

Mobile UX

Interaktions- und Designmuster
auf Android und iOS

Philipp Kumar



Philipp Kumar

- Competence Center Mobile Lösungen
- Schwerpunkte
 - Mobile Unternehmenslösungen
 - Mobiltechnologien



Business Consulting

JAVA

Business Solutions

- JBoss
- Websphere
- OSGi

Mobile Solutions

- Android
- iPhone

Innovative Solutions

User Experience

- Analyse
- Konzeption

Open Source

SAP

SAP-Security & Compliance

BRM/BRO (Business Rules Management)

SAP Consulting CRM, SCM, SRM Logistik, Finance

SAP Development

SAP Technologie SAP Basis

Open Text

Microsoft / .NET

Dynamics NAV

Dynamics AX

Dynamics CRM

Sharepoint / .NET

Branchenlösungen

- care concept
- easy san
- opus curare

Telematik

Internationale Projekte

Outsourcing

IT-Consulting & Projekte

Outsourcing & Services

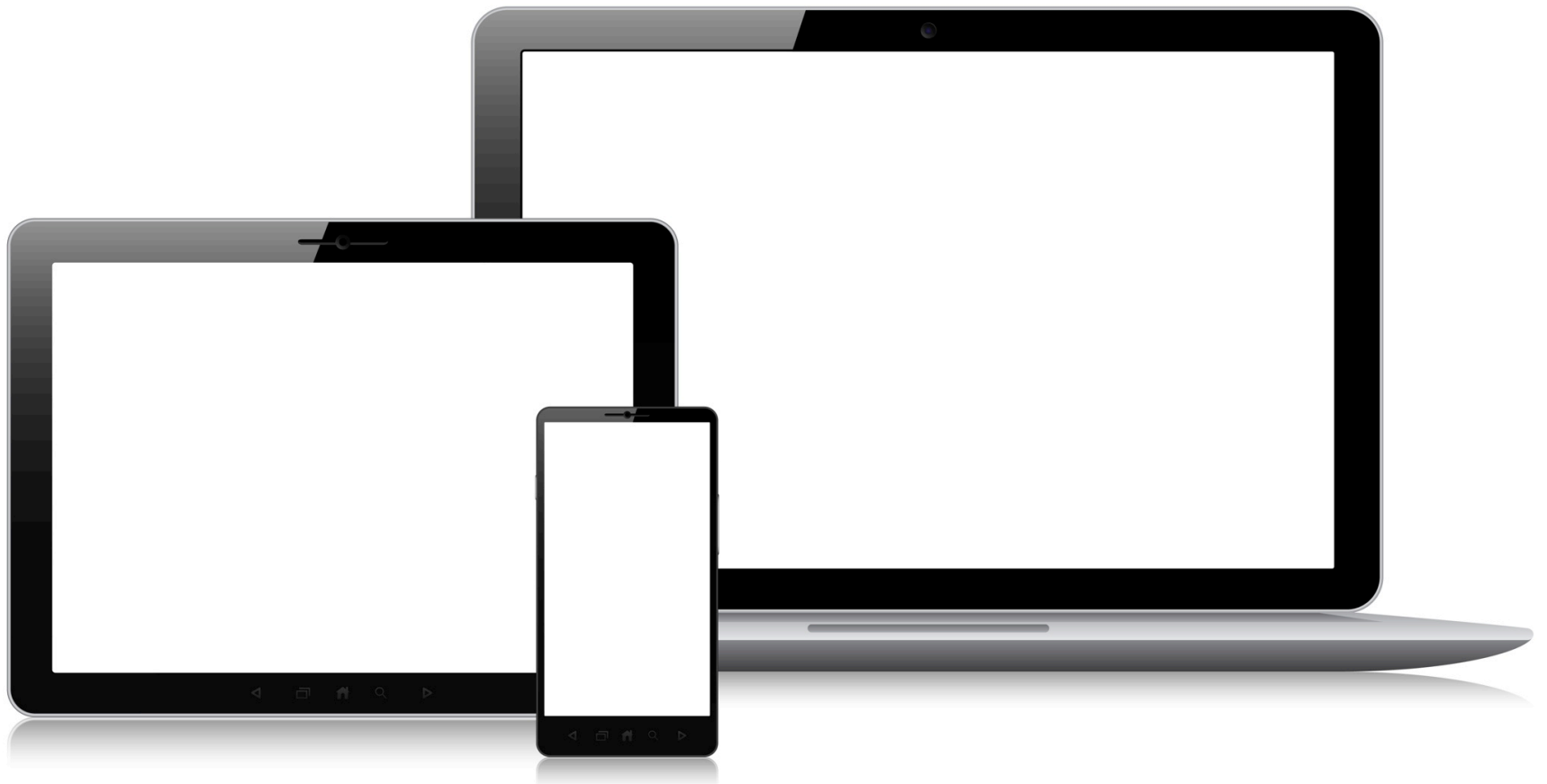
RZ-Betrieb

Business Process Outsourcing

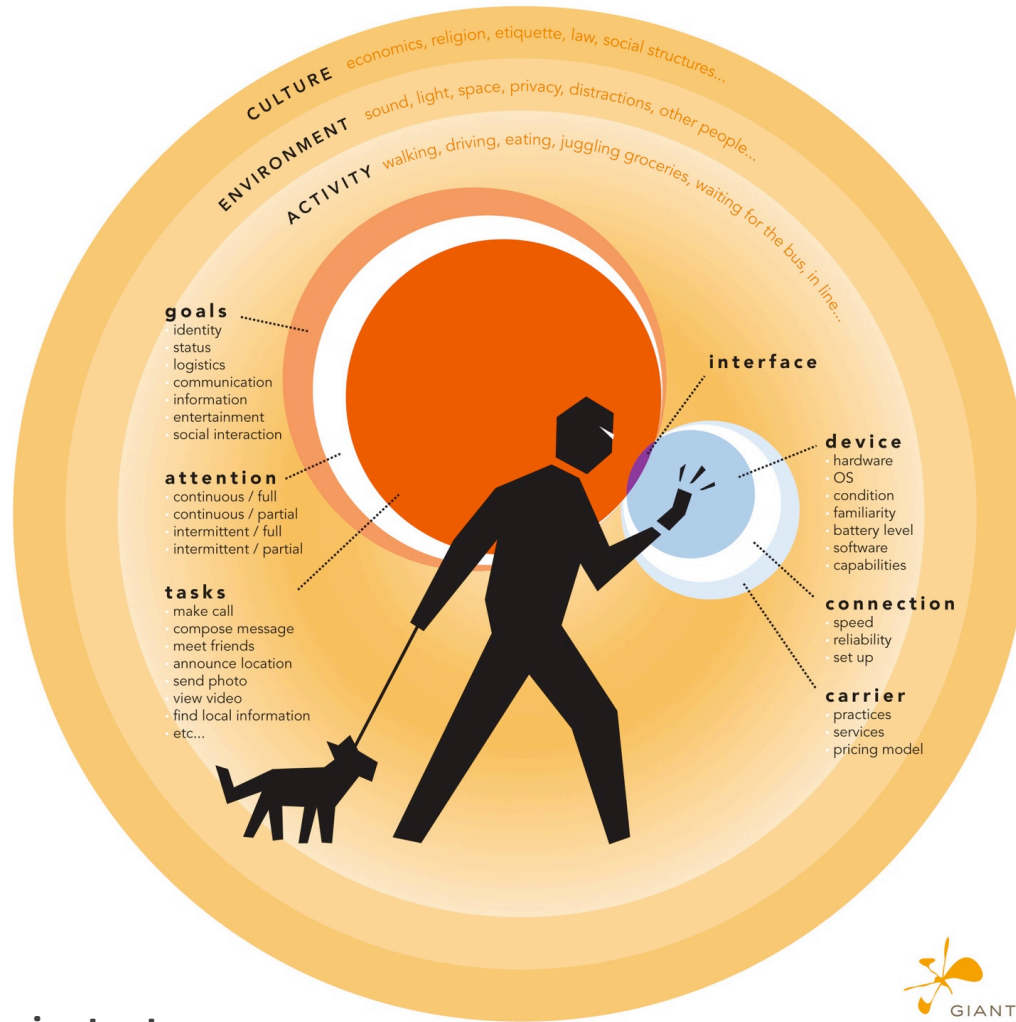
Mobile User Experience



Mobile UX: Besonderheiten



Mobile UX: Besonderheiten



Mobile UX: Besonderheiten



Mobile UX: Besonderheiten

iOS und Android



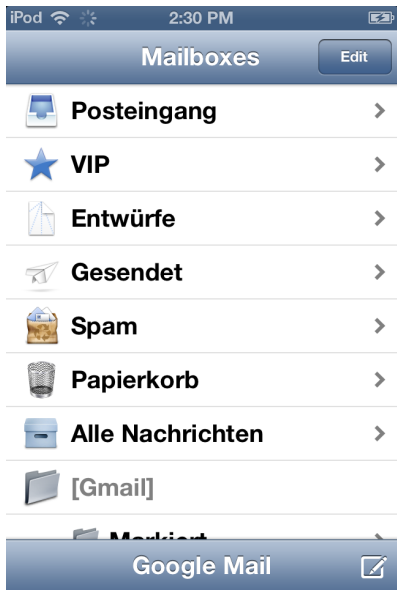
Bedienelemente



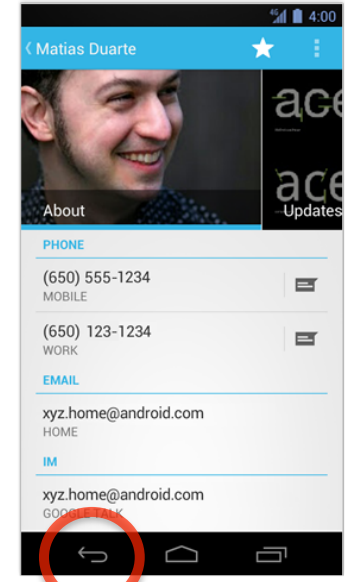
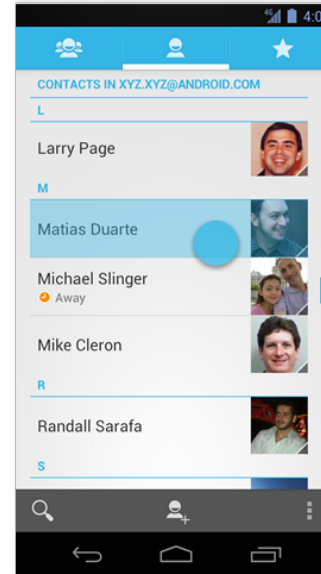


