

Templates & guidelines

Mobile Design Elements Stencils and components

Prepared by **Little Springs Design**

11 May 2010

High Level Diagramming

1 Flow Charting & Annotation



High Level Diagramming

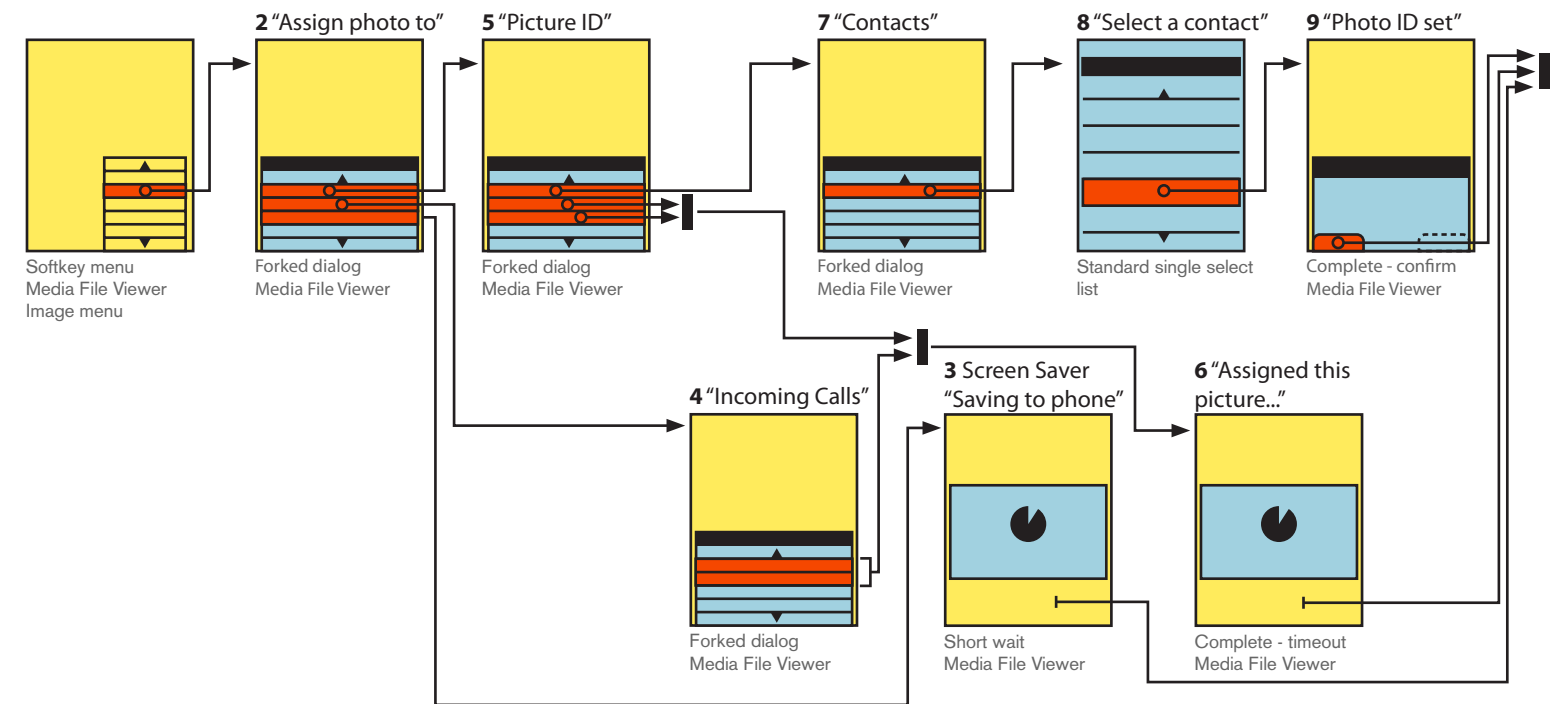
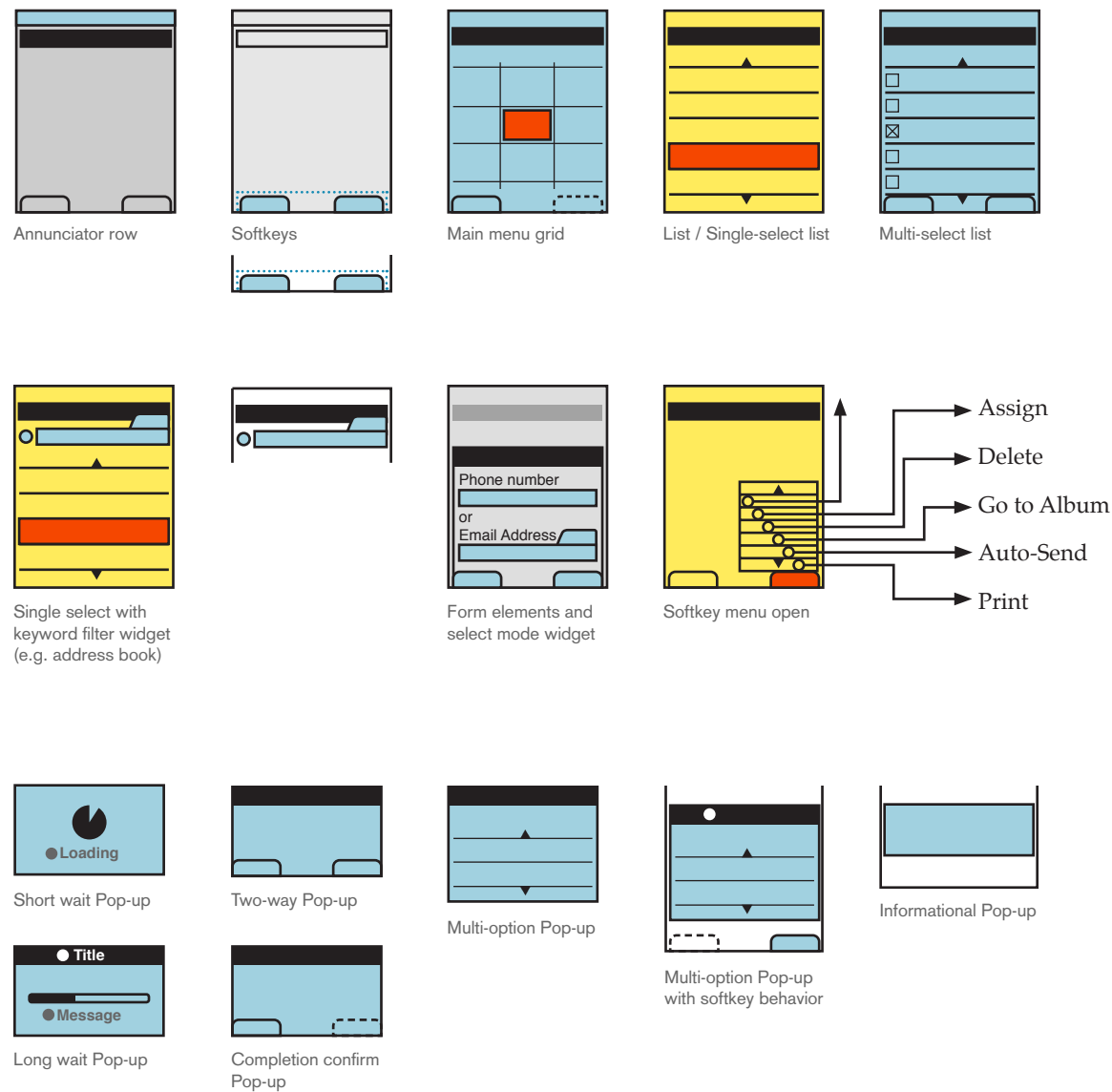
2 Information Boxing



