# Mobile Design Trends

@davidkaneda

# The Basics

# Touch

Touch Events version 1

http://www.w3.org/TR/touch-events/ Reader Google

W3C Candidate Recommendation

# Touch Events version 1

## W3C Candidate Recommendation 15 December 2011

**This version:**
http://www.w3.org/TR/2011/CR-touch-events-20111215/
**Latest published version:**
http://www.w3.org/TR/touch-events/
**Latest editor's draft:**
http://dvcs.w3.org/hg/webevents/raw-file/v1/touchevents.html
**Previous version:**
http://www.w3.org/TR/2011/WD-touch-events-20111027/

**Public Comments:**
public-webevents@w3.org
**Working Group:**
Web Events WG

**Editors:**
Matt Brubeck, Mozilla
Sangwhan Moon, Opera Software ASA
Doug Schepers, W3C

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## Abstract

The Touch Events specification defines a set of low-level events that represent one or more points of contact with a touch-sensitive surface, and changes of those points with respect to the surface and any DOM elements displayed upon it (e.g. for touch screens) or associated with it

# Enhance Your Hit Radius

# Scroll

# -webkit-touch-overflow: auto

MATTEO SPINELLI'S
CUBIQ.ORG



POSTED ON: MAR 10, 2011 TAG: MOBILE DEV REACTIONS: 655

# > ISCROLL 4

*iScroll finally received a complete rewrite. Now it's smoother than ever and adds some new important features: pinch/zoom, pull down to refresh, snap to elements and more custom events for a higher level of hackability.*

DOWNLOAD SCREENCAST LIVE DEMO # GITHUB :) FORUM

/PROJECTS
1. Hexagame, the making of an HTML5 game
2. SwipeView
3. iScroll 4
4. Add to home screen
5. Device motion + websockets demo
6. Follow along floating layer
7. HW Accelerated Accordion
8. Slide-in menu
- More »

/TAGS
- announcement

## PROJECT INFO

**Last code update:** 2011.07.03 – v4.1.7
**Device compatibility:** iPhone/Ipod touch >=3.1.1, iPad >=3.2, Android >=1.6, Desktop Webkit, Firefox, Opera desktop/mobile.
**Discussion group**
*QR Code opens demo page.*

## SUPPORT DEVELOPMENT

If this script saved your day and you wish to support future developments you may consider sending some funds via PayPal or Flattr.

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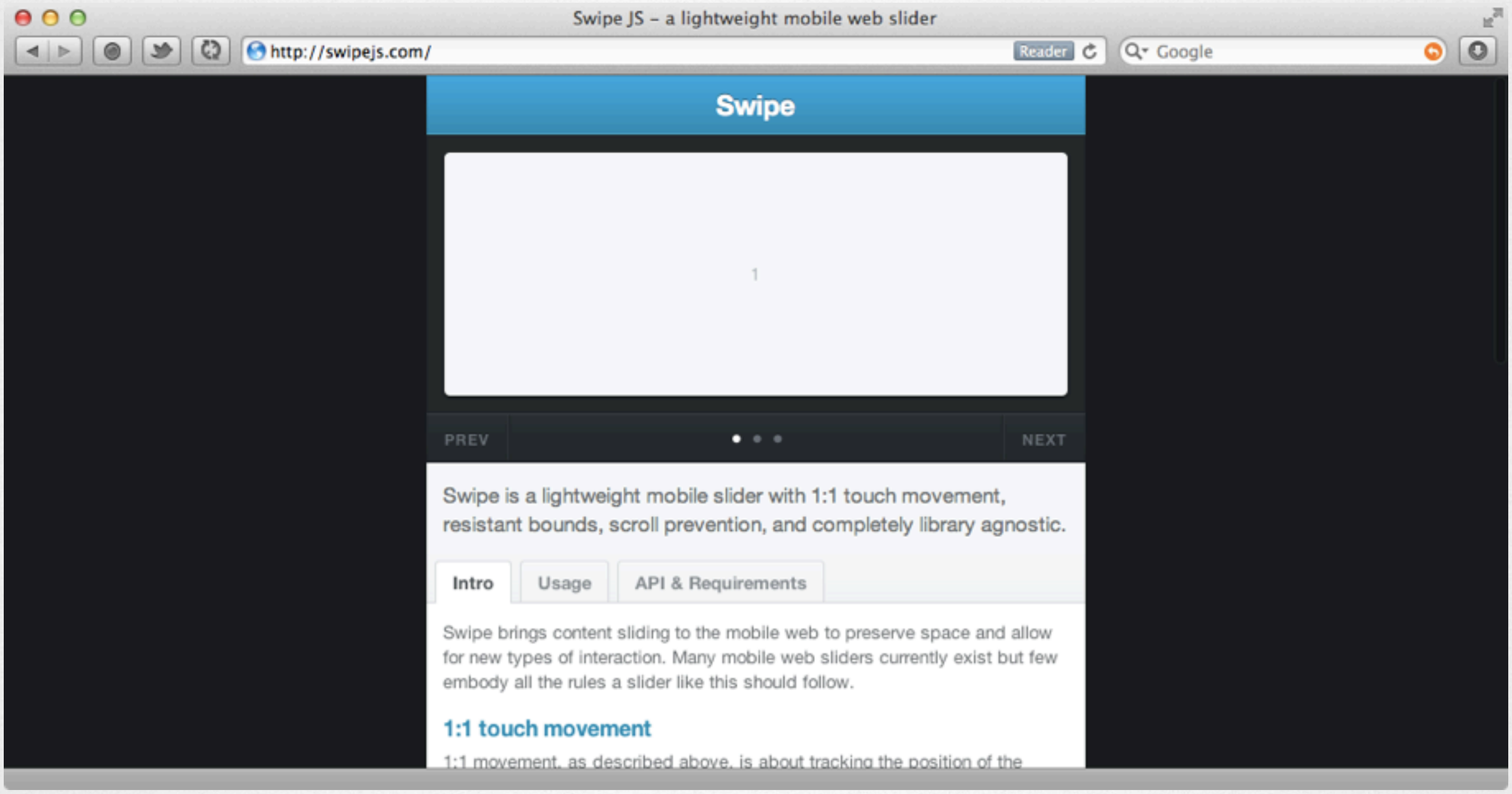
## OVERVIEW


Swipe JS – a lightweight mobile web slider
http://swipejs.com/
Reader
Google
Swipe
1
PREV
NEXT
Swipe is a lightweight mobile slider with 1:1 touch movement, resistant bounds, scroll prevention, and completely library agnostic.
Intro
Usage
API & Requirements
Swipe brings content sliding to the mobile web to preserve space and allow for new types of interaction. Many mobile web sliders currently exist but few embody all the rules a slider like this should follow.
1:1 touch movement
1:1 movement, as described above, is about tracking the position of the

zynga/scroller @ GitHub

http://zynga.github.com/scroller/

Google

Fork me on GitHub

# Zynga Scroller

ZIP TAR

*Accelerated panning and zooming for DOM and Canvas*

## Dependencies

Zynga Scroller has no dependencies to other JavaScript libraries.

## Demo

- Easy Scroller (NEW)
- DOM Demo
- Canvas Demo
- Paging X-Axis
- Paging Y-Axis
- Snapping to Cells
- Pull-to-Refresh

## Install

Just copy over the 3 JavaScript files from the "src" folder to your local JavaScript project and include them in the following order "Raf.js", "Animate.js" and "Scroller.js".

It also supports Jasy - our build system - to auto-detect dependencies. In this case you need to download Core as well. `Animate.js` and `Raf.js` are then used from there.

## License

```
Copyright (c) 2011 Zynga Inc., http://zynga.com/
```

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# Sencha Touch 2 Build Mobile Web Apps with HTML5

Buy Support | Download

## The Best Framework Just Got Better

Build HTML5 mobile apps for iPhone, Android, and BlackBerry.

With over 50 built-in components, state management, and a built-in MVC system, Sencha Touch 2 provides everything you need to create immersive mobile apps.

Watch Video

View Examples

Overview | Features | Demos | Who's Using? | Touch Charts | Licensing | Resources

### What is Sencha Touch?

Sencha Touch 2, a high-performance HTML5 mobile application framework, is the cornerstone of the Sencha HTML5 platform. Built for enabling world-class user experiences, Sencha Touch 2 is the only framework that enables developers to build fast and impressive apps that work on iOS, Android, BlackBerry, Kindle Fire, and more.

Find out why more and more companies are investing in their future by developing with HTML5. View Apps and Customers