Bedienelemente





UI-Widget



List view

Detail view

Hardware-Button



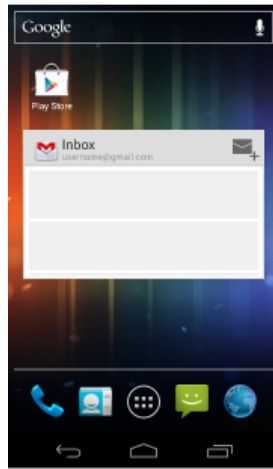
„Vertikale“ Navigation





Android: Back-Navigation





Home

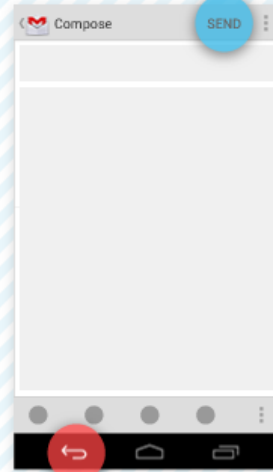
Task A



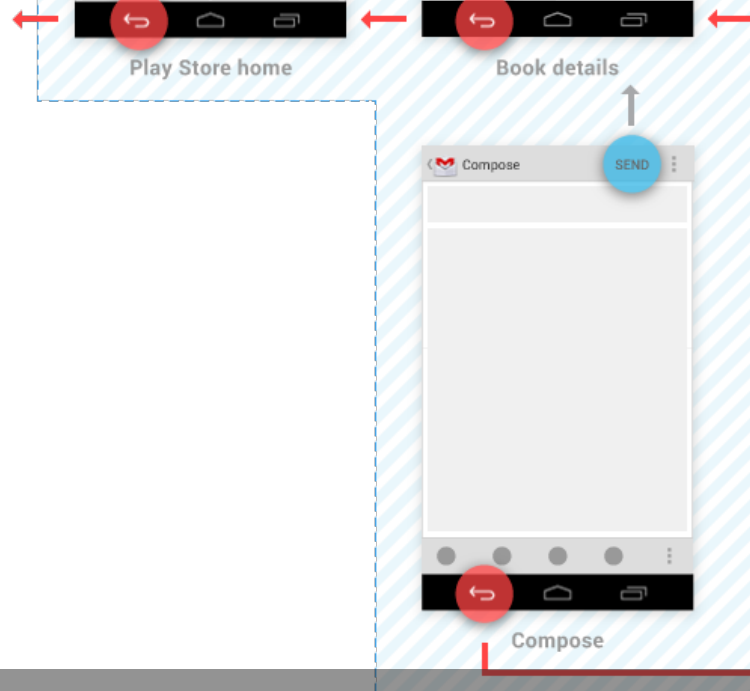
Play Store home