3578: One-Dimensional List Mid-Level Diagramming

These are valuable for developing and defining interaction – especially for flow charting – and for defining components to be used throughout an application.

They specifically do not express the graphic or brand look of a service, so can be used to abstract the discussion, or to define a common set of behaviors for several looks (e.g. vendor specifications).



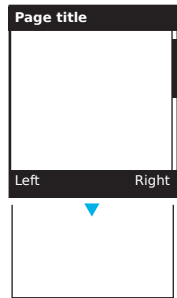
The diagram above is an example use of the Mid-level diagram as a flow charting tool. Each link is defined, color codes (similar to those in button behaviors, later) are used to define active and inactive regions, and each frame is labeled with re-usable components contained within.



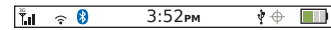
Handsets, Screens & Frames

1 Small Screens (1pt = 0.5px)

128 x 128 px



240 x 320 px



320 x 240 px





Handsets, Screens & Frames

2 Large Screens (1pt = 0.5px)

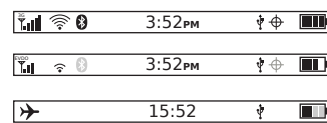
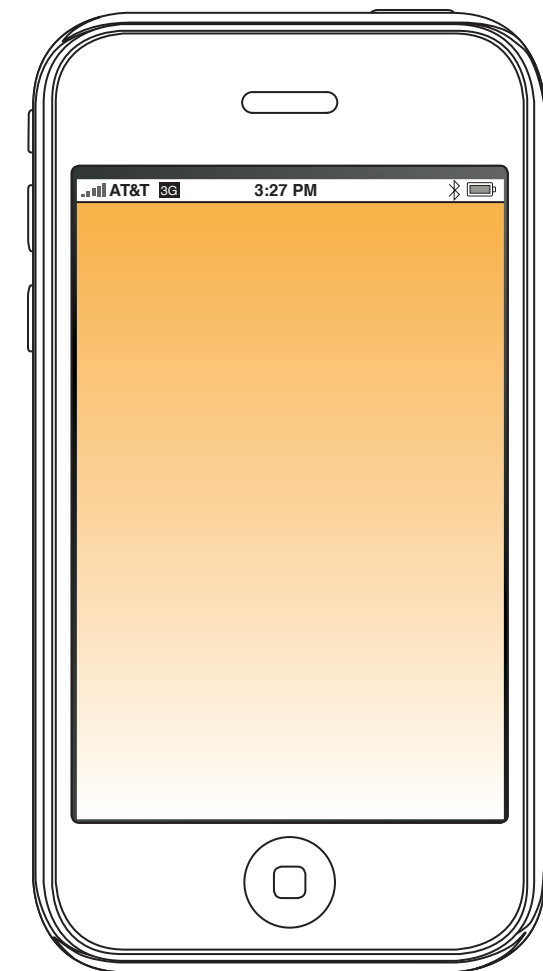
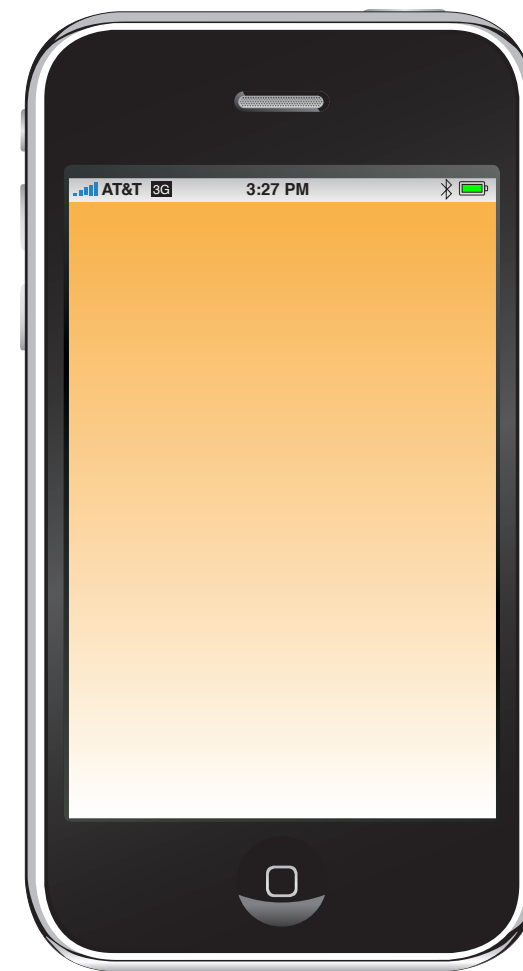
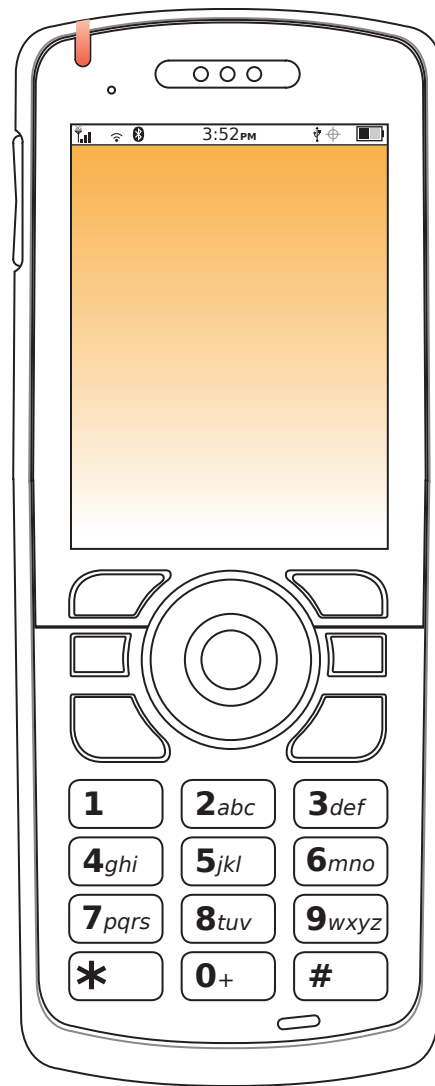
320 x 480 px





Handsets, Screens & Frames

3 Scaled Handsets for Design Framing (50%)



Icons in annunciator bar drawn by Little Springs Design except the Bluetooth icon; see Bluetooth.org for use of this outside of comps.

The USB logo was traced by Little Springs, but its use outside of comps should be cleared at USB.org.

All these handsets were drawn by Little Springs design. The iPhone is clearly traced from an iPhone. The featurephone is a sort of composite device, if you were wondering. It's not anything. The other touch device is a Samsung Omnia-2, more or less.