### What's New?

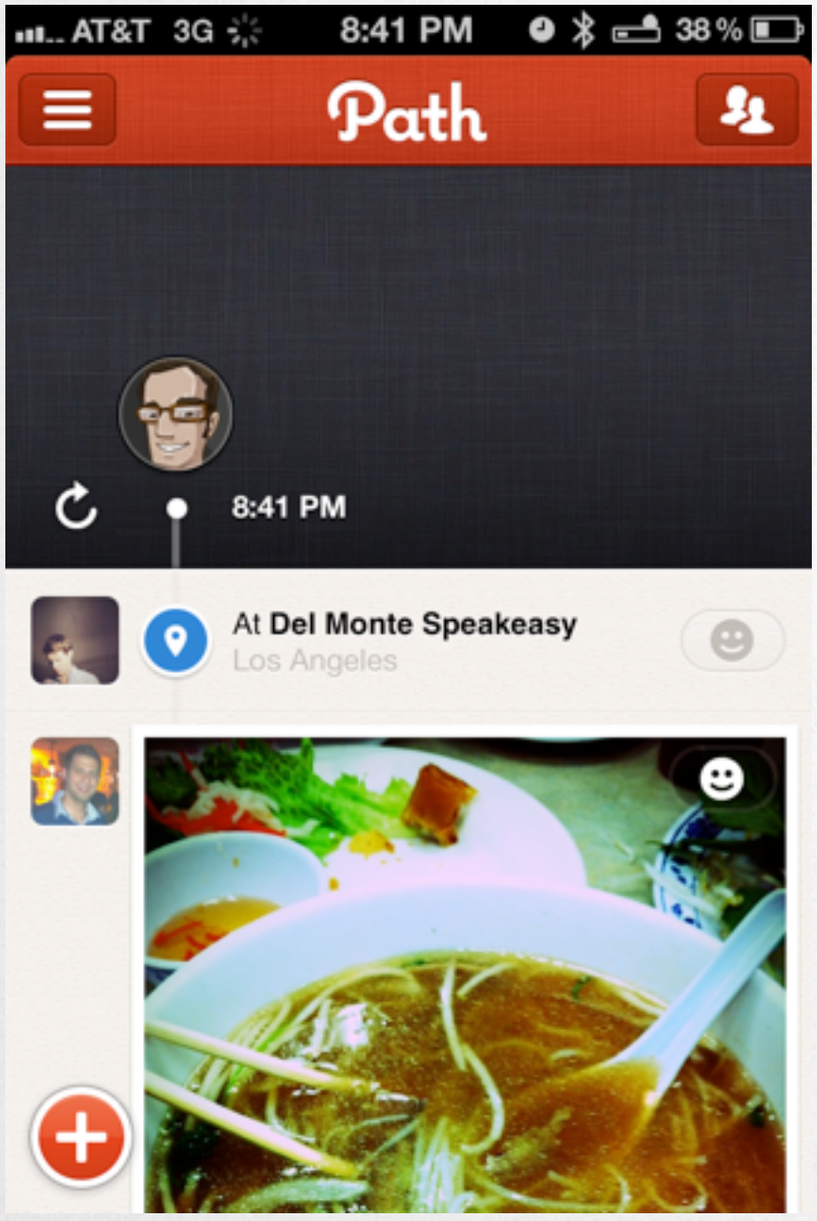
Sencha Touch 2 includes an updated and easier to use API, enhanced MVC, and richer documentation. To harness local hardware and system services, Sencha Touch 2 provides access to a wider set of native device APIs, allowing HTML5 developers to take advantage of hardware features. To broaden the reach of apps created with Sencha Touch 2, a free native packager is now included enabling app distribution to the Apple App Store and the Android Market. Read about the new features

Increased Speed

Native Packaging

# http://j.mp/touchsink

# Animation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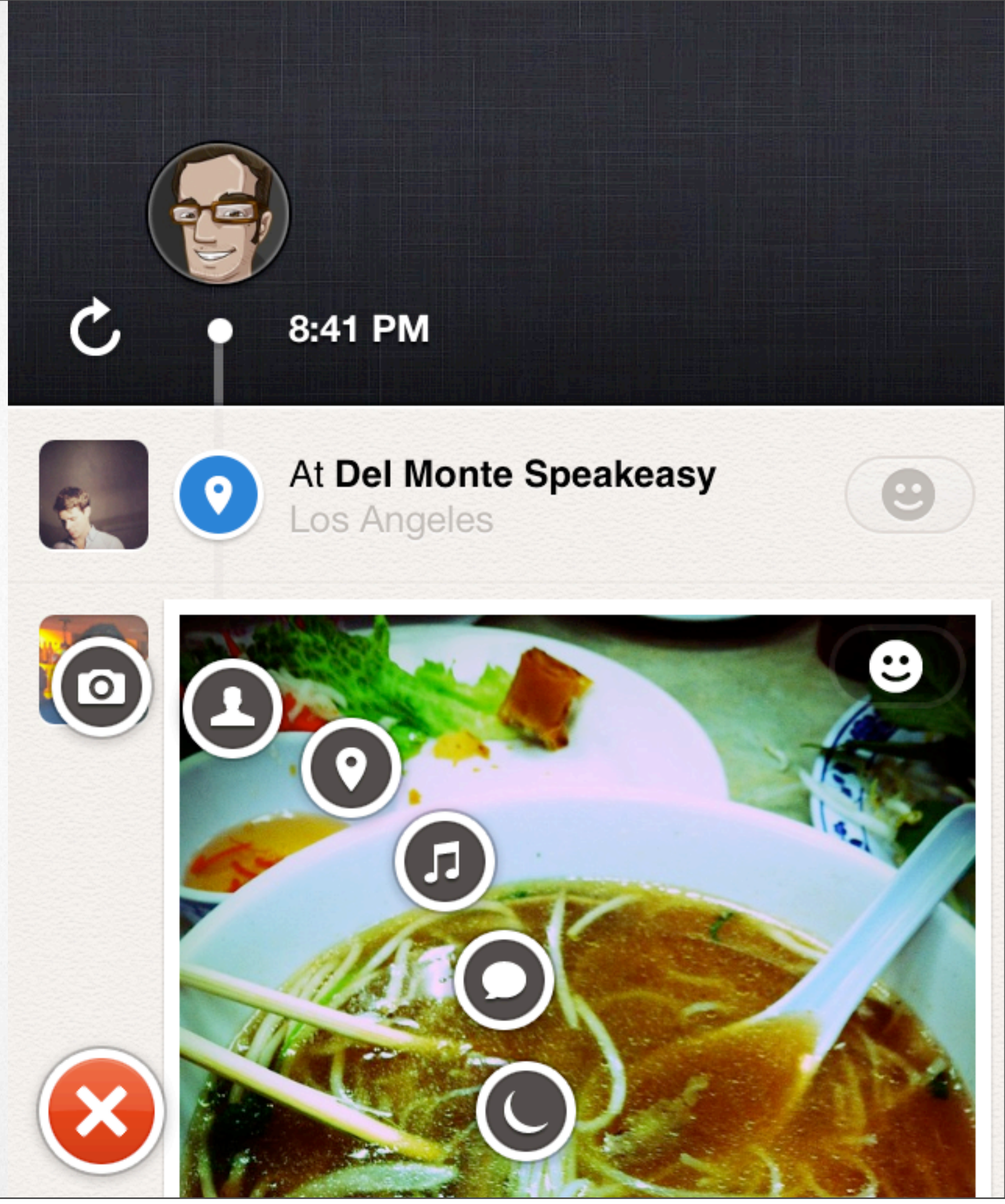
Los Angeles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# “Apps”

# RTFM

iOS Human Interface Guidelines: Introduction

http://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/MobileHIG/

Google

iOS Developer Library

Developer

iOS Human Interface Guidelines

PDF

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- Introduction
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Next

# Introduction

*iOS Human Interface Guidelines* describes the guidelines and principles that help you design a superlative user interface and user experience for your iOS app.

iOS Dev Center ▸ iOS Developer Library ▸ Topic ▸ User Experience

Android Design

http://developer.android.com/design/index.html

Google

# Android Design

- GET STARTED
  - Creative Vision
  - Design Principles
  - UI Overview
- STYLE
- PATTERNS
- BUILDING BLOCKS
- DOWNLOADS
- DEVELOPERS

Welcome to **Android Design**, your place for learning how to design exceptional Android apps.

**Creative Vision** >

BlackBerry Smartphones – 7.0 – UI Guidelines

https://docs.google.com/viewer?a=v&q=cache:jG2fCVUd-iAJ:docs.blackberry.com/zh-tw/develop

Google

me@davidkaneda.com

# BlackBerry Smartphones - 7.0 - UI Guidelines

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1



2

## BlackBerry Smartphones

Version: 7.0

UI Guidelines

First Look at Windows Phone

http://msdn.microsoft.com/en-us/library/hh202905(v=vs.92).aspx

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    - Application Landscape for Windows
    - **First Look at Windows Phone**
    - Performance Techniques for Windov

# First Look at Windows Phone

msdn

**Windows Phone** | 15 out of 16 rated this helpful – Rate this topic

March 22, 2012

The Windows Phone user interface framework provides consistent system objects, events, and interactions for developers and designers to create beautiful, predictable application experiences for the end user. This topic examines each piece of the framework and discusses how it can be used or accommodated within application user interfaces.

The following figure shows off the Windows Phone screen real estate as it might look when an application is running.

*Windows Phone screen*

# Compare/Contrast

iOS uses “Sheets” whereas Android only uses overlays.
Different iconography
Android is getting a “back” button
Leverage the universal, like tabs

# Device Access

# Native APIs

Geolocation
Camera
Accelerometer
Contacts
Magnometer
File API
Network status

# Apache Cordova (formerly PhoneGap)

# Sencha SDK Tools

# Resolution Independent

Resolution Independent Mobile UI | Blog | Sencha

http://www.sencha.com/blog/resolution-independent-mobile-ui

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## Resolution Independent Mobile UI