Book details

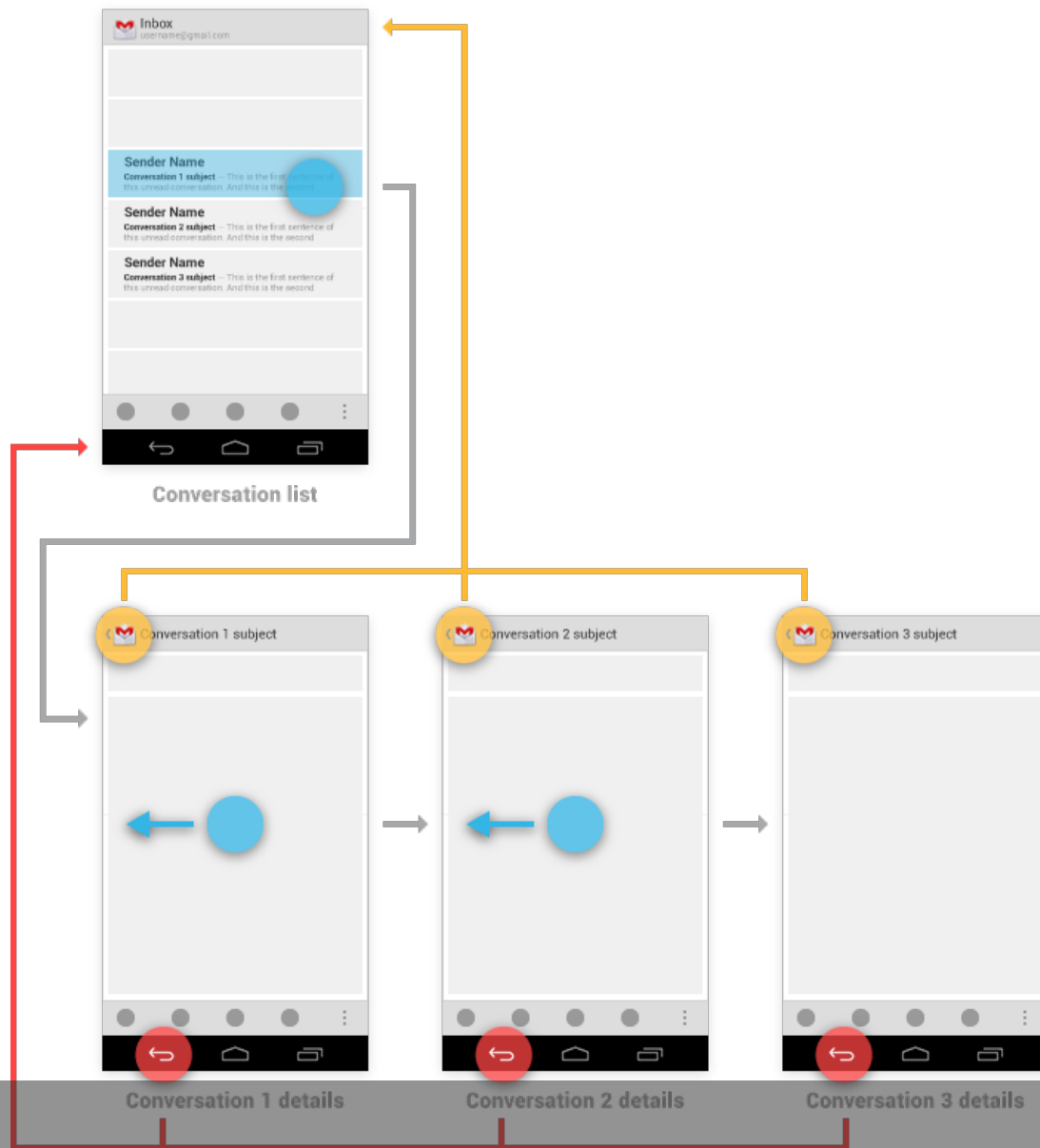


Compose



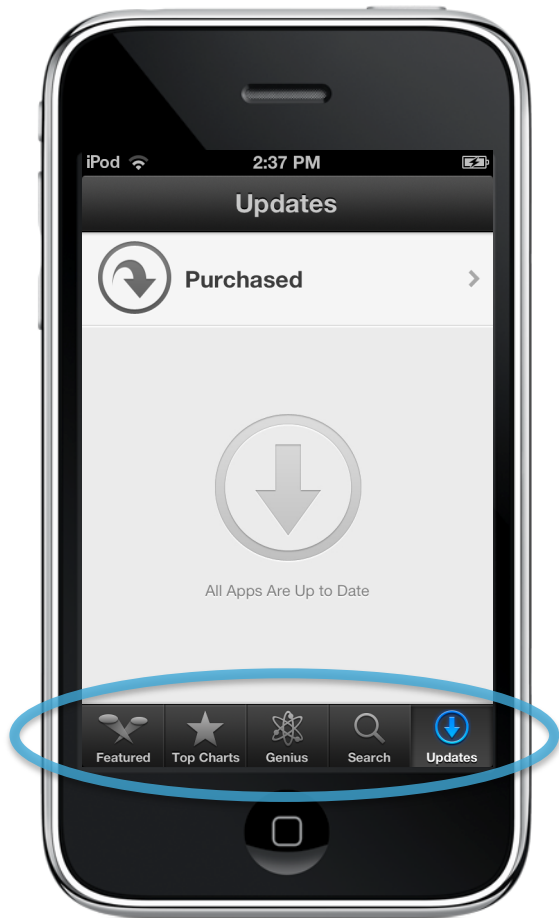
Android: Back-Navigation



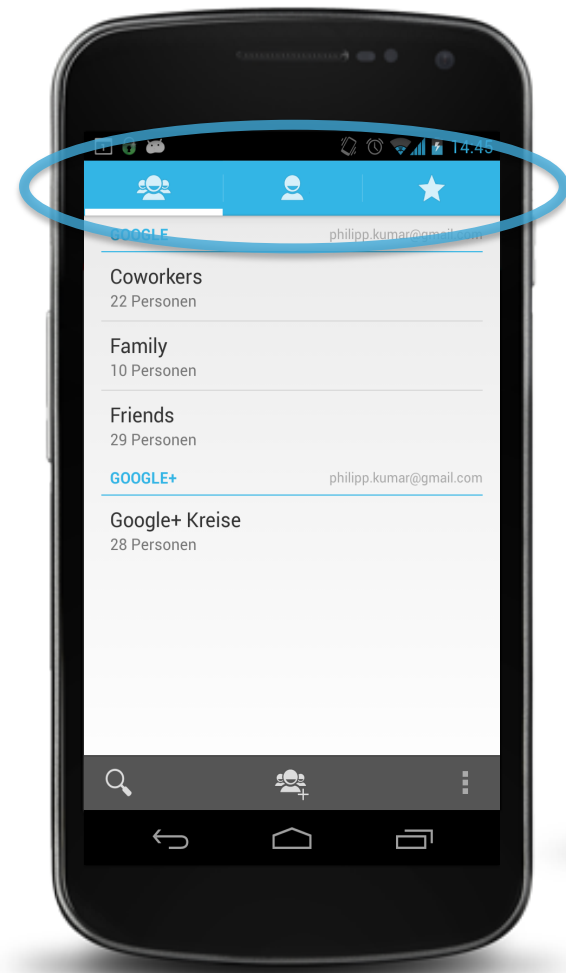


Android: Up-Navigation





Tab Bar

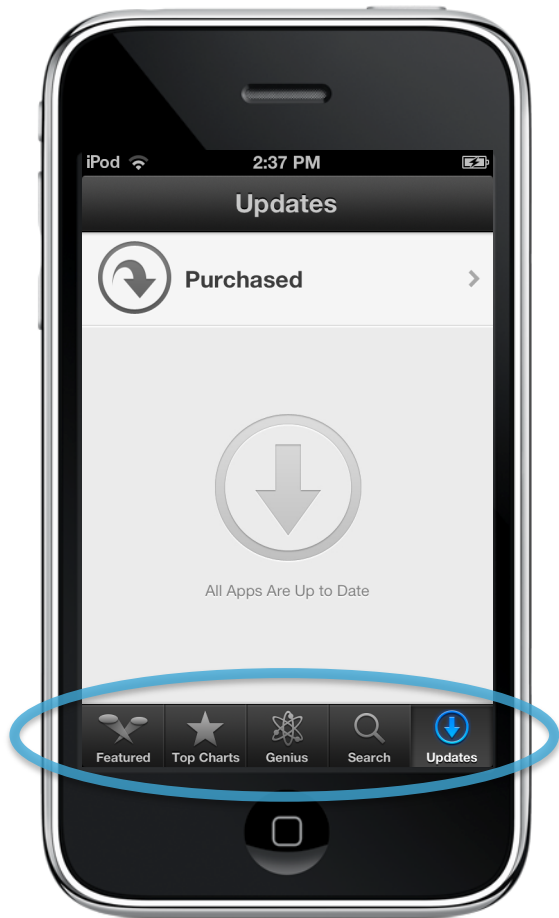


(1) Action Bar Tabs

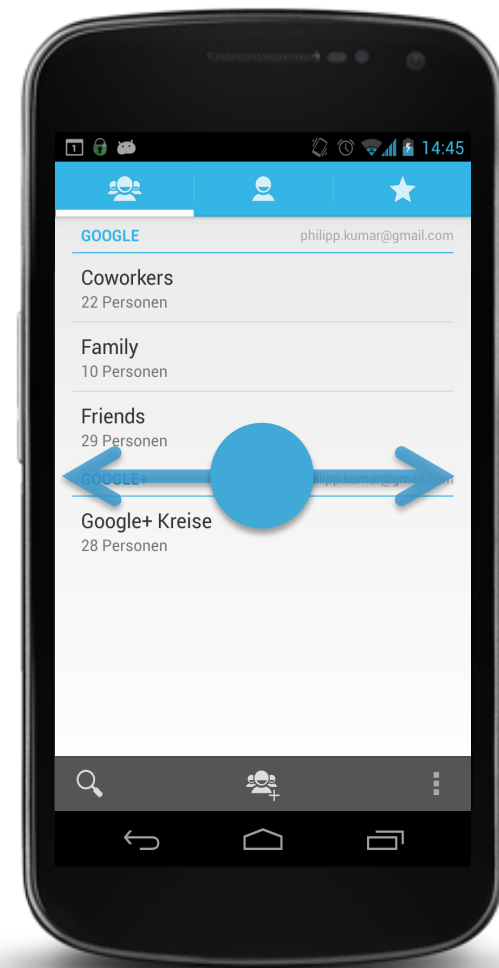