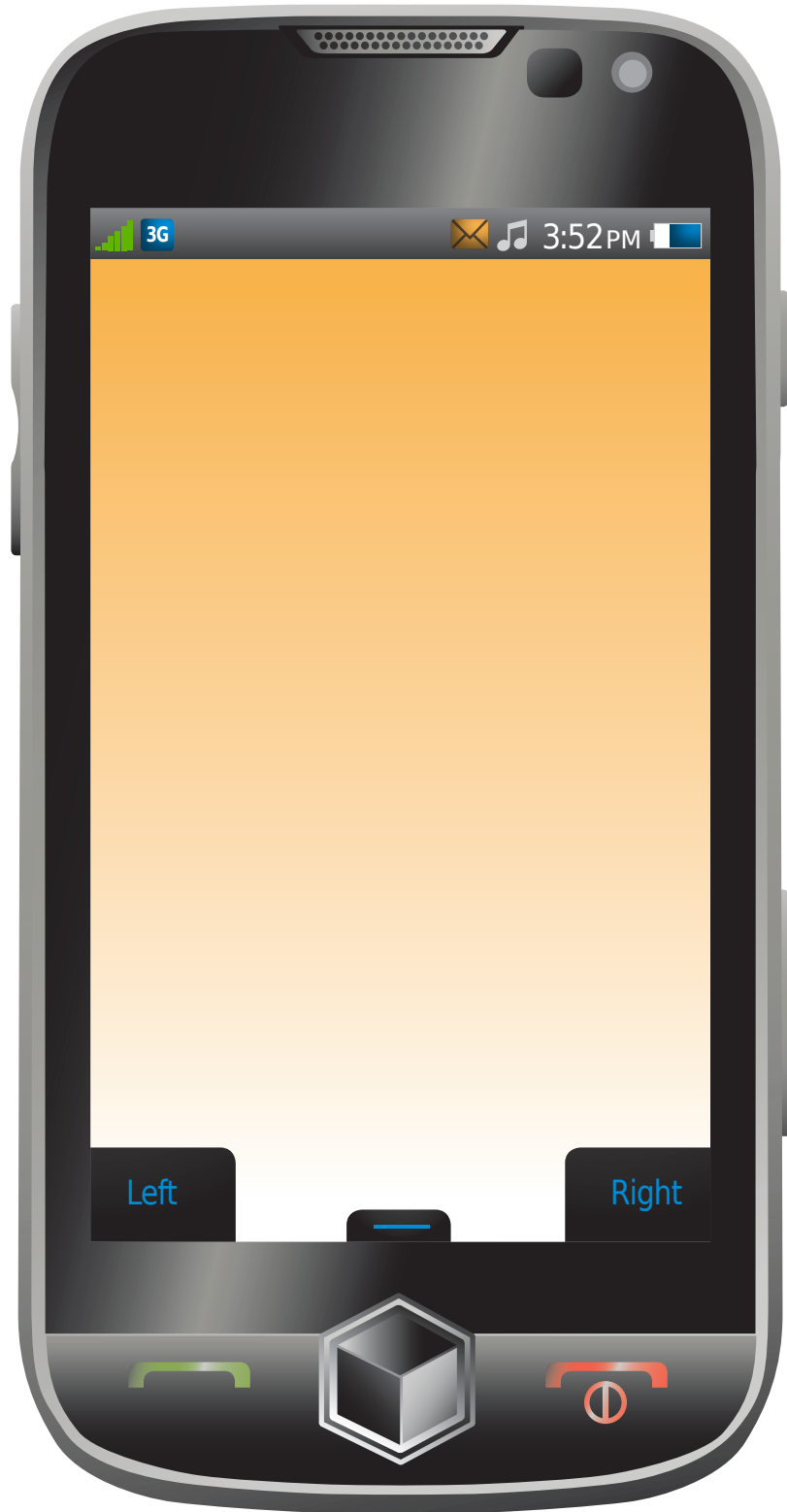
Each device is at the true resolution, but of course can be re-scaled for new or other resolutions as needed (especially the featurephone).





Handsets, Screens & Frames

3 Scaled Handsets for Design Framing (50%) 2



All these handsets were drawn by Little Springs design. The iPhone is clearly traced from an iPhone. The featurephone is a sort of composite device, if you were wondering. It's not anything. The other touch device is a Samsung Omnia-2, more or less.