August 23, 2010 | David Kaneda

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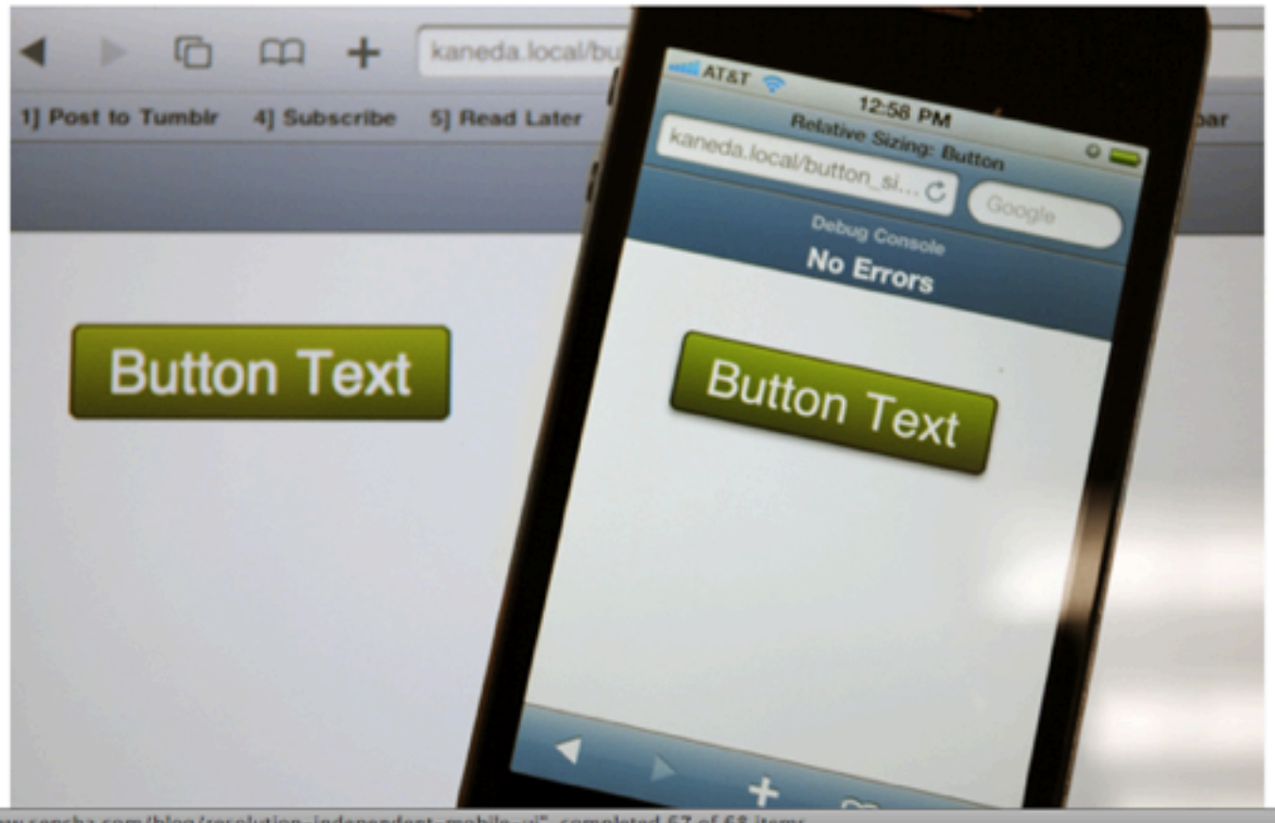
...or... A pixel is not a pixel. In my last article about the benefits of SASS and CSS3, I briefly touched on a technique we use in Sencha Touch to make our interfaces resolution independent. Today I will be expanding on that technique, so you can start to make your own scalable UI elements for WebKit.

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Jay Garcia and 4 other friends shared Ext JS 4.1 Final Released | Blog | Sencha. - 8 hours ago

Luca Candela shared Working with NavigationView in Architect | Learn | Sencha. - on Tuesday

Is Ext JS really a MVC?
One person recommends this.

SenchaFiddle - Sencha Touch IDE

Loading "http://www.sencha.com/blog/resolution-independent-mobile-ui", completed 67 of 68 items

# “A pixel is not a pixel”

PPK

# Minimalism

# Flipboard

David Kaneda
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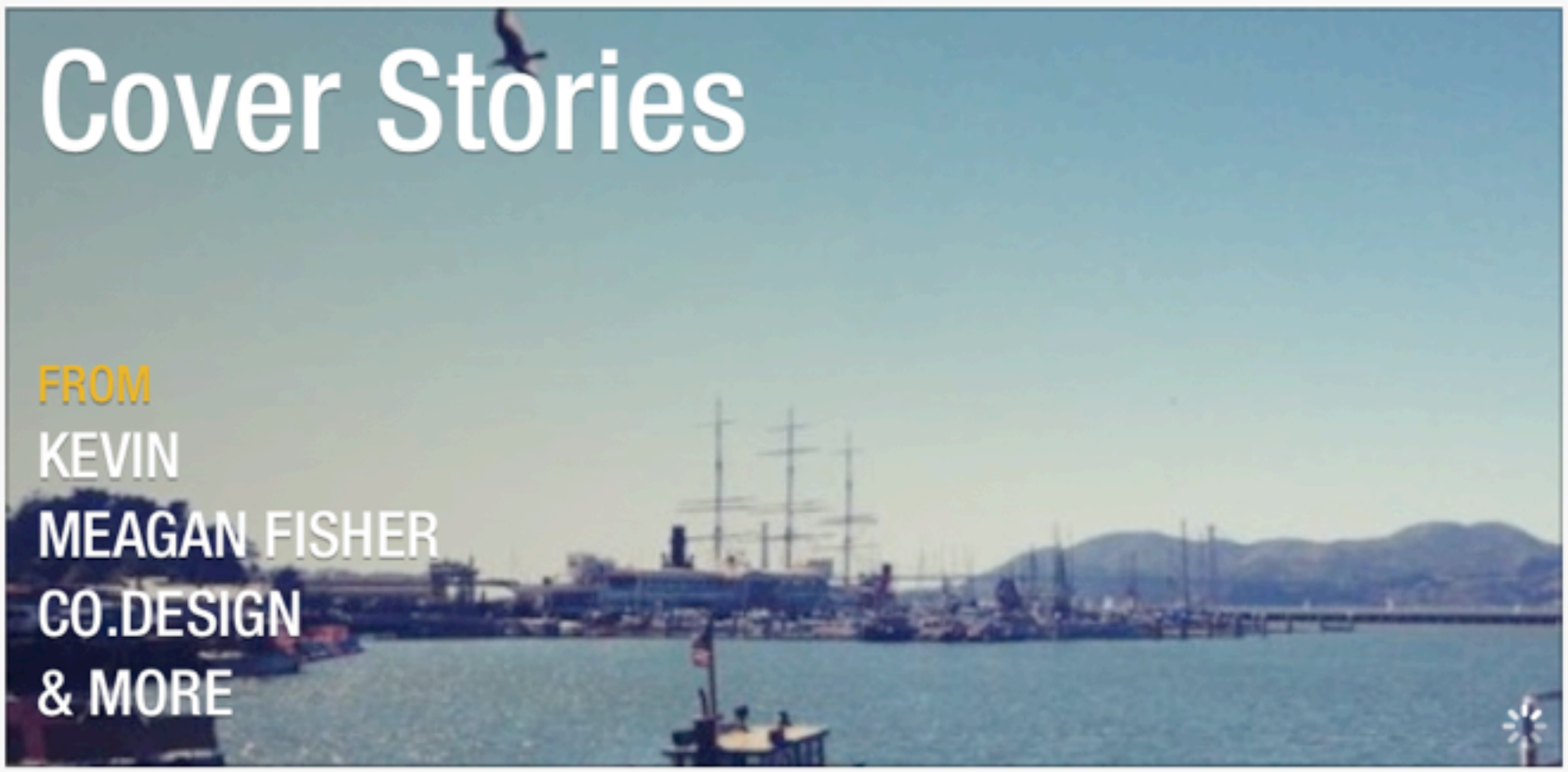


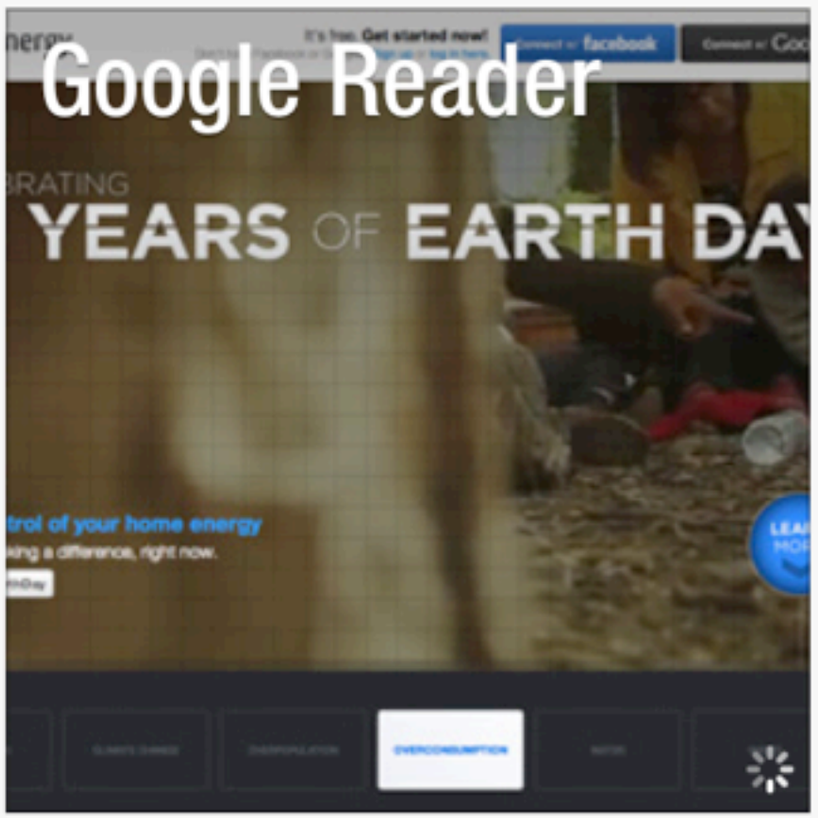


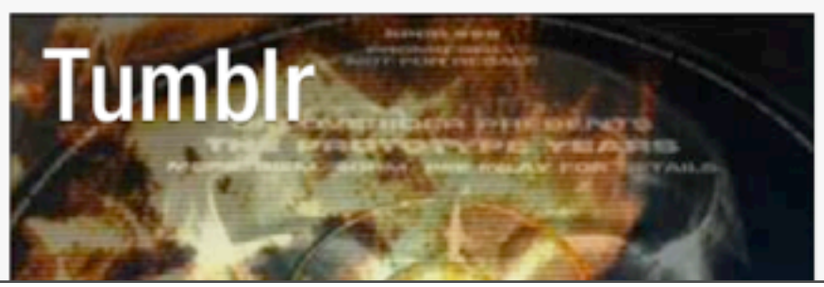


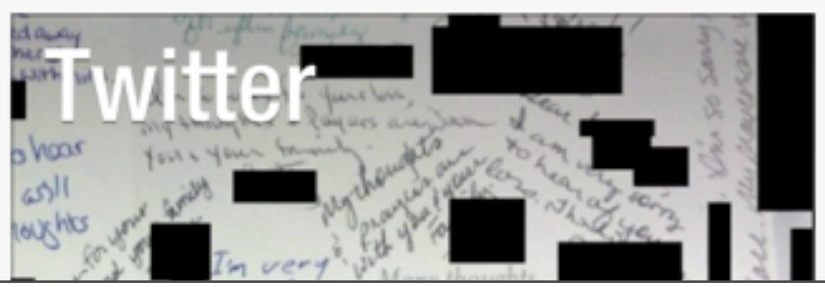

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Domo Arigato, Mr Roboto - Boing Boing

