

Mobile UX

Prototyping for a mobile experience

Mobile Prototypes



Touchable Wireframes



Starts with an IDEA?

- iPad Prototype
- 2 week Deliverable
- C Landscape Support
- Medium Fedelity
- **Annotations** Spec

User needs to be able to ajust the system settings from within the Dashboard

The dashboard services are able to communicate with widgets in 30 second refresh

The users can configure dashboard widgets using a simple drag and drop gesture

User should be able to move from the dashboard to the information panel using a dashboard control User needs to be able to login to the system.

The system needs to be able to authenticate the users creditials.

The user once loggin will be able to view the system dashboard with visual updates.



User Stories

Agile Process







Microsoft®

MICLOSOTT

Distribution

Testflight

Business Store

Ad Hoc

iOS Developer Enterprise Program

Public App Store











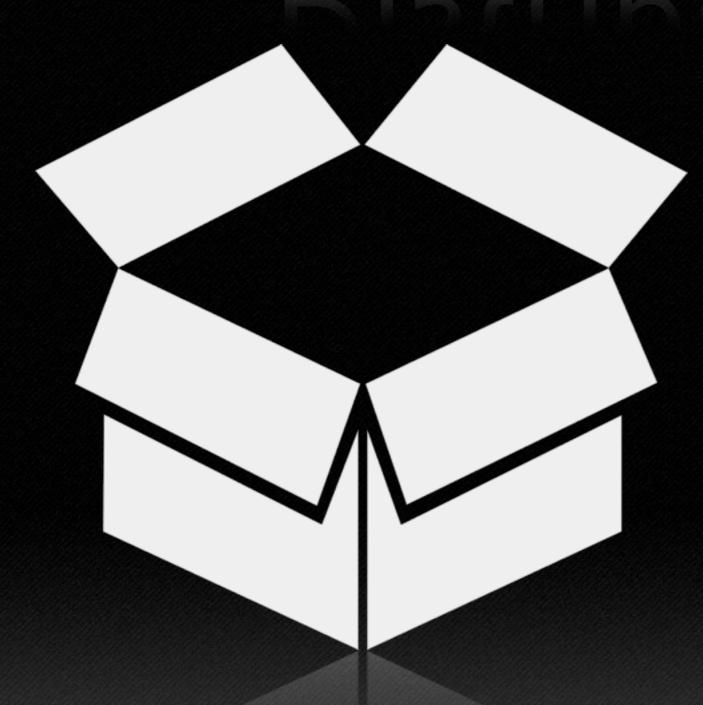