„Horizontale“ Navigation





Tab Bar

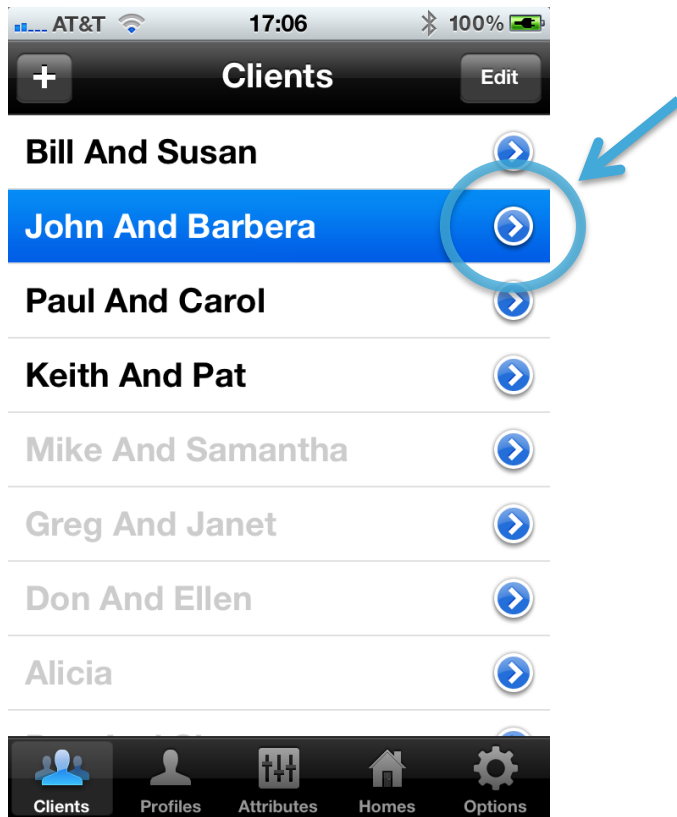


(2) Swipe

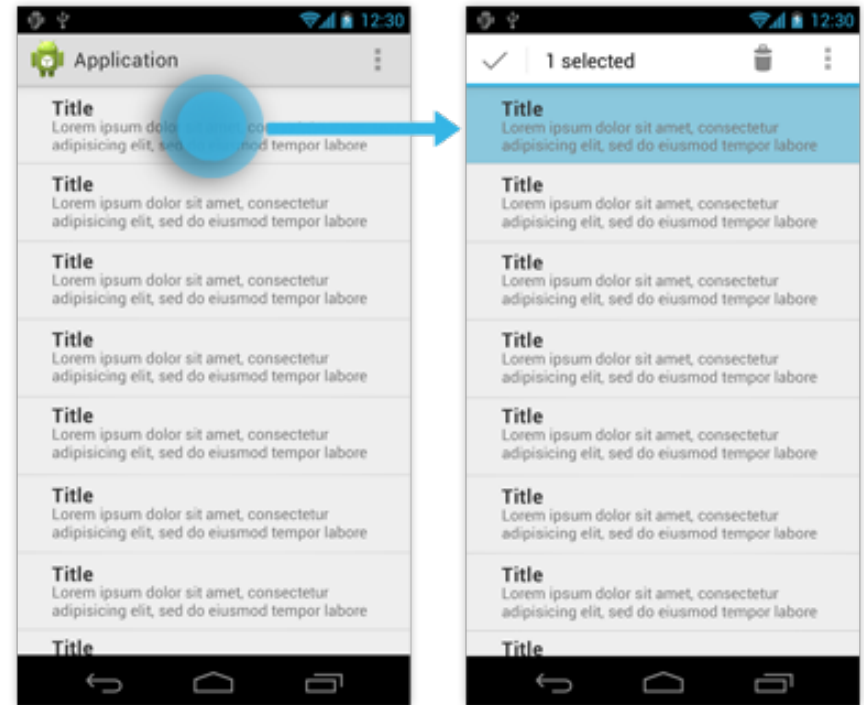


„Horizontale“ Navigation





Detail Disclosure Button

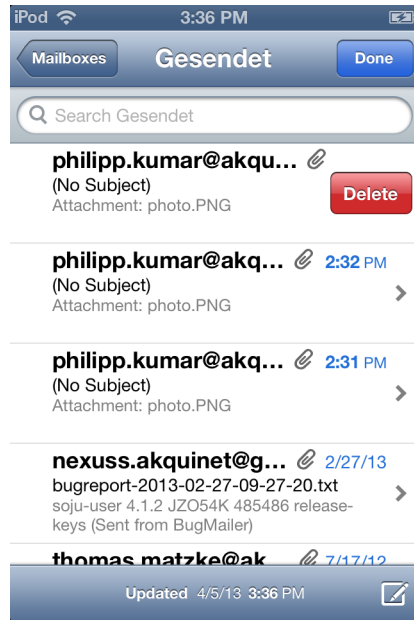
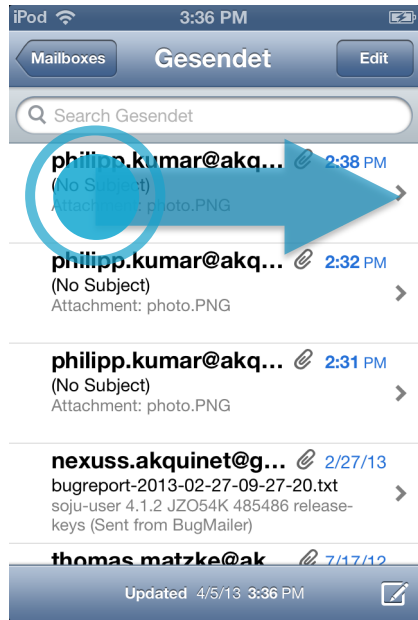