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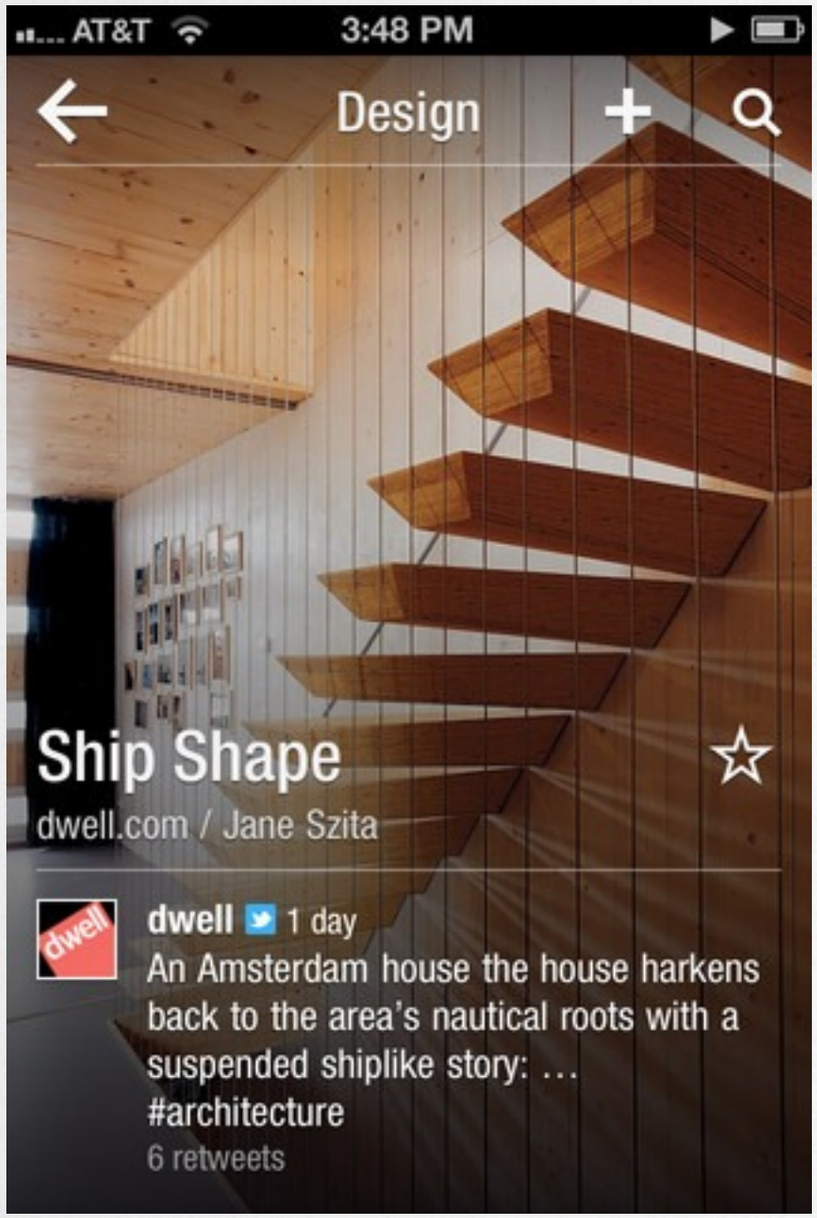
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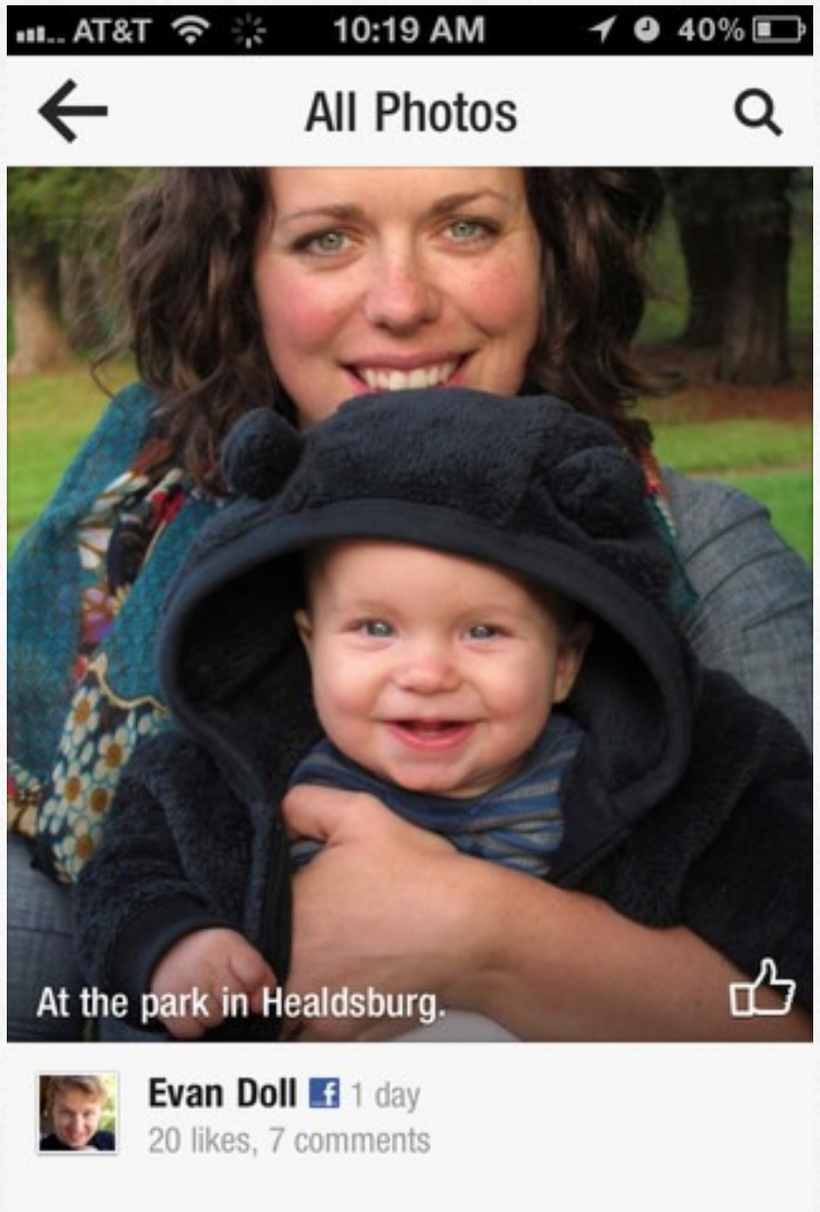
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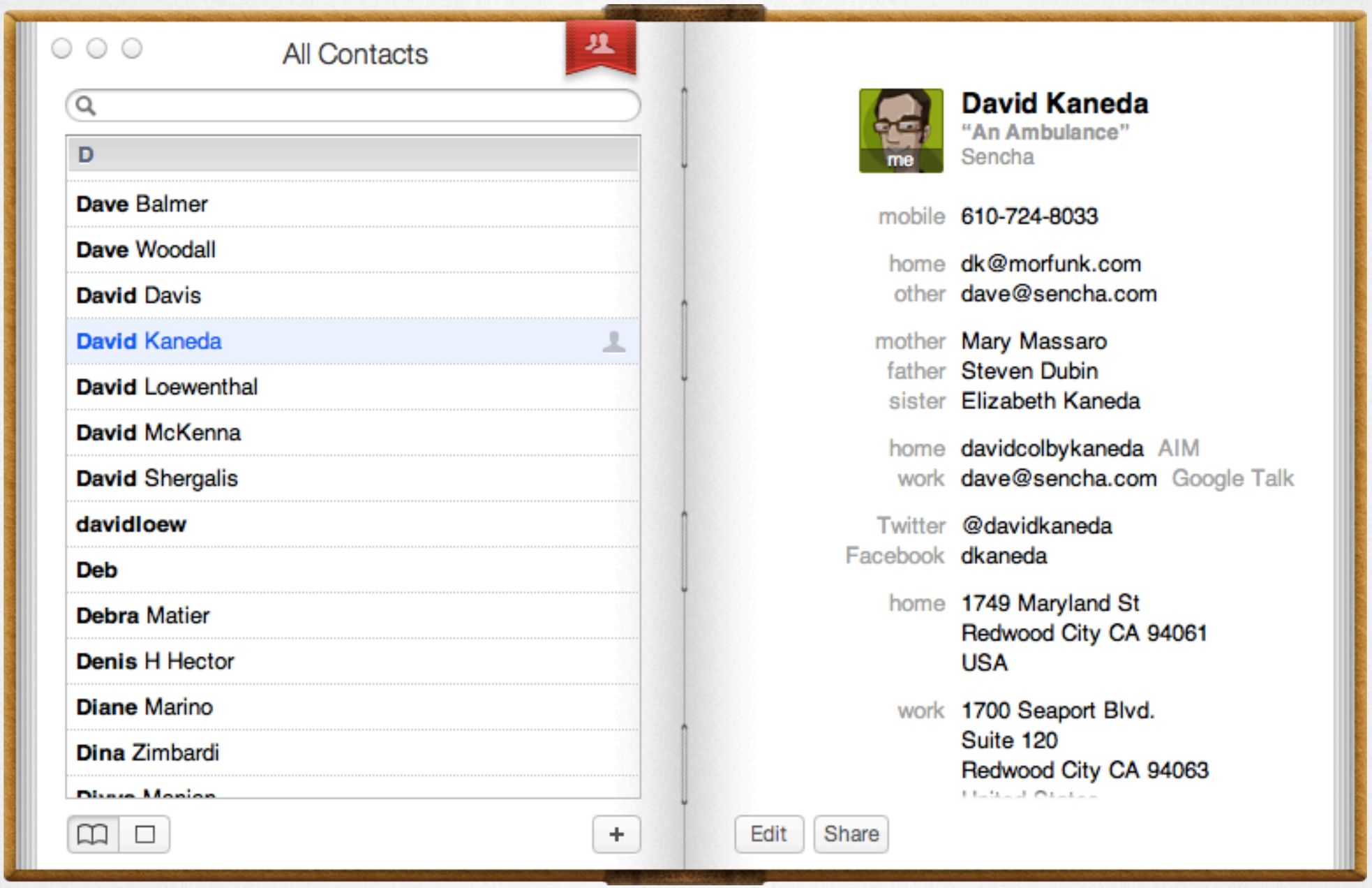