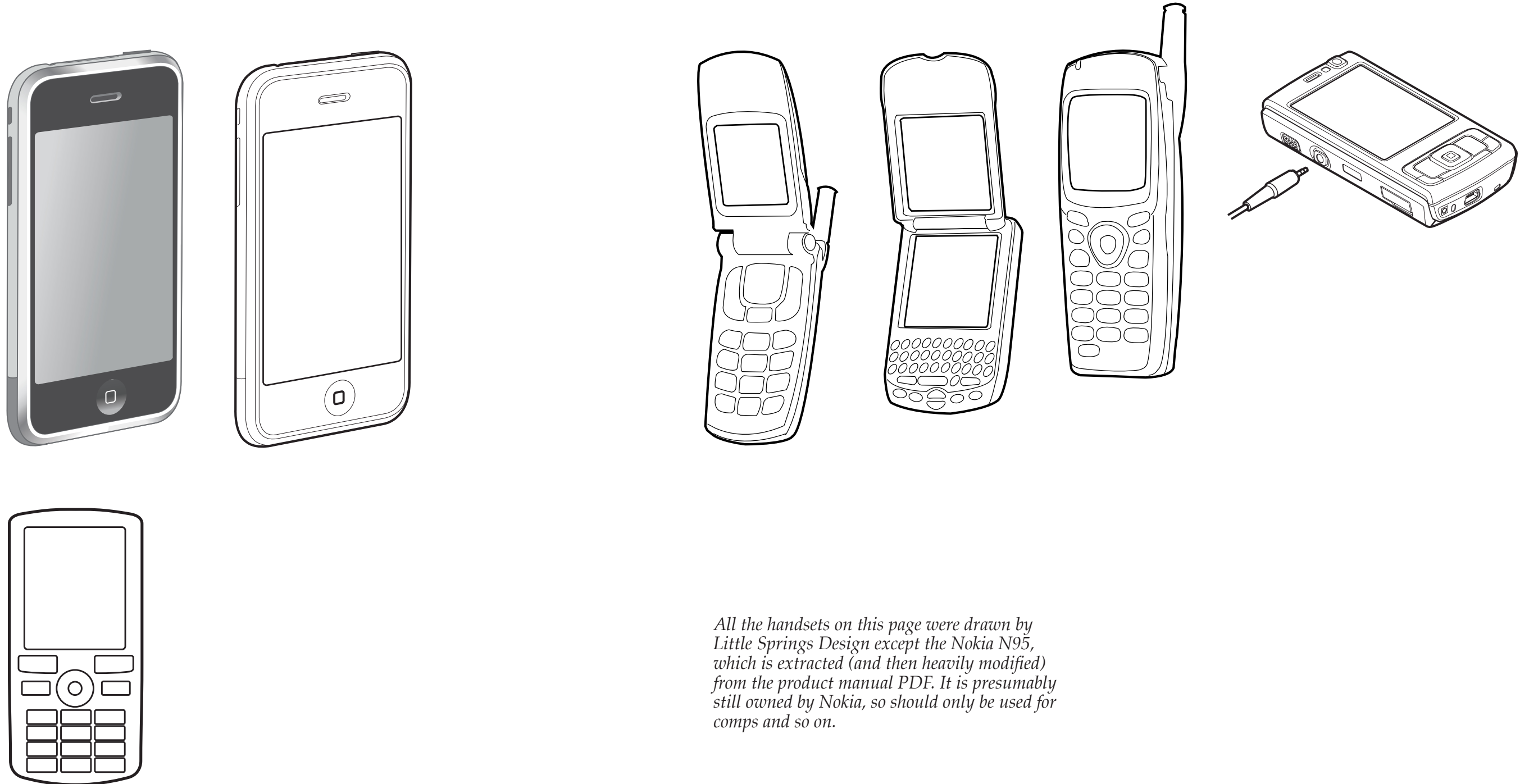
Each device is at the true resolution, but of course can be re-scaled for new or other resolutions as needed (especially the featurephone).





Handsets, Screens & Frames

4 Un-scaled Handsets



All the handsets on this page were drawn by Little Springs Design except the Nokia N95, which is extracted (and then heavily modified) from the product manual PDF. It is presumably still owned by Nokia, so should only be used for comps and so on.



Handsets, Screens & Frames

5 Handsets in Context

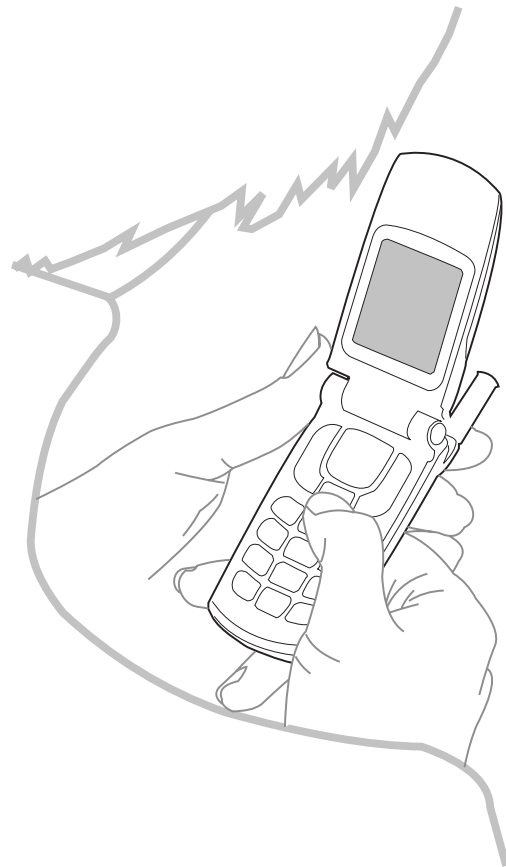


Photo reference lost to the mists of time, but the art above hand-drawn by Little Springs Design.



Reference photo and art above by Little Springs Design.



Photo reference lost to the mists of time, but the art above hand-drawn by Little Springs Design.

This is an NFC transaction. The device logo is for ViVoTech. If you are not working on a project for them, you might want to get rid of it.



