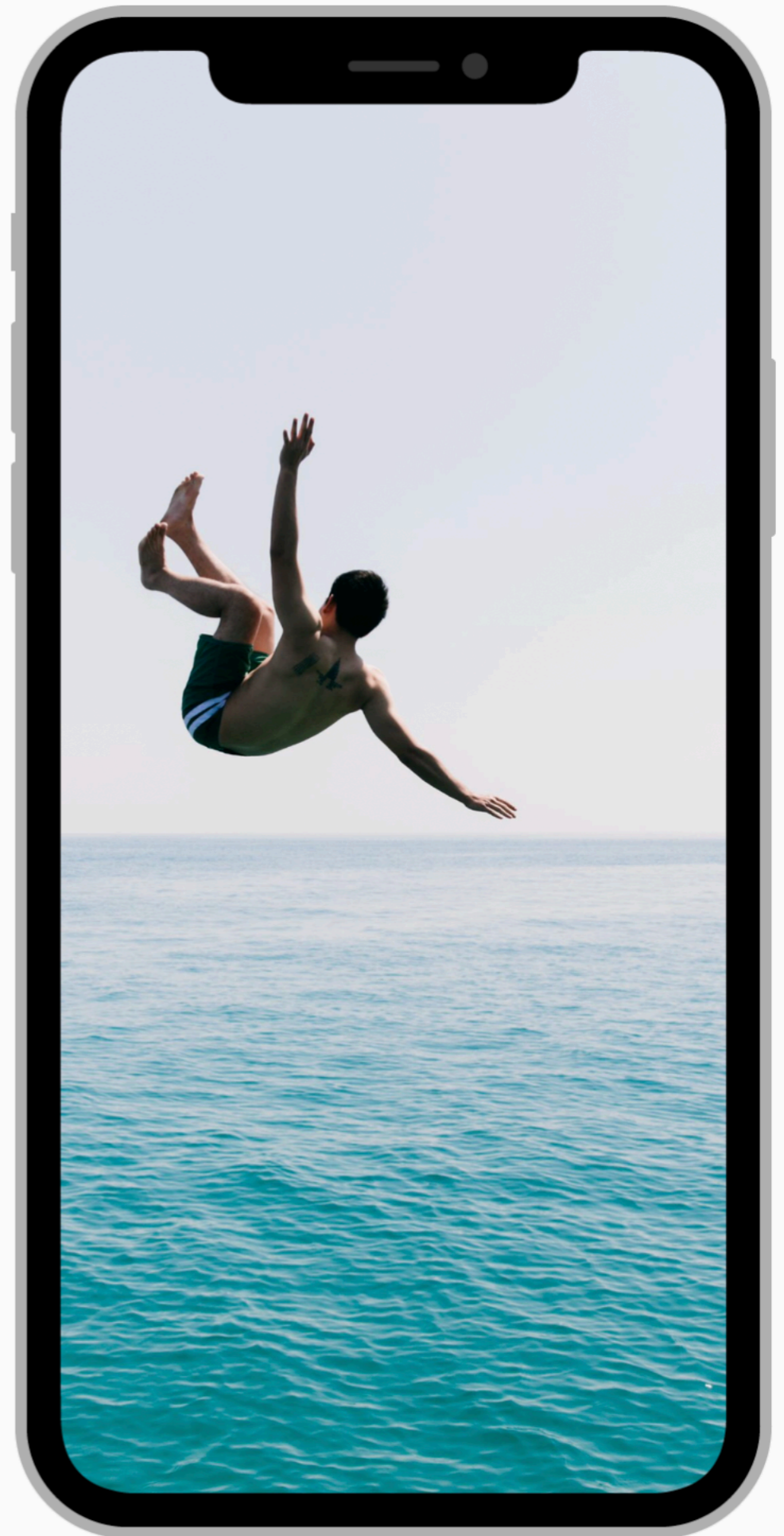


Image Views

- “Content is king” — image views capture that idea
- Typically non-interactive but can be animated
- Linking in with gestures