Wednesday, April 24, 13

Prototype Distribution



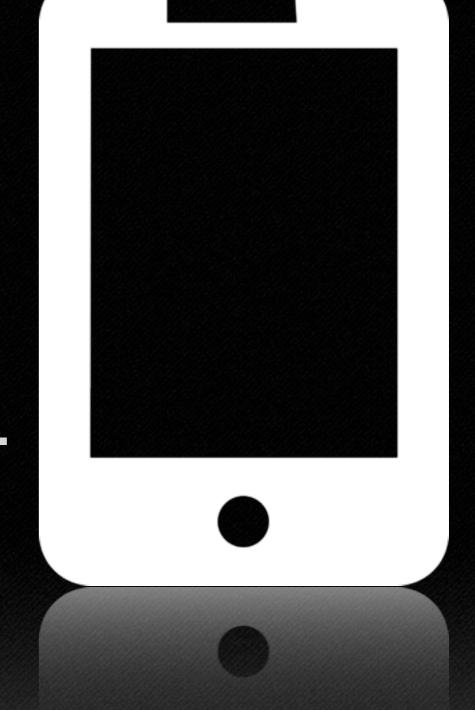
Quick Turn
Around
Unlimited
Devices

Why Prototype

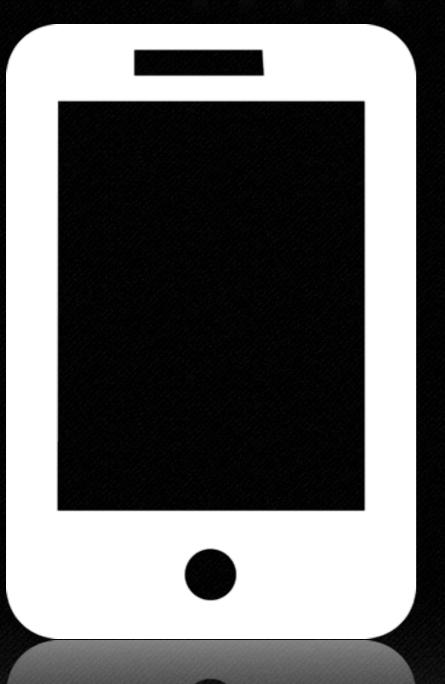
Testing of the UX/UI

Navigation and overall content structure.

To test the user interface (UI) and content and context.



Why Prototype



Perform user trials which will improve usability and user experience

Discover possible pitfalls before design or coding begins

Get stakeholder buy in or to show concepts for \$\$\$\$\$\$\$

Target Audience



Stakeholders

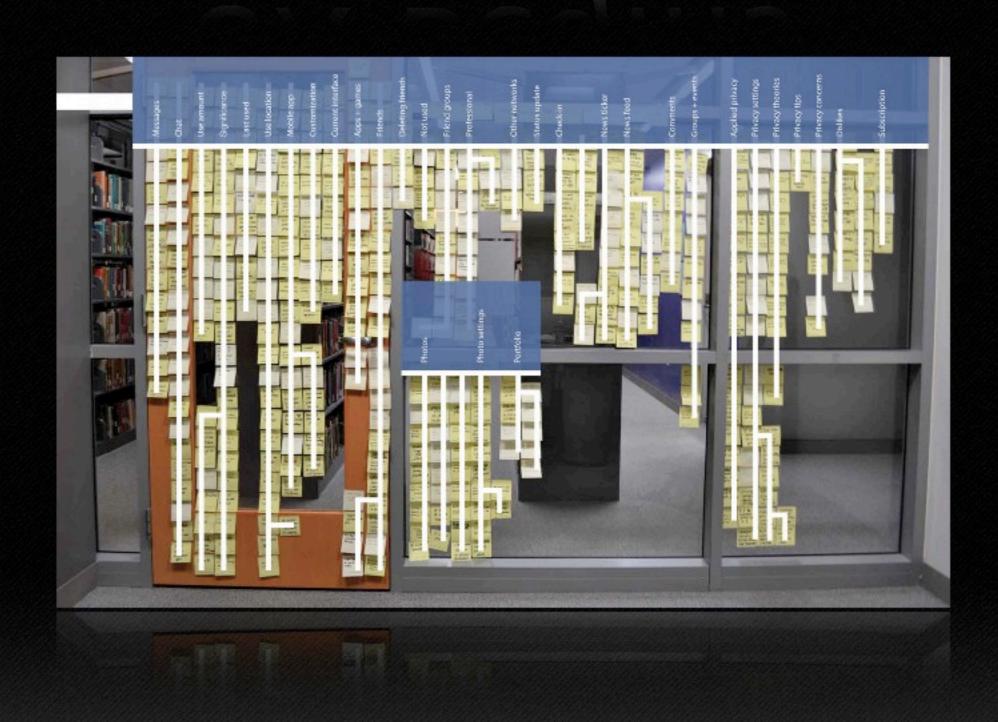


Developers

Mobile UX Basics

- Research Other Apps
- Make the Users
- Understand Mobile Guidelines
- Failure Is An Option

UX Begins





Axure Demos

Little World

http://prototypes.lextech.com/EEMSTP/World.html

Big Bank

http://prototypes.lextech.com/PX09DG/Home.html

Corn Company

http://prototypes.lextech.com/TIVGGR/Home.html

Thank you

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