Links, Forms & Buttons

Page Title





Lists

Lists of all sorts, iPhone list-related icons, HL list items???, accesskeys



Advertising

MMA Stuff, and ALSO some full-page examples to show off how that works...



Other In-Screen Elements

Page Title





Other In-Screen Elements

Include pop-ups...



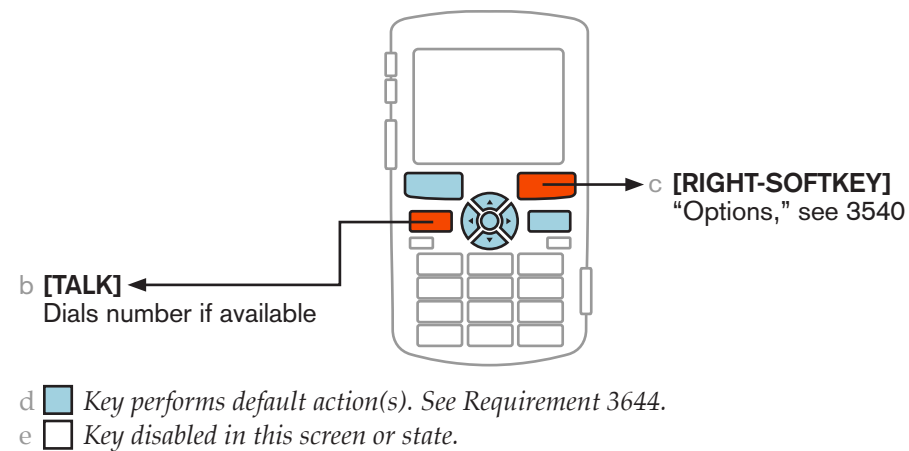
Actions

1 Physical Key Input

Available Key Behaviors

To define all behaviors available from a particular screen or element in a particular state, this can be added to an area adjacent to the drawn element, or alongside written requirements.

The legend should always be included. Note there are Object Styles used to quickly redefine each of the keys.

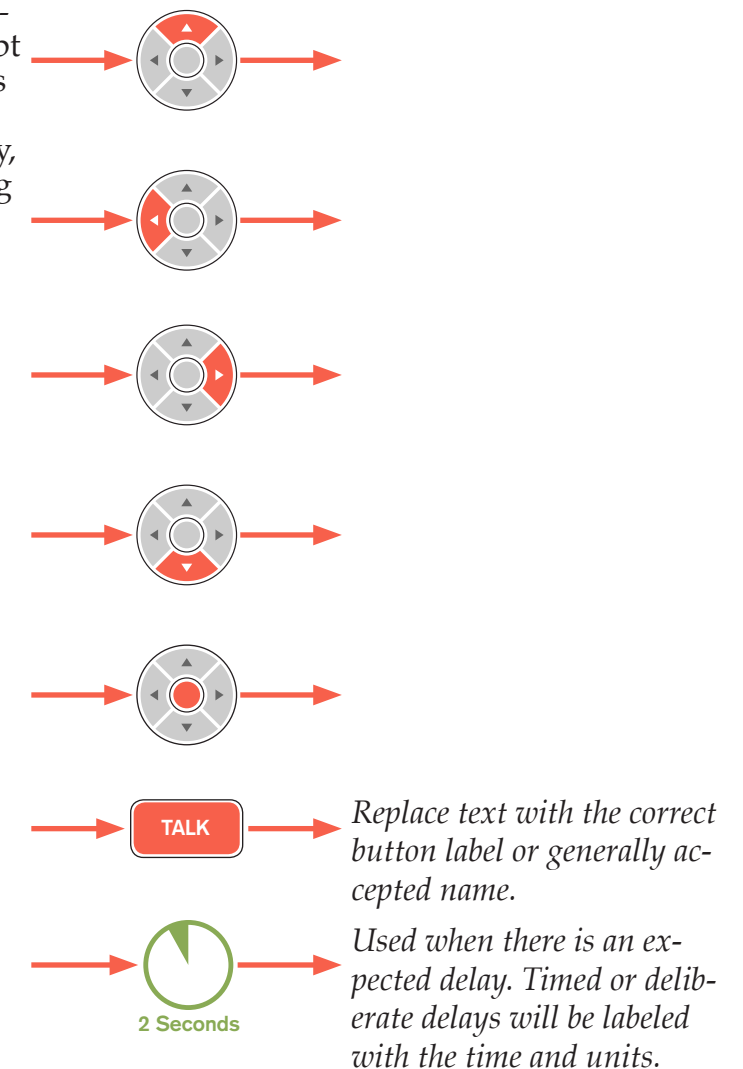


Exceptions should be defined inline as shown.

Basic key behaviors should be defined at the front of the document. An example of this is shown off the printed page to the left, if you have the InDesign document.

Inline Key Actions

Used when flow charting or otherwise depicting a process diagrammatically. Interrupt the process line to indicate which key was used to cause the action. When selecting from lists, etc. this is usually not necessary, and the behavior of scrolling and selecting is obvious.