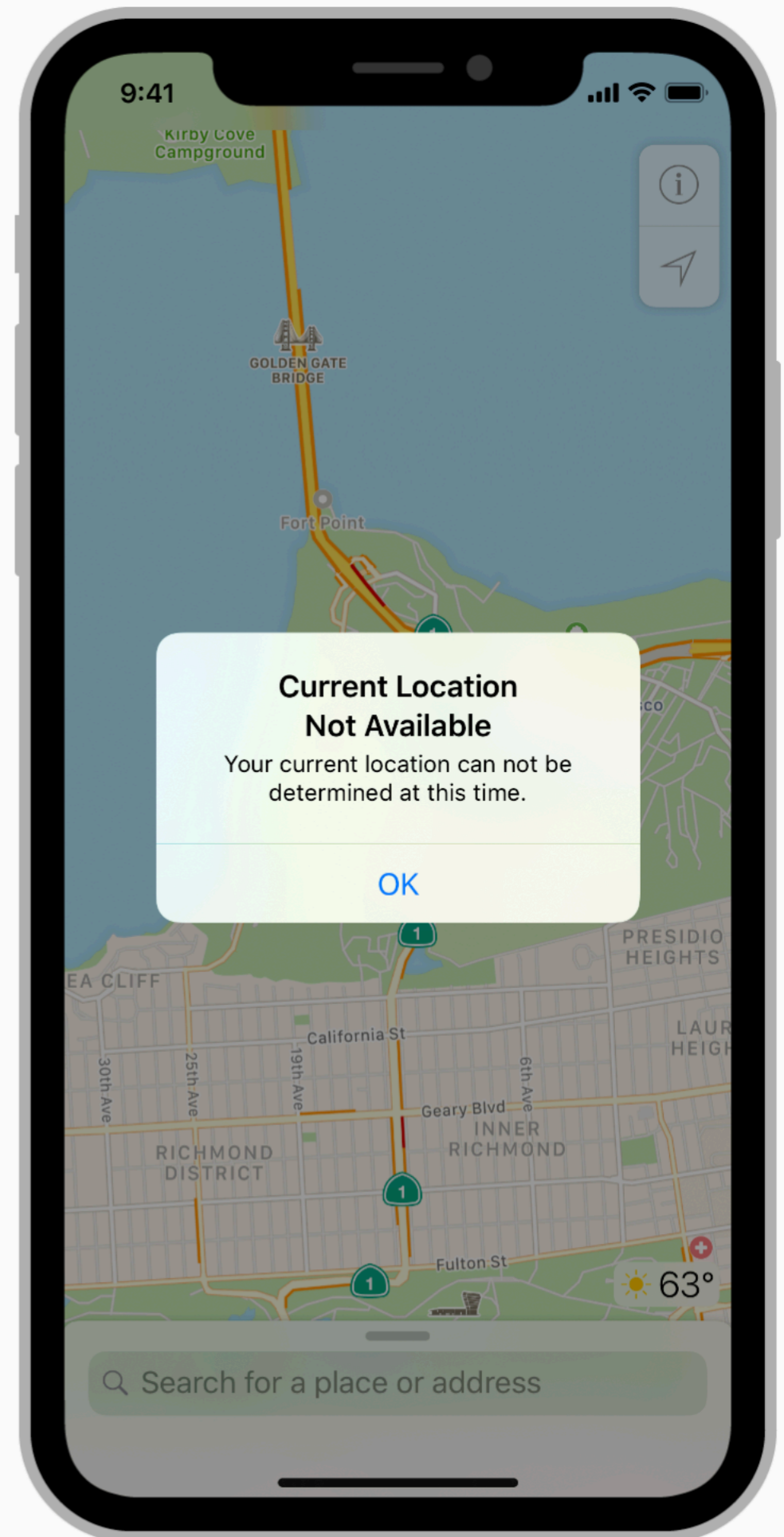
Scroll Views & Web Views

- Allows people to interact with larger content
- Is connected with standard gestures
- No appearance itself, but does display transient scrolling indicators as people interact with it
- Use of web views so as not to reinvent the wheel