# Texture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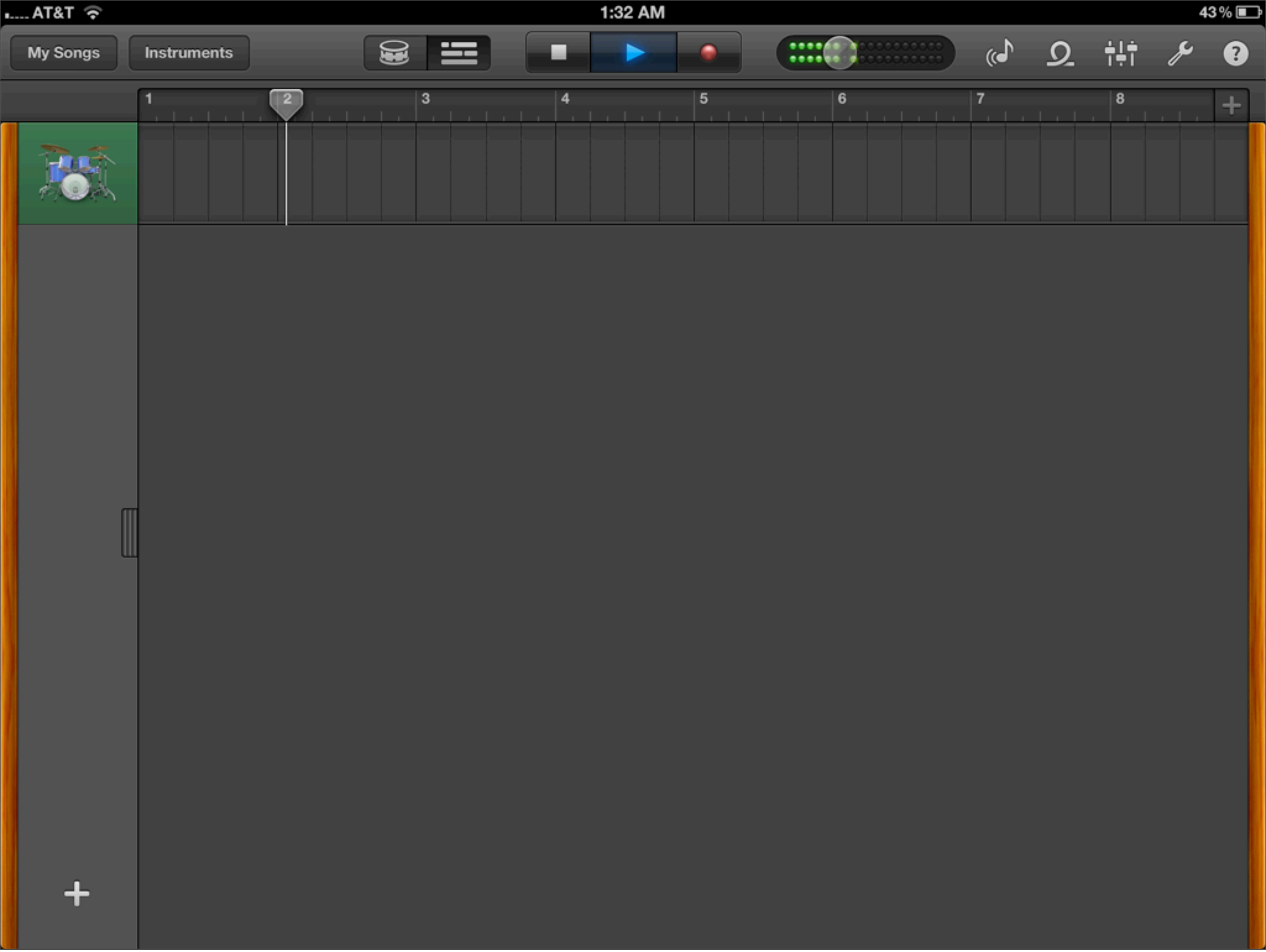
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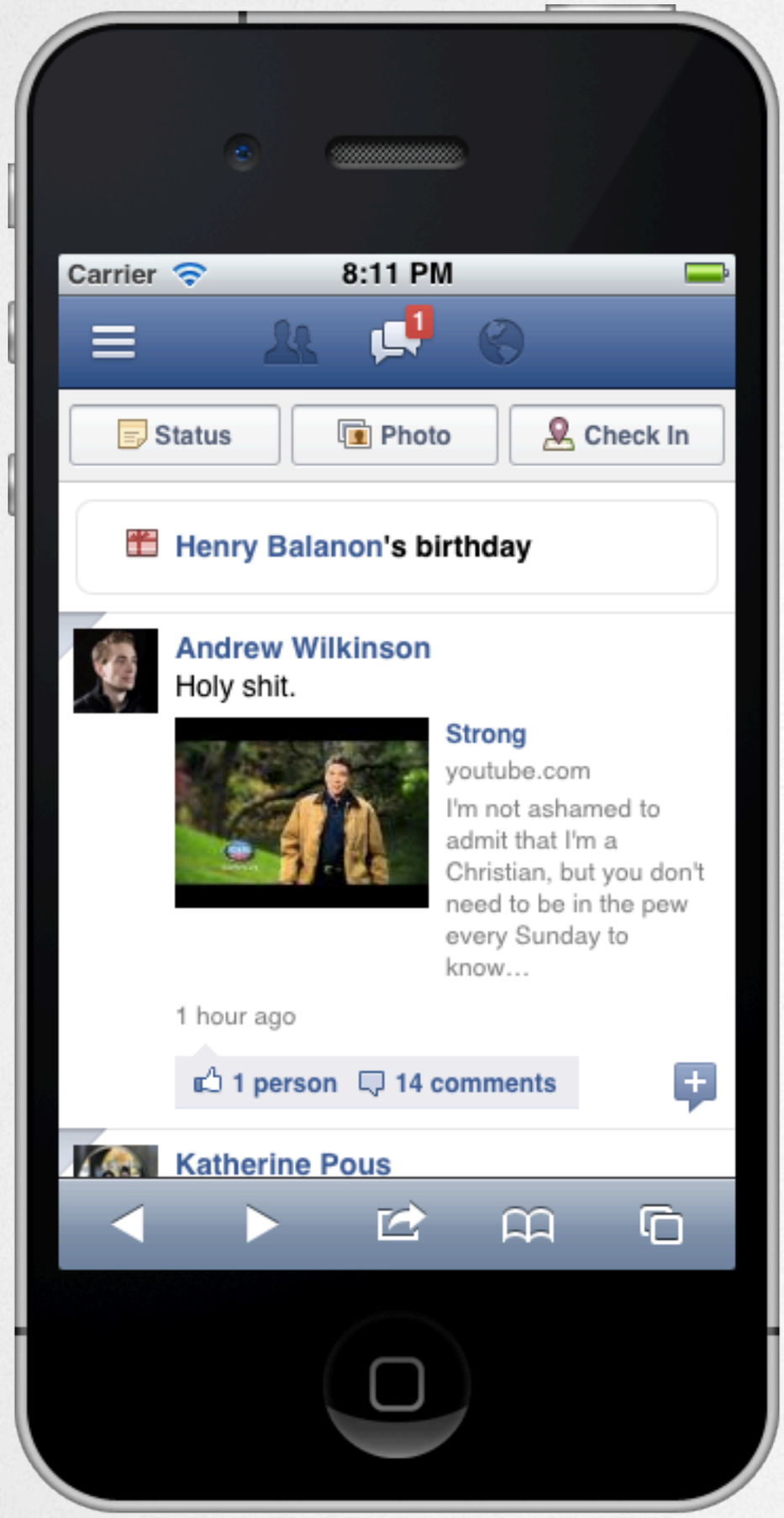
# Invisible Navigation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