Actions

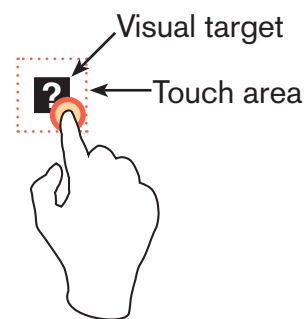
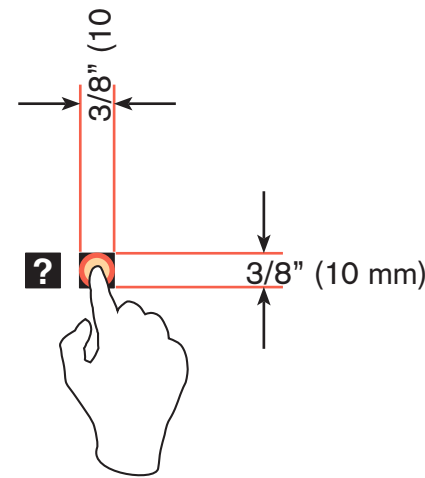
2 General Touch Design Guidelines

The **minimum** area for touch activation, to address the general population, is a square 3/8" on each side (10 mm). When possible, use larger target areas. Important targets should be larger than others.

There is no distinct preference for vertical or horizontal finger touch areas. All touch can be assumed to be a circle, though the actual input item may be shaped as needed to fit the space, or express a preconceived notion (e.g. button).

The **visual target** is not always the same as the **touch area**. However the touch area may never be smaller than the visual target. When practical (i.e. there is no adjacent interactive item) the touch area should be notably larger than the visual target.

See the example to the right; the orange dotted line is the touch area. It is notably larger than the visual target, so a missed touch (as shown) still functions as expected.



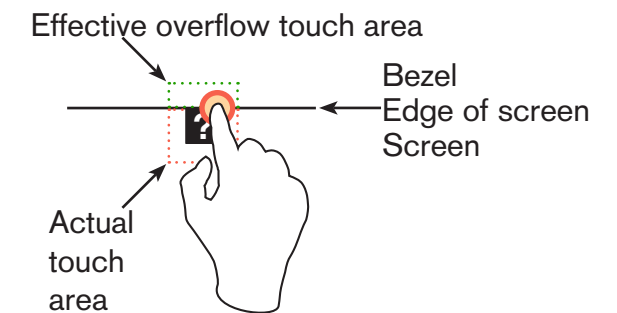
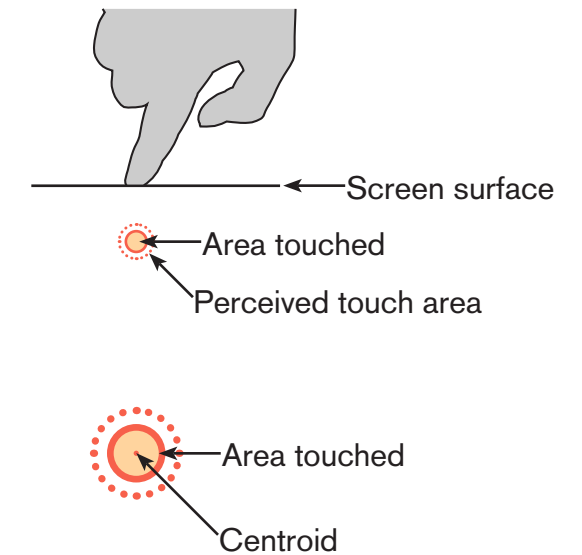
The point activated by a touch (on capacitive touch devices) is the centroid of the touched area; that area where the user's finger is flat against the screen.

The centroid is the center of area, whose coordinates are the average (arithmetic mean) of the co-ordinates of all the points of the shape. This may be sensed directly (the highest change in local capacitance for projected-capacitive screens) or calculated (center of the obscured area for beam-sensors).

A larger area will typically be perceived to be touched by the user, due to parallax (advanced users may become aware of the centroid phenomenon, and expect this).

Buttons on the **edges of screens** with flat bezels may take advantage of this to use smaller target sizes. The user may place their finger so that part of the touch is on the bezel (off the sensing area of the screen). This will effectively reduce the size of their finger, and allow smaller input areas.

This effective size reduction can only be about 60% of normal (so no smaller than 0.225 in or 6 mm) and only in the dimension with the edge condition. This is practically most useful to give high priority items a large target size without increasing the apparent or on-screen size of the target or touch area.