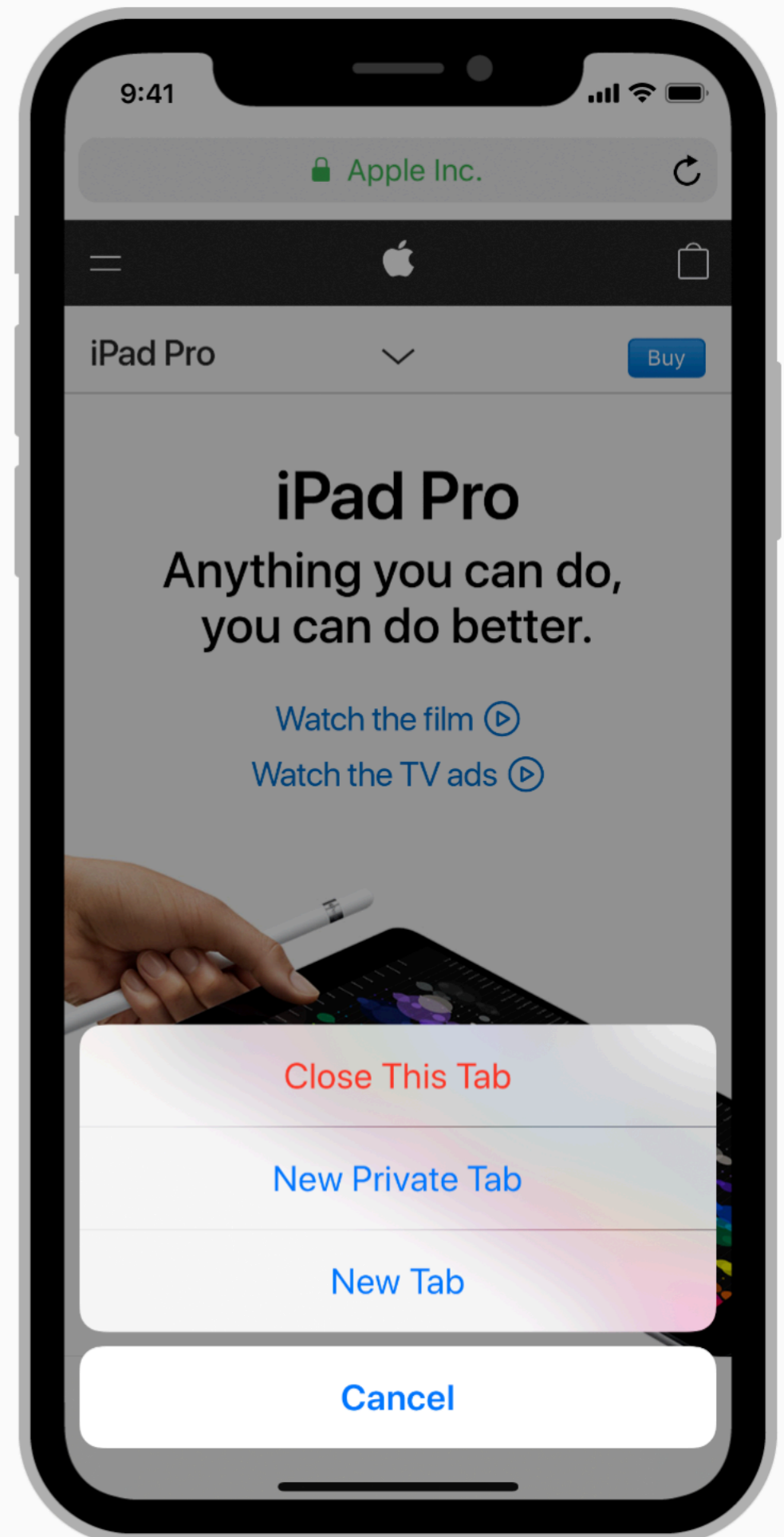
Alerts

- Used to communicate important information to the user
- Typically try to minimize use of alerts as they can be disruptive to workflow
- Alerts with two buttons best




Action Sheets

- Use an action sheet to:
 - let people initiate tasks, or
 - get confirmation before performing a potentially destructive operation.
- Most destructive typically most prominent
- Cancel option is a good idea, but usually at the bottom