Long Press
-> Contextual Action Bar

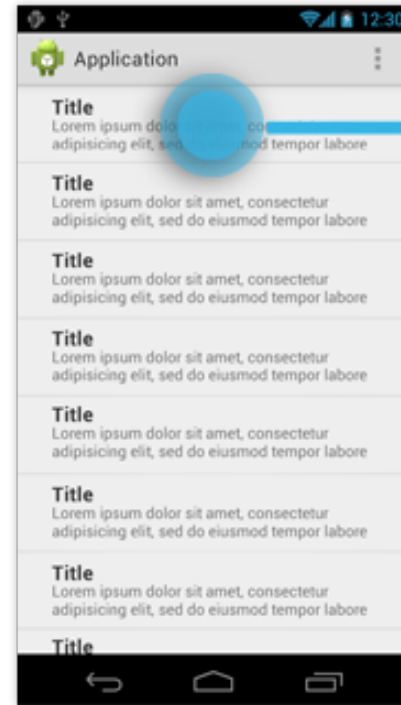


Kontextuelle Aktion





Swipe to Delete

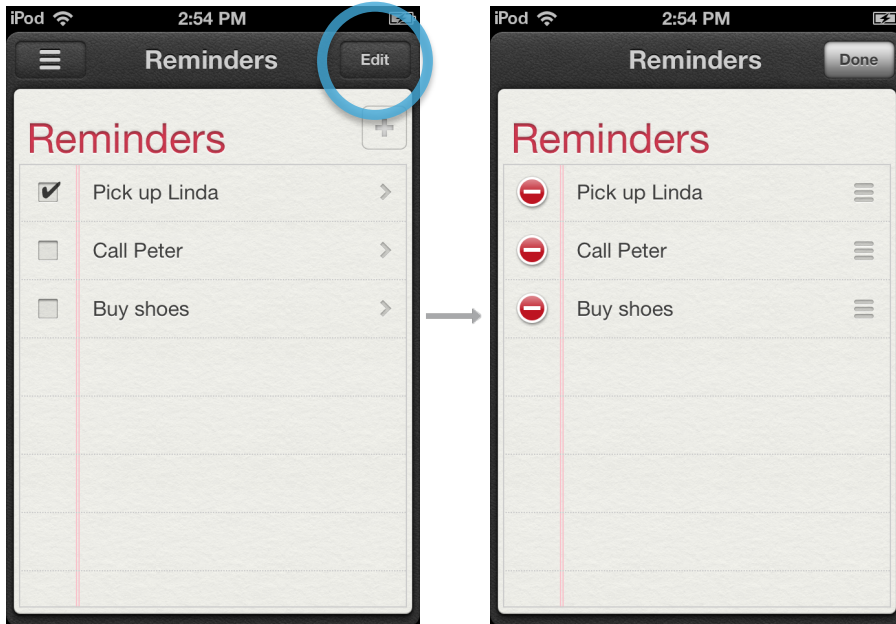


Long Press
-> Contextual Action Bar

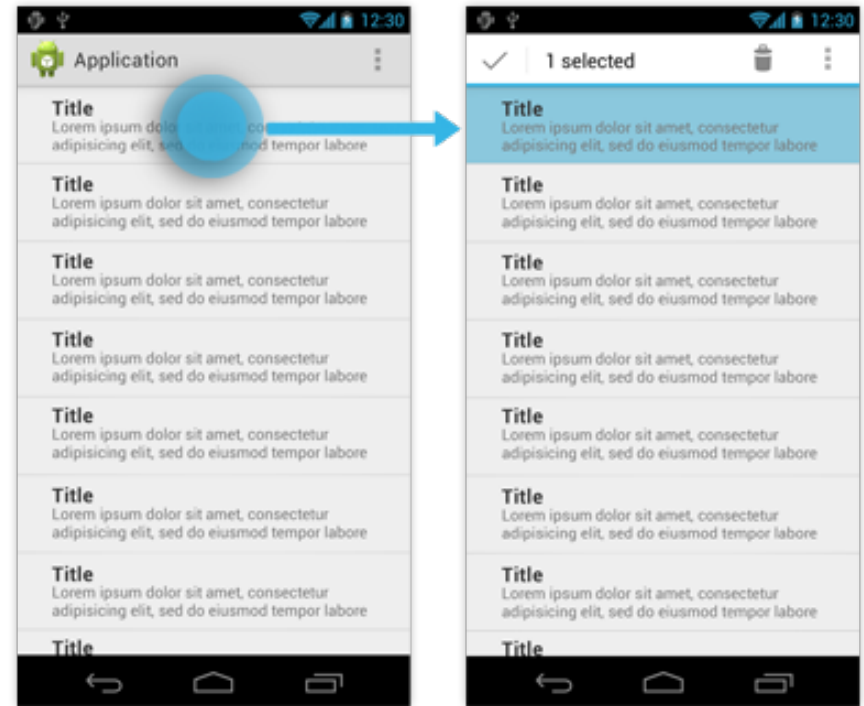


Spezialfall: Objekt löschen





Edit Mode



**Long Press
-> Contextual Action Bar**

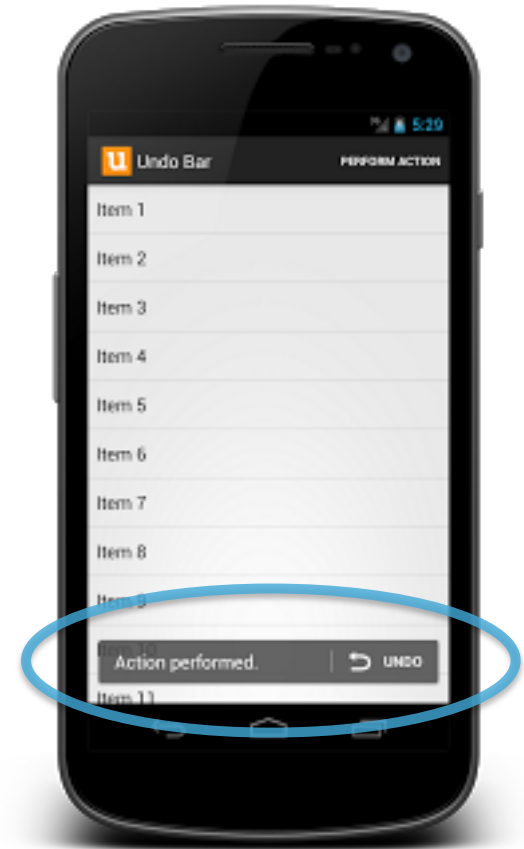