Actions

3 Gesture

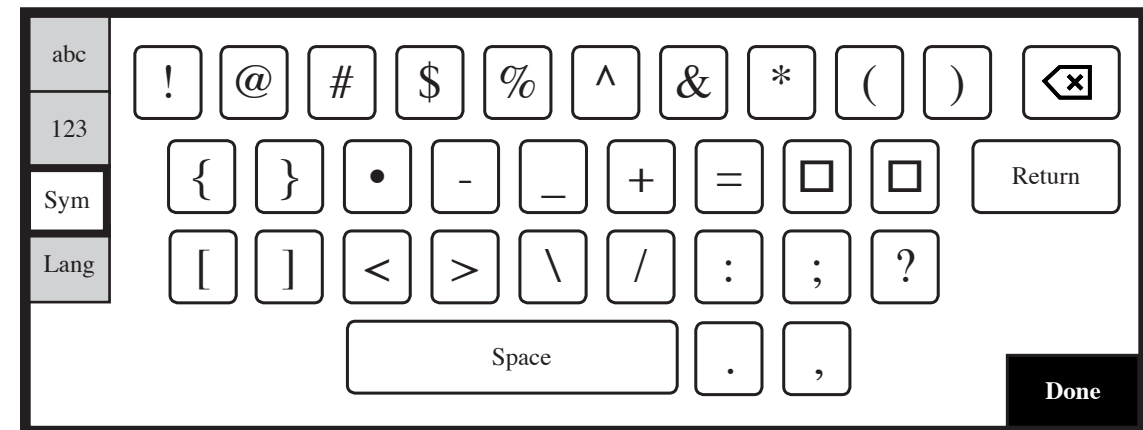
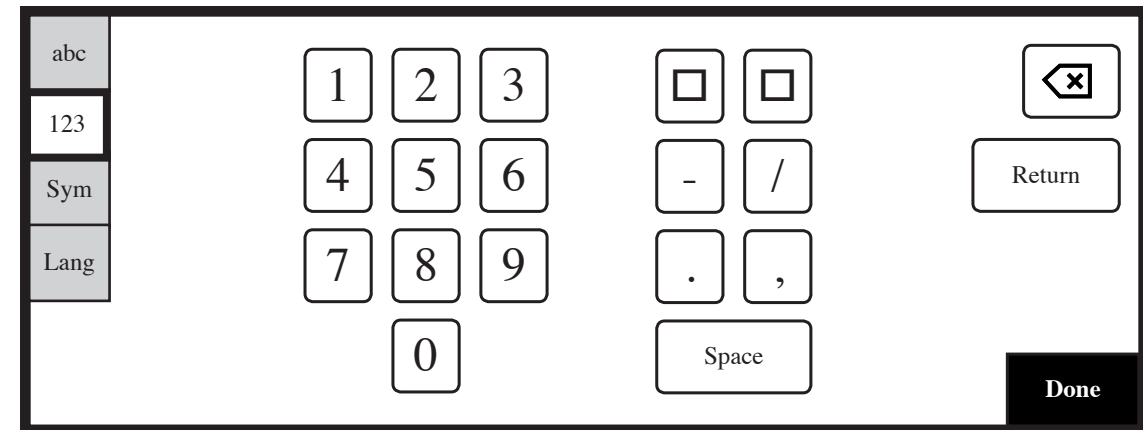
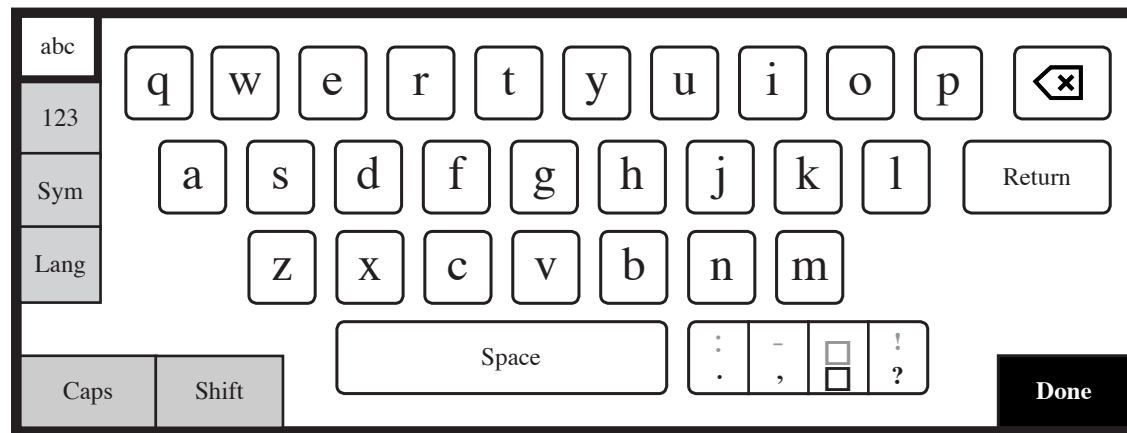
Finger or styus (on-screen) gestures

Hand, arm or device gestures

Actions

4 Virtual Keyboards & Keypads

Credit france rupert for the actual drawing of these items and much detail design.



Actions

5 Audio & Vibration Output

Chat about how this is a stub. Expect haptics to grow, and will need more audio/vibration output in the near future.



Error tone
(2 s)

*Audio tone
or alert*



"Now
choose a
time"

*Audio read
or played*



Complete
(2 s)

Vibrate



Typography

Page Title

Type availability and scale... ???





What Else?

Page Title

What did I forget? What do you want to have design guidance, stencils and templates?



Any questions?
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