



# Mobile Interaction Design Patterns