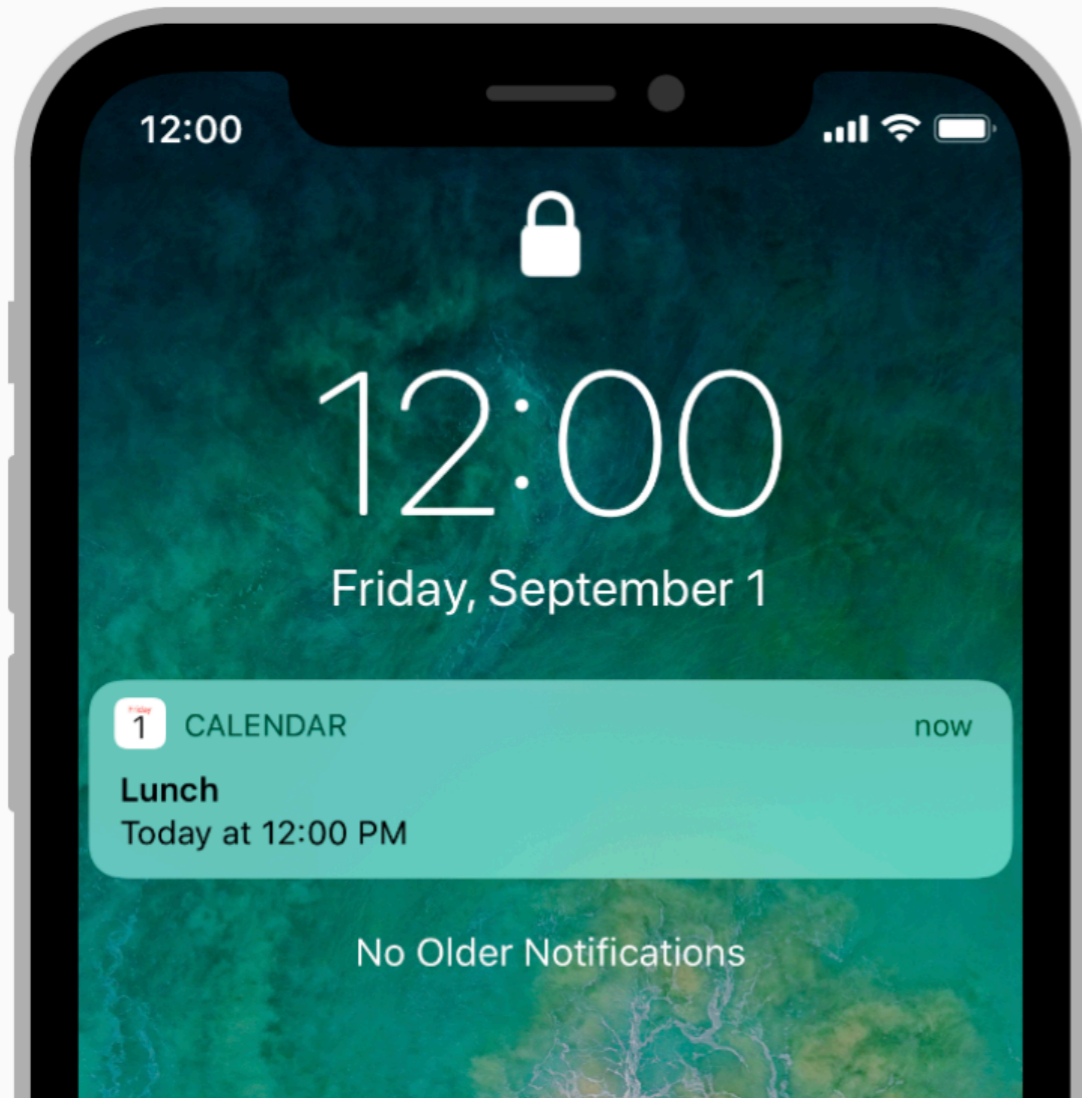


Activity Views

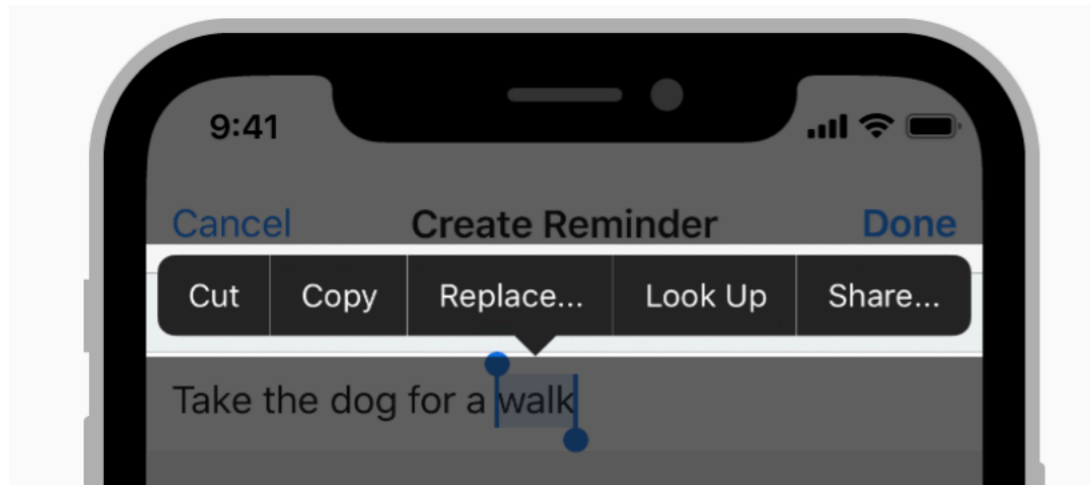
- An activity is a task, such as Copy, Favorite, or Find, that's useful in the current context
- Make sure the activities are appropriate for the context, not a long laundry list
- Good icons make it easier for users
- Typically linked to the action button 