Aktion auf mehreren Objekten





Shake Device



Undo Bar

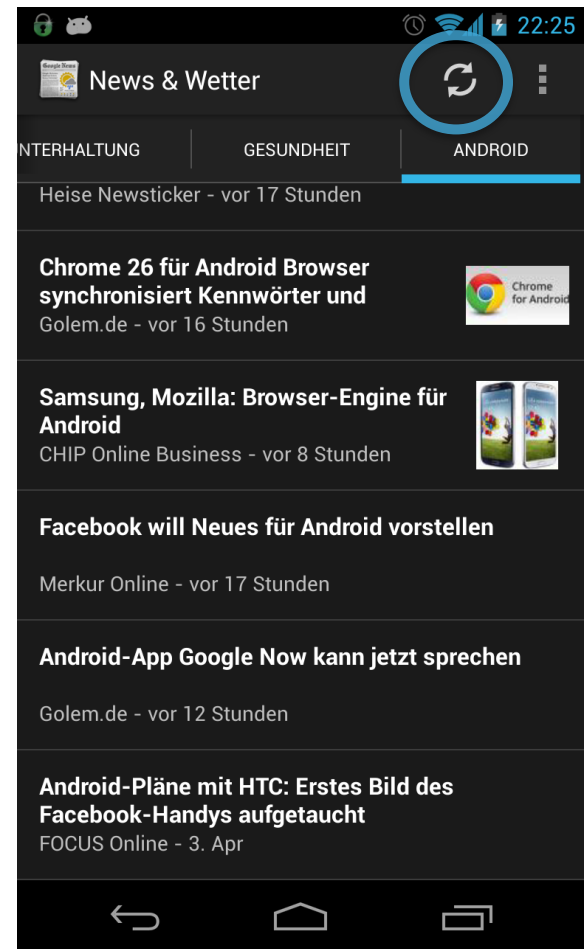


Undo





Pull to Refresh



Action Bar Button



Refresh



Fazit

- Interaktions- und Designmuster unterscheiden sich
- Nichtberücksichtigung führt zu Usability-Problemen
- Muster sind „im Fluss“
 - Populäre Apps etablieren Muster, z.B. Twitter, Facebook