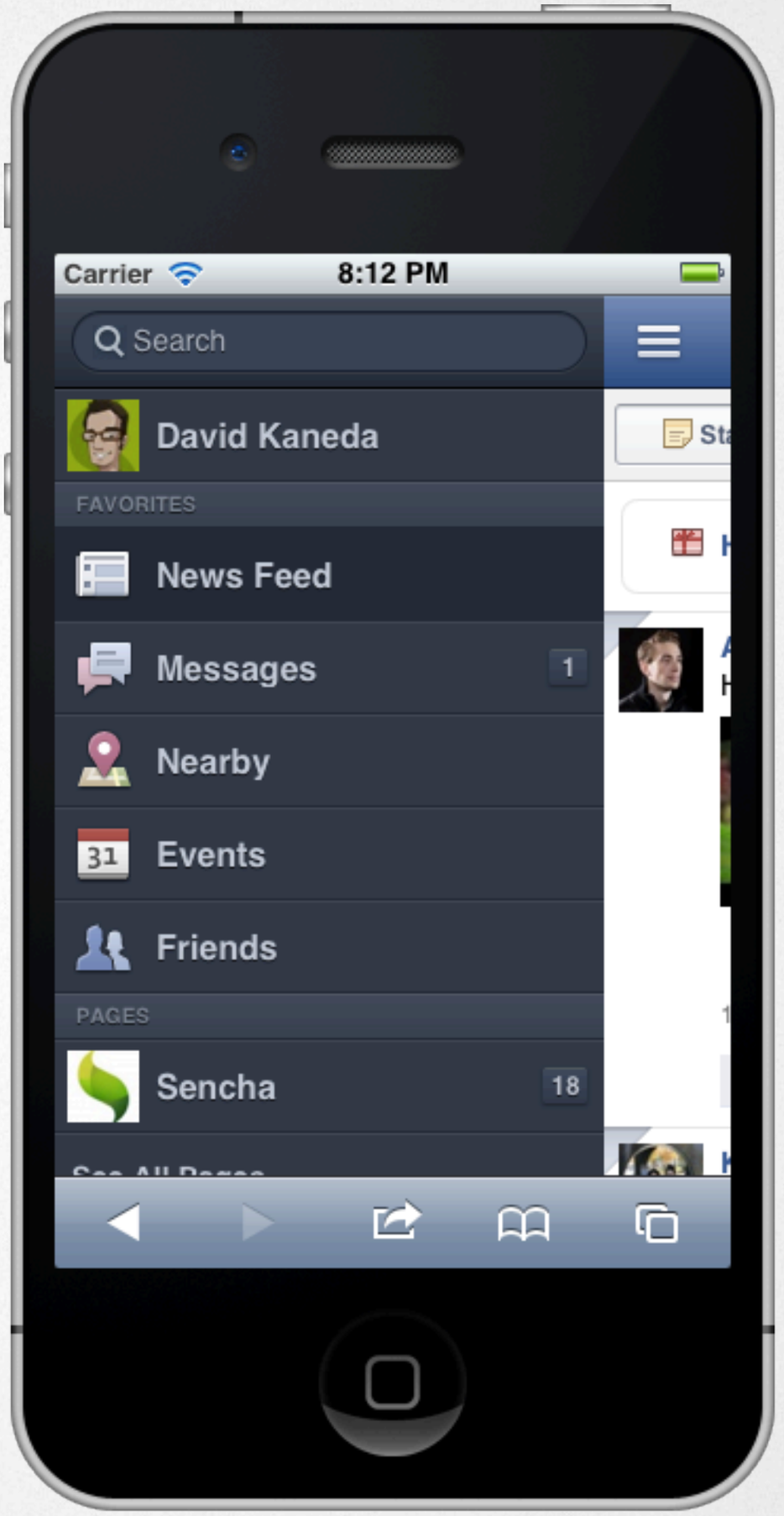
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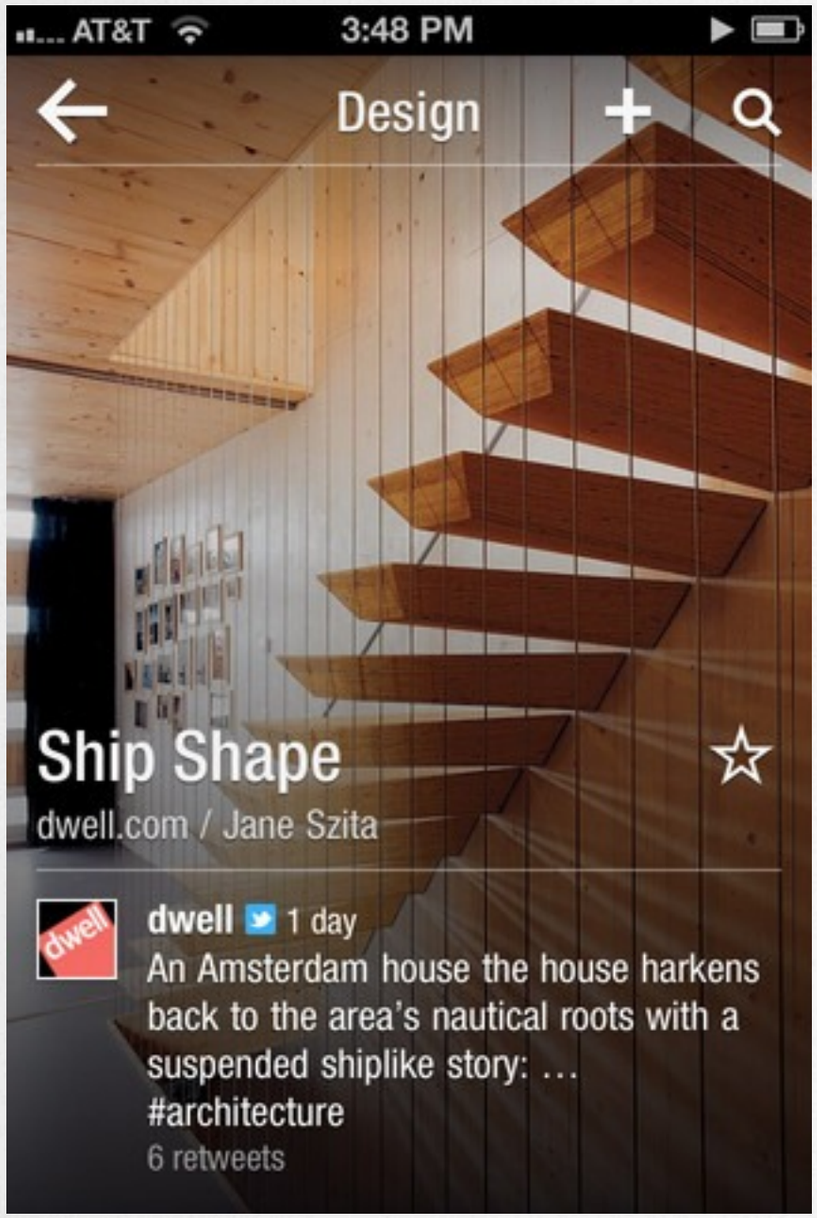
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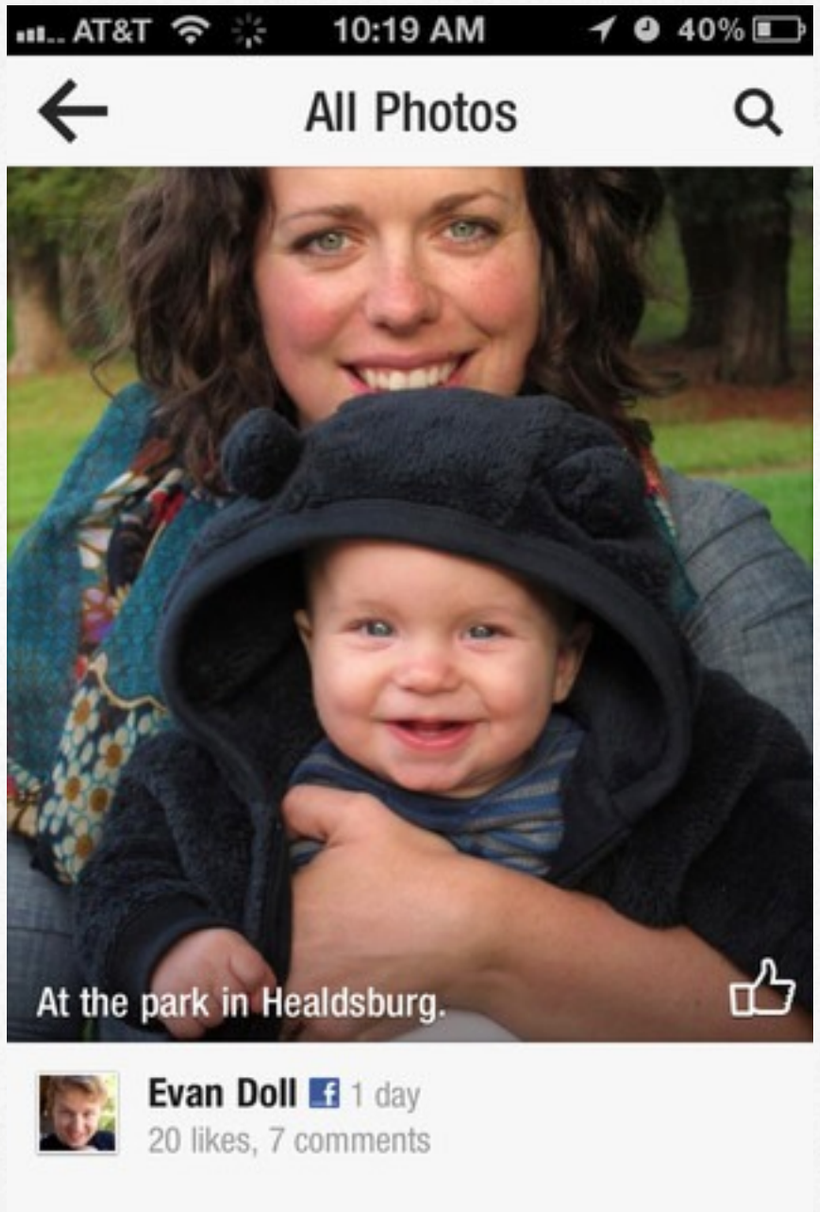
