Software Development for Wireless and Mobile Devices

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Considering mobile design patterns

Image examples for different design patterns relative to mobile UI design and development. These screenshots include apps for both Android and iOS.

n.b. some of these images are taken from legacy apps and designs.

Contents

• Part 1 - general content screens & navigation

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Our first set of patterns will consider general content screens and navigation. For this week's class discussion on Slack #discussion-part1,

- review each image, and its title, e.g. 'screen 1 AirBNB content listing'
- then comment on overall design, e.g.
 - general aesthetics, consistency, familiarity...
- add comments on navigation options, where applicable, e.g.
 - relevance within the current screen
 - perceived usage within the app's overall navigation scheme...

Any questions, please let me know.

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Barcelona, ES Camp d'en Grassot i Gràc...





Design&Balcony in Sagrada Familia

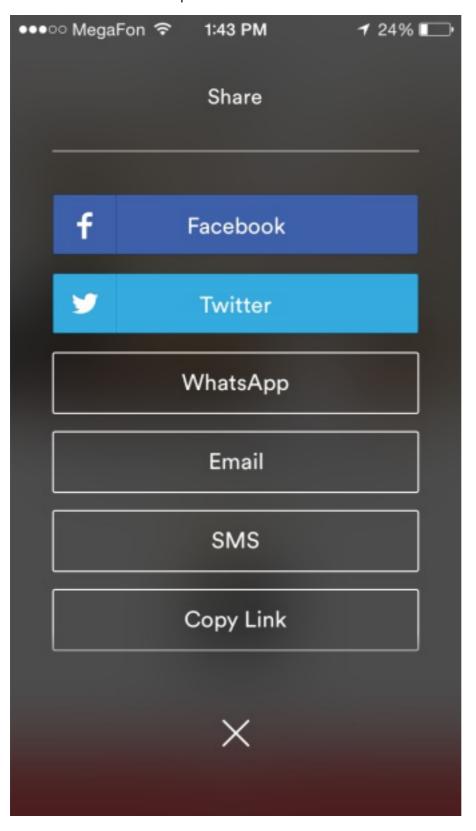
**** 14



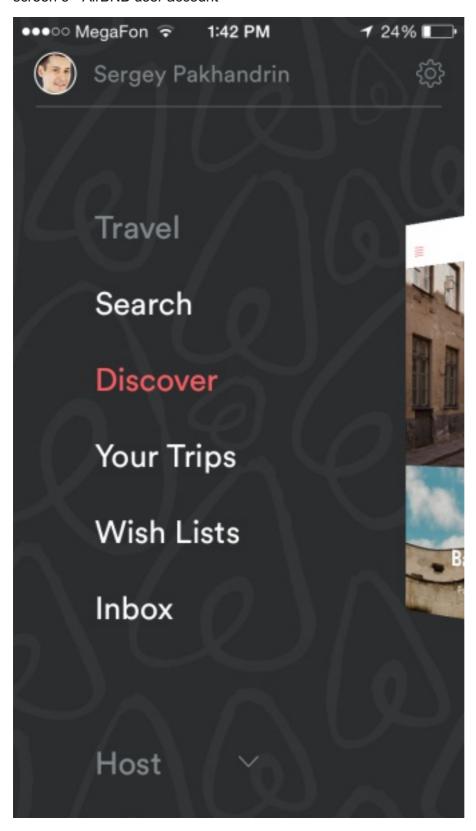
Entire Home Hosted by Eli&Agus

Instant Book

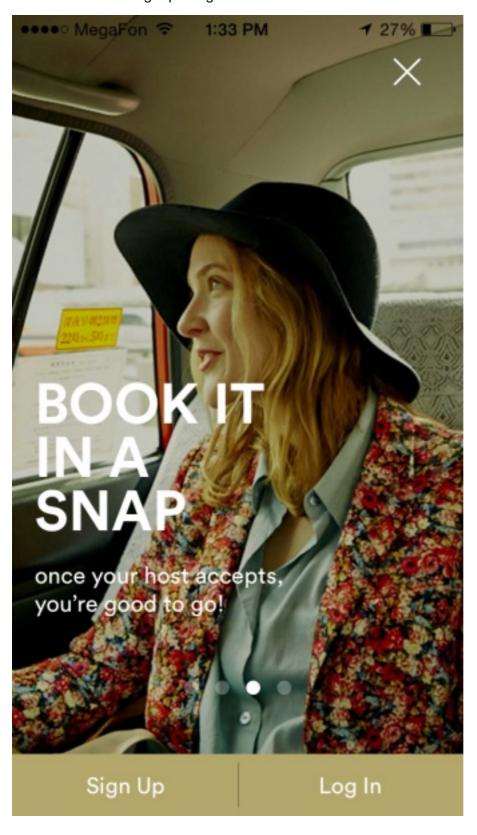
screen 2 - AirBNB share options



screen 3 - AirBNB user account



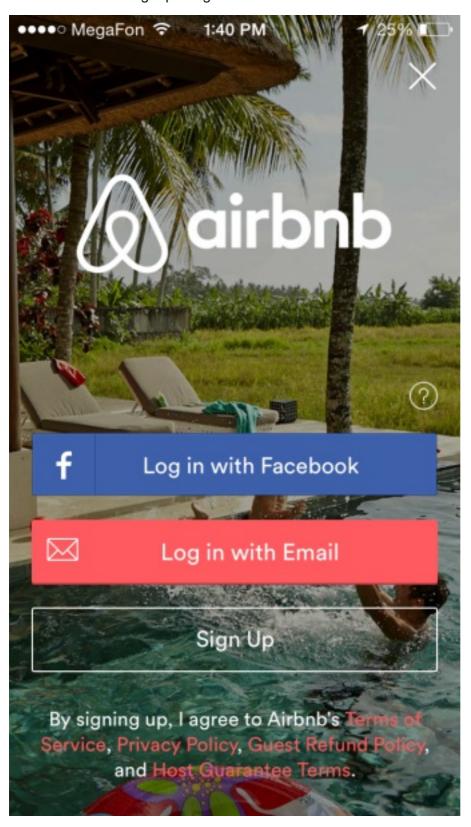
screen 4 - AirBNB signup & login

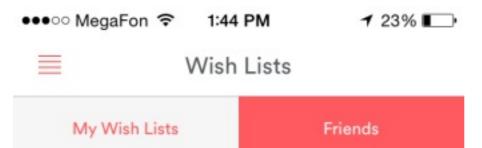


screen 5 - AirBNB signup & login 2- transition



screen 6 - AirBNB signup & login 3







Explore the world with your friends

When your friends add listings to their Wish Lists, you'll see them here.