April 2013 Heute

Allgemein Paps Philipp Ma

14	Mo. 01			
	Di. 02			
	Mi. 03	20:00 Kegeln		
	Do. 04			
	Fr. 05		16:00 Klavierunterricht	
	Sa. 06			
	So. 07			
15	Mo. 08			
	Di. 09			
	Mi. 10	20:00 Kegeln		
	Do. 11			
	Fr. 12		16:00 Klavierunterricht	
	Sa. 13			
	So. 14			
16	Mo. 15			
	Di. 16			
	Mi. 17	20:00 Kegeln		
	Do. 18			
	Fr. 19		16:00 Klavierunterricht	
	Sa. 20			
	So. 21			
17	Mo. 22			

ohana-calendar.com



Side Navigation

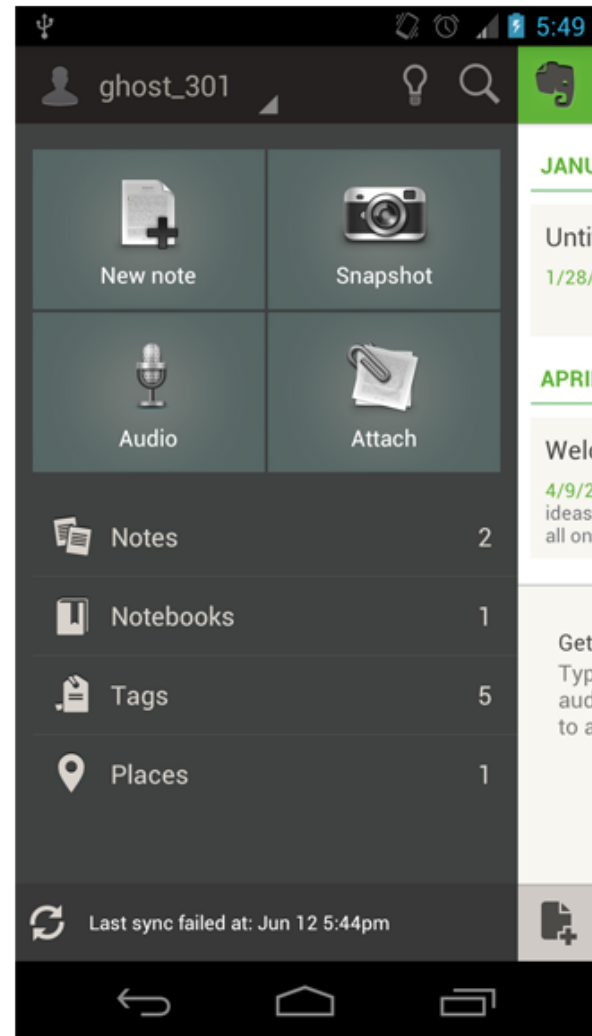
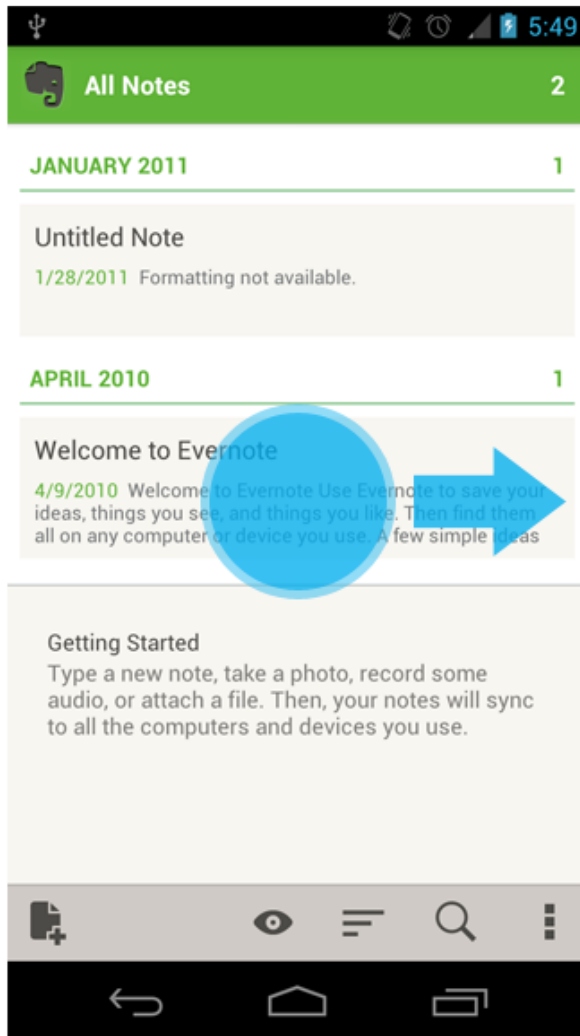
The screenshot displays the Ohana Calendar app interface. On the left, a dark red sidebar contains three menu items: 'Kalender' (Calendar) with a calendar icon, 'Einstellungen' (Settings) with a gear icon, and 'Müller' with a group of people icon. Two blue arrows point from the left towards the calendar grid, indicating the side navigation mechanism. The main area shows a calendar for April 2013, with a background featuring a large cartoon monster face. At the top, there are three circular icons representing different categories: 'Allgemein' (General), 'Paps' (Dad), and 'Philipp'. The calendar grid shows events for various days, including '20:00 Kegeln' (Bowling) and '16:00 Klavierunterricht' (Piano lessons).

Day	Event
Mo. 01	
Di. 02	
Mi. 03	20:00 Kegeln
Do. 04	
Fr. 05	16:00 Klavierunterricht
Sa. 06	
So. 07	
Mo. 08	
Di. 09	
Mi. 10	20:00 Kegeln
Do. 11	
Fr. 12	16:00 Klavierunterricht
Sa. 13	
So. 14	
Mo. 15	
Di. 16	
Mi. 17	20:00 Kegeln
Do. 18	
Fr. 19	16:00 Klavierunterricht
Sa. 20	
So. 21	
Mo. 22	

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Side Navigation



Side Navigation



Vielen Dank!