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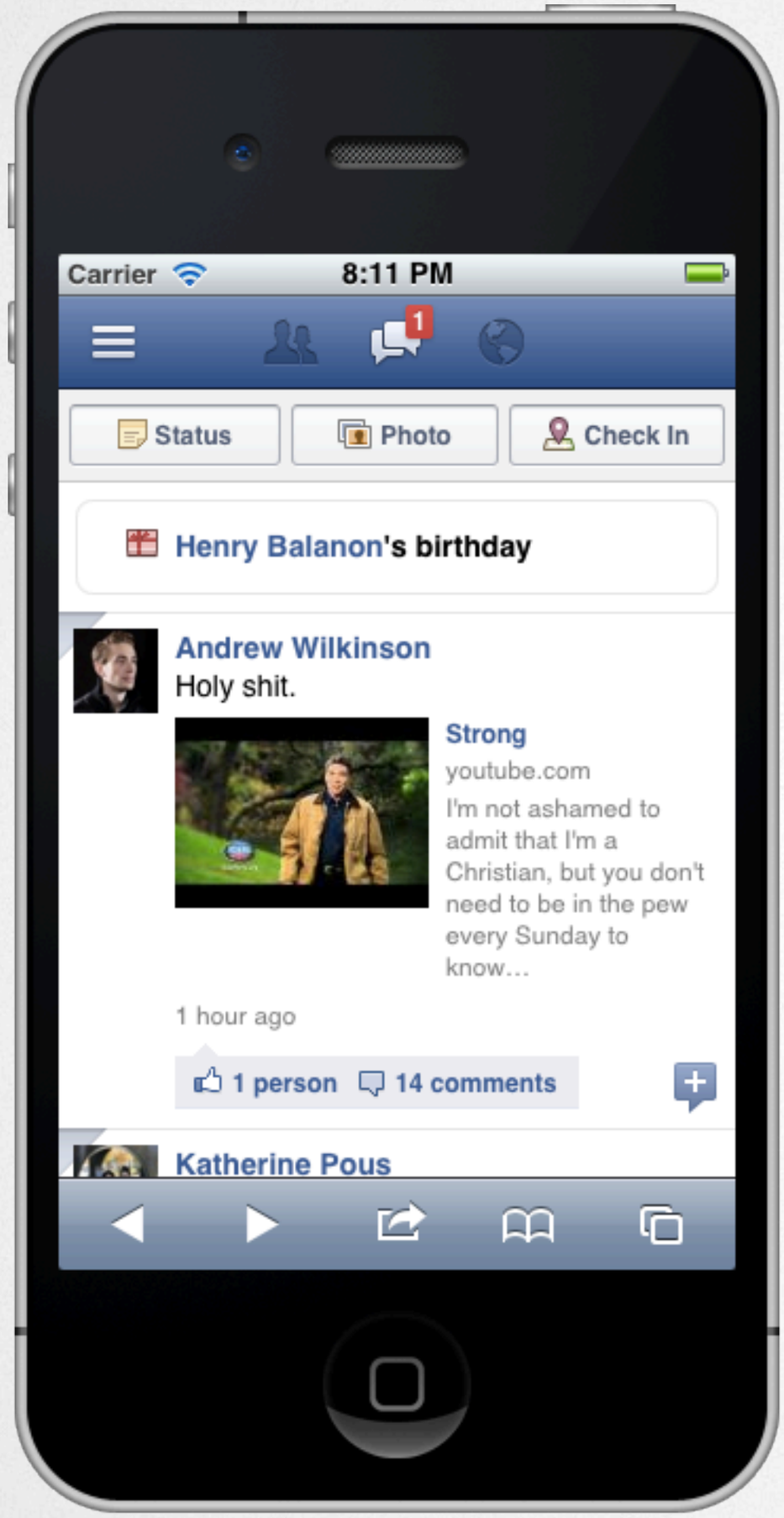
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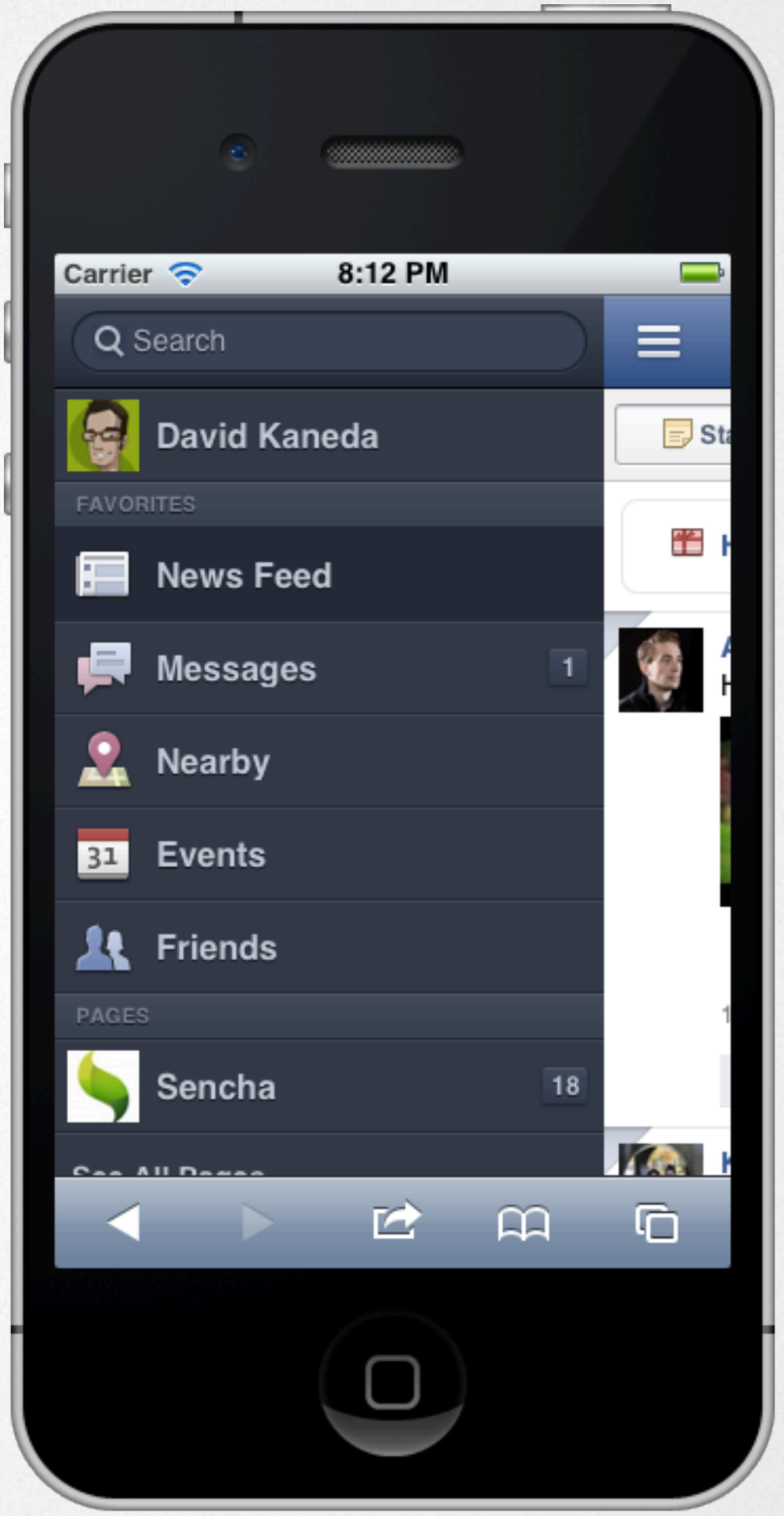
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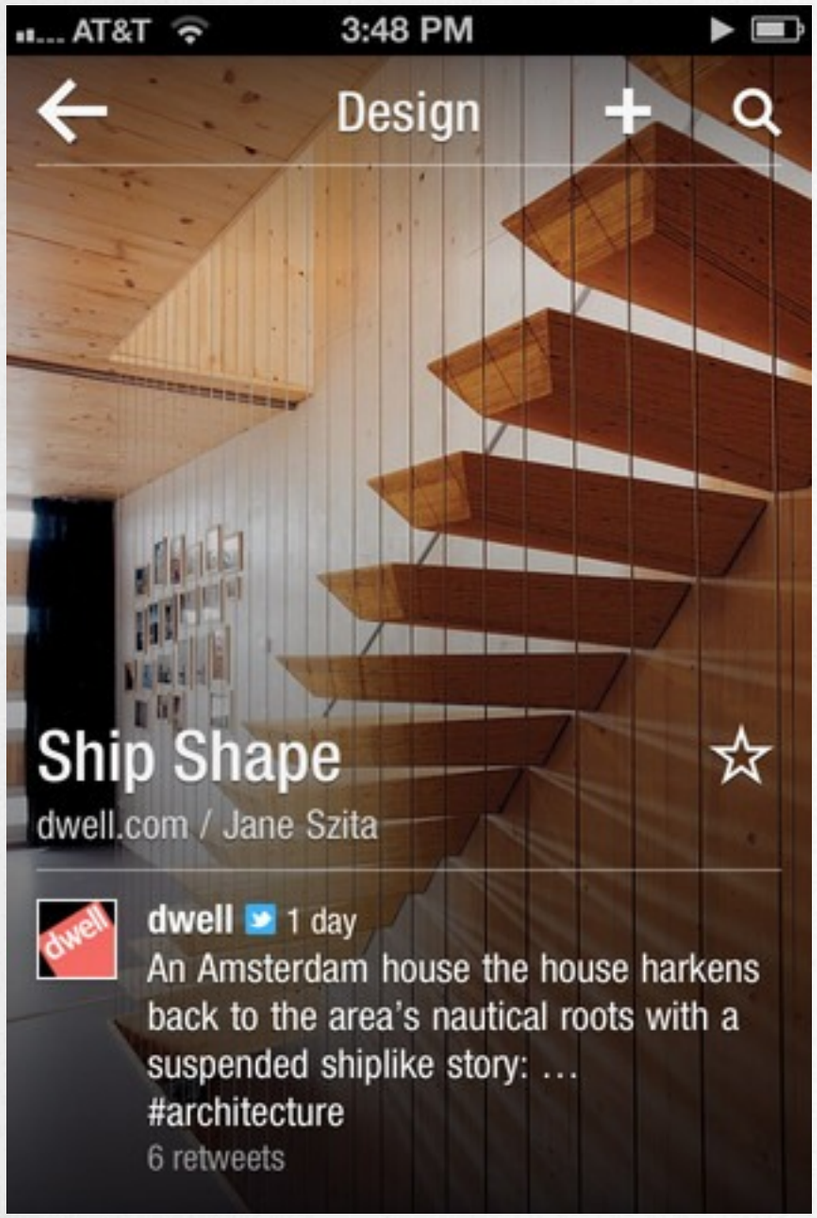