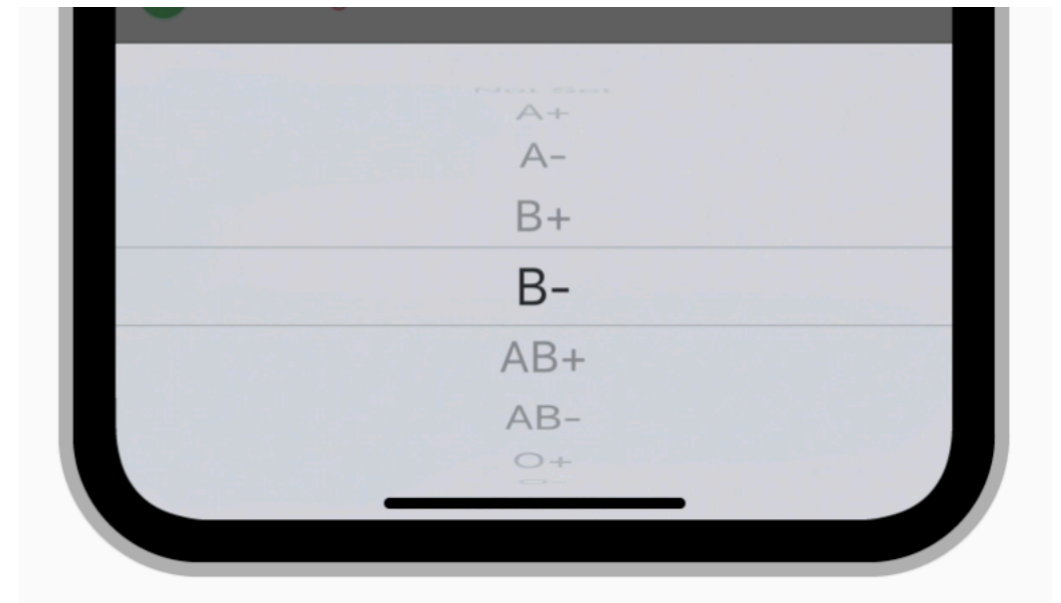
Notifications



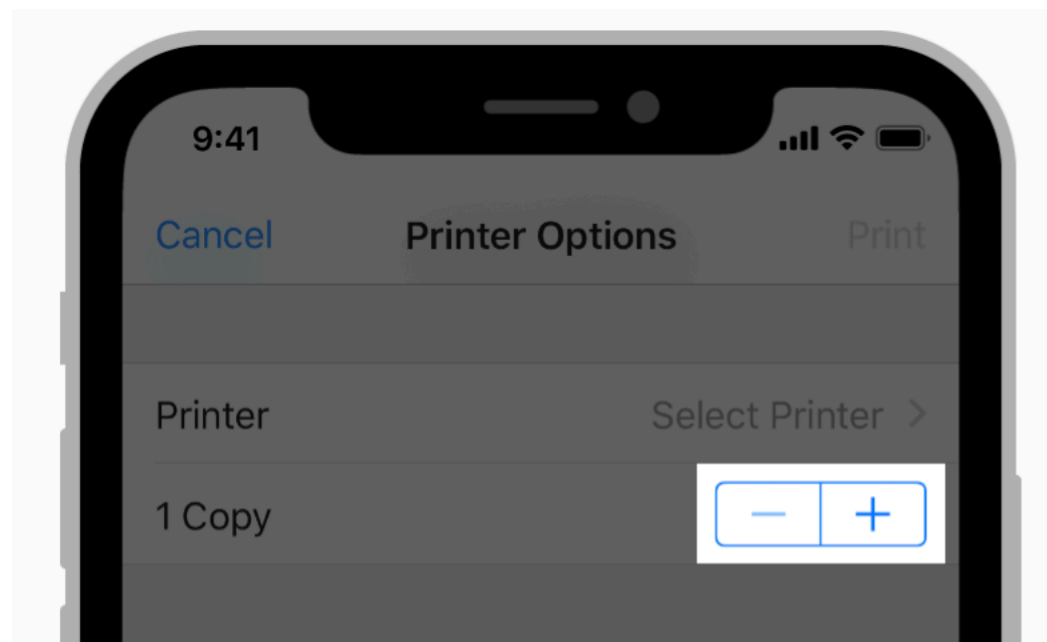
Other controls



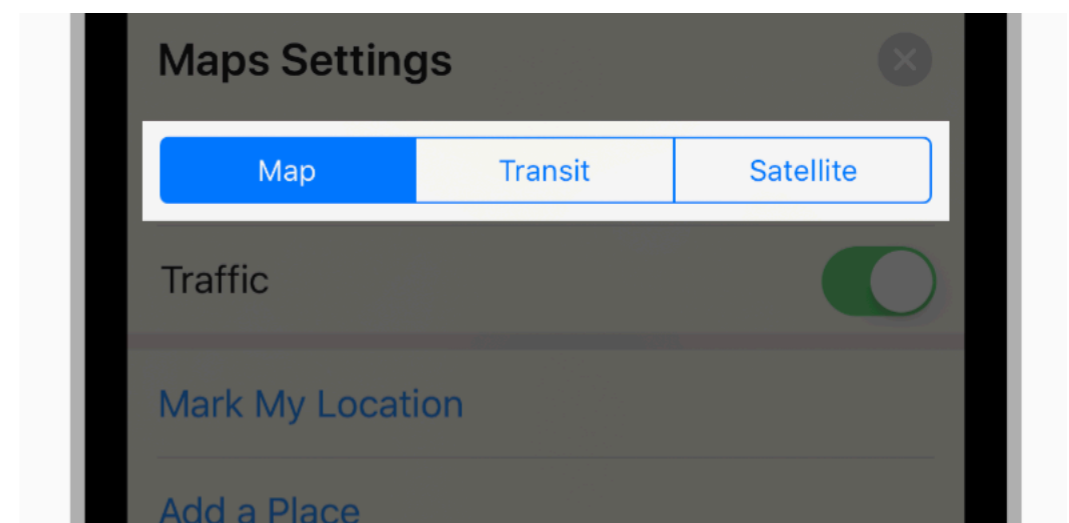
Edit menu



Picker



Stepper



Segmented control

Activity: Accessing Saved Scans

We are continuing the wireframing an app that scans for the price of items at a particular store.

Notes:

1. This time we are only focused on how to display and find saved scans.
2. Come up with at least two designs that use different UI elements in creating your saved scan functionality.

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