DESIGNING FOR MOBILE LEARNING

HOW MANY DEVICES?
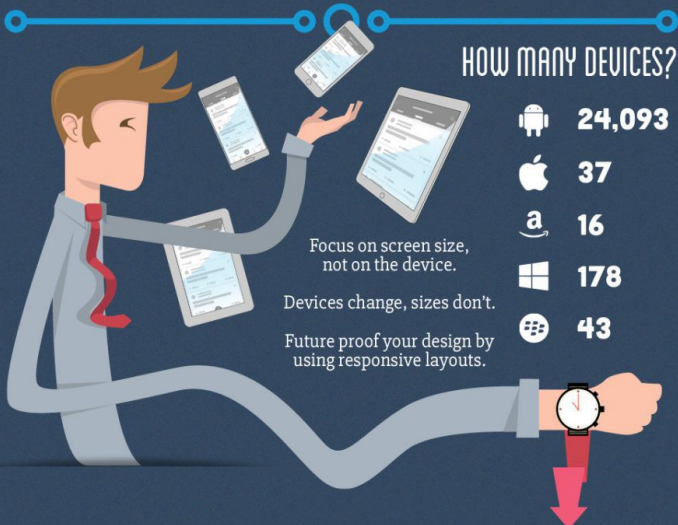
(Android)	24,093
(Apple)	37
(Amazon)	16
(Windows)	178
(BlackBerry)	43

Focus on screen size, not on the device.
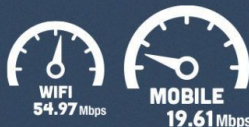
Devices change, sizes don't.

Future proof your design by using responsive layouts.

## KEEP THOSE LOAD TIMES *QUICK*

Keep images simple and compressed, cache reusable content, and reduce the number of content requests from the server.

AVERAGE CONNECTION SPEEDS IN THE U.S.

WIFI 54.97 Mbps

MOBILE 19.61 Mbps

Google provides PageSpeed [1] which will analyze your course and provide information on how to decrease the load times by using current best practices.

[1] https://developers.google.com/speed/pagespeed/insights/

MAKE IT MOBILE READY
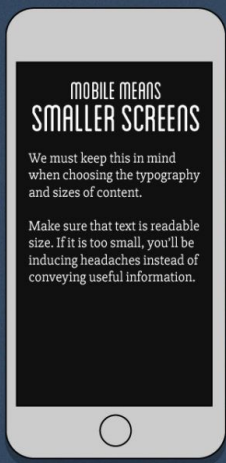
MOBILE MEANS SMALLER SCREENS

We must keep this in mind when choosing the typography and sizes of content.

Make sure that text is readable size. If it is too small, you'll be inducing headaches instead of conveying useful information.

Use larger buttons. The average touch area of a finger is between 40 - 80px. Make buttons large enough to allow easy interaction, and make sure that touchable items are not too close together.

40px - 80px Wide

If there is more content than space, don't attempt to cram it all onto the page. It's best to break the content into smaller chunks.

MOBILE INTERACTIONS

You can't "hover" on a mobile device. Elements such as tool tips and context menus, which are commonly triggered by hovering on other devices, will need to be modified so they are triggered by alternative actions.

First Name   Last Name

Full Name

Keep forms compact by using the least amount of inputs possible. Break large forms into multiple segments to keep form scrolling to a minimum.

Use native form elements when possible. Native fields provide interactions the user is familiar with and uses frequently.