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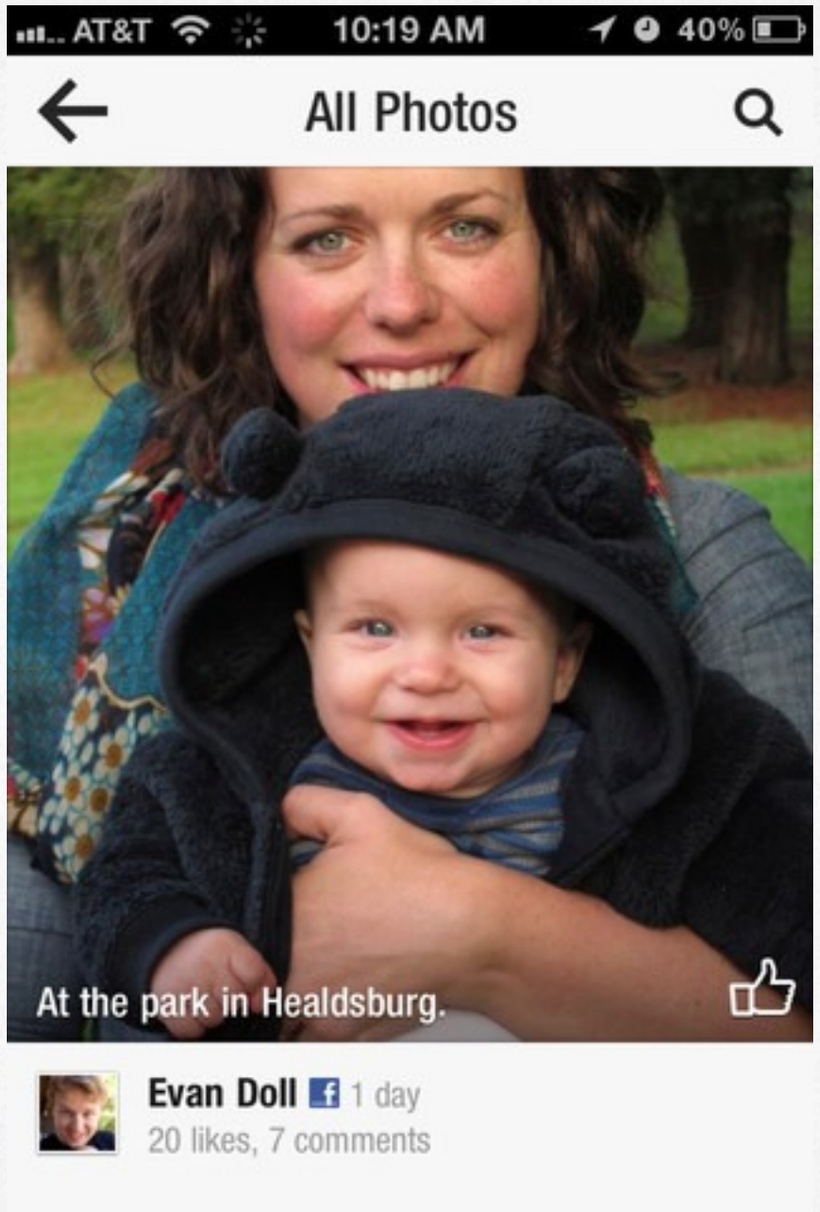
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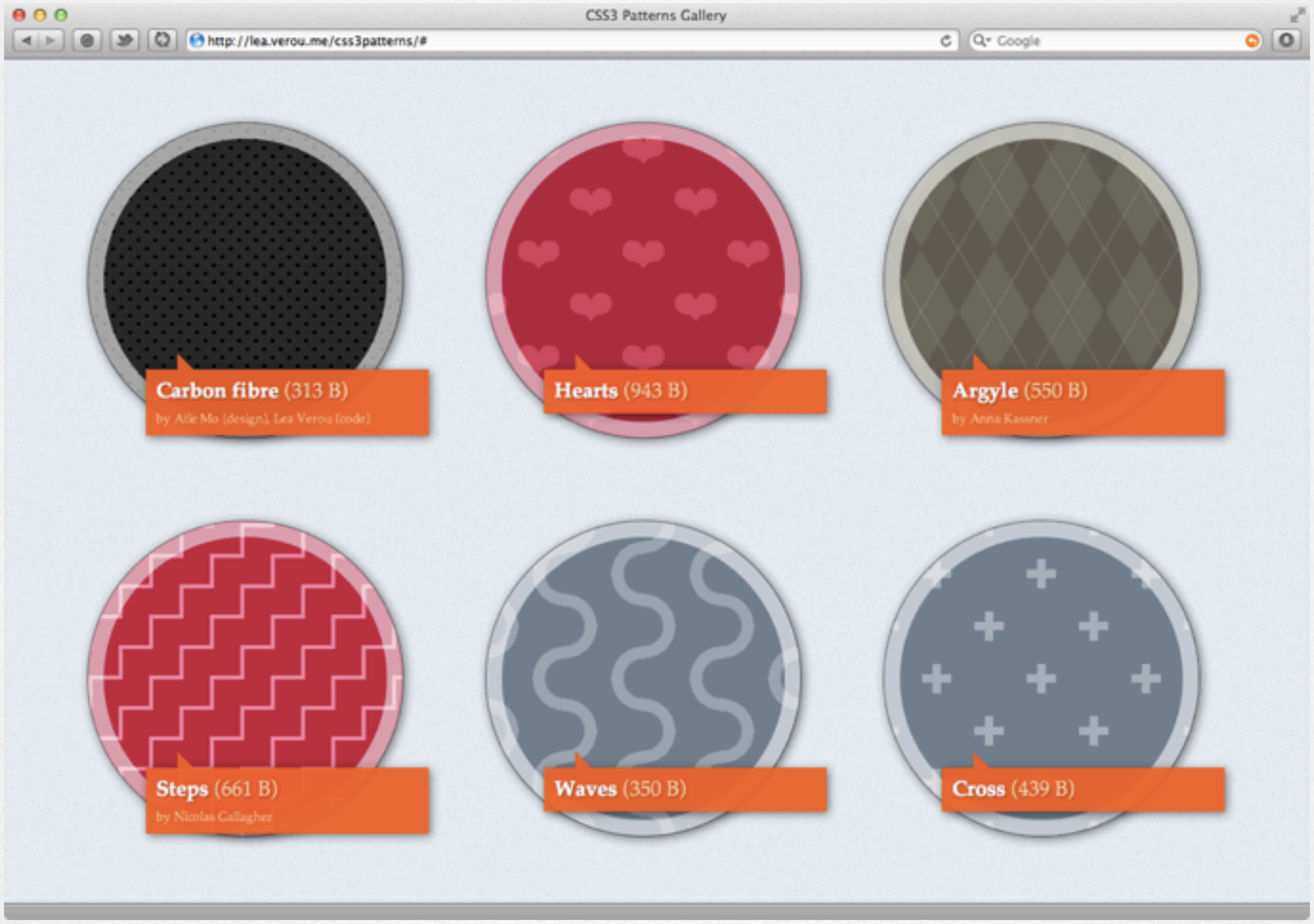
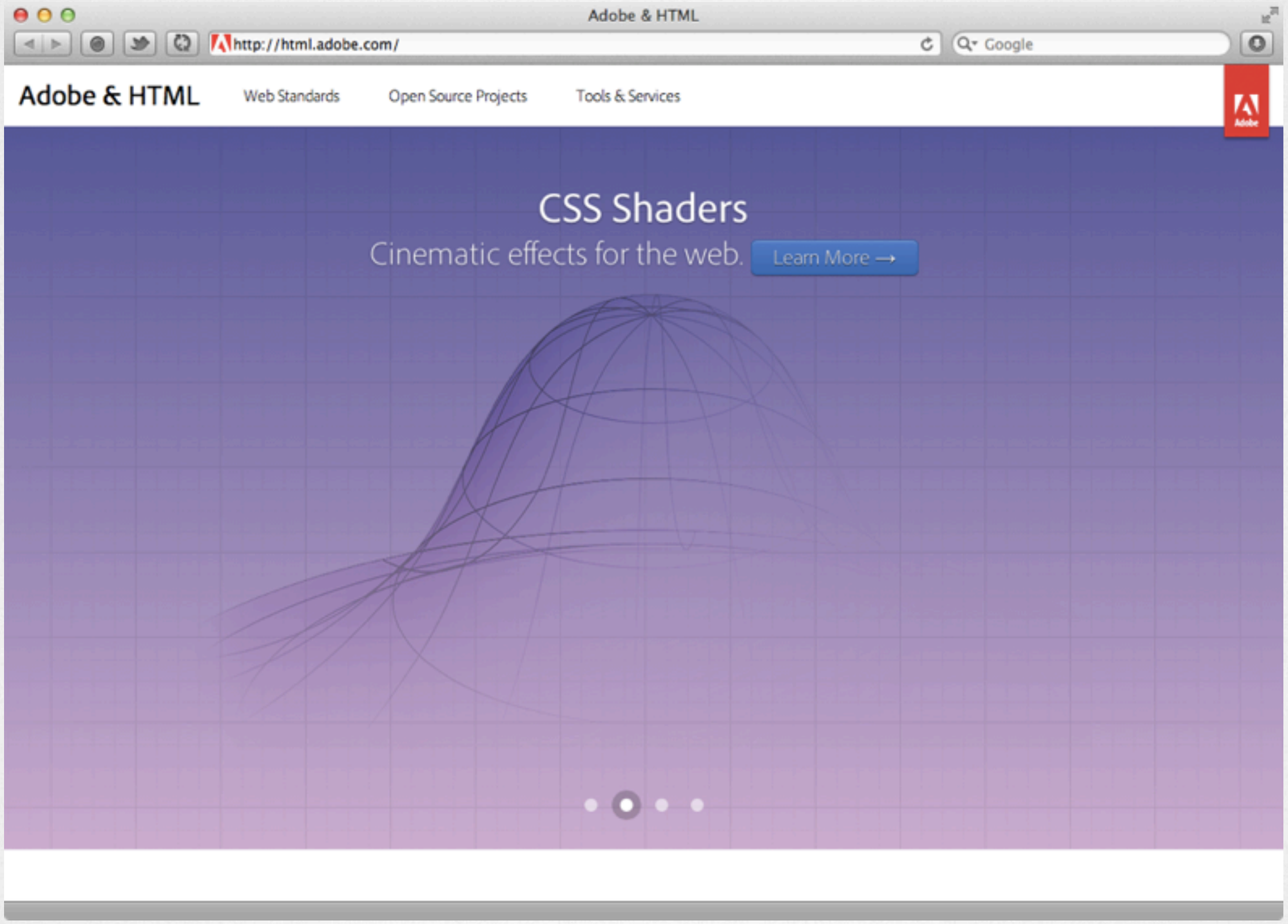



# CSS3 Patterns




# CSS3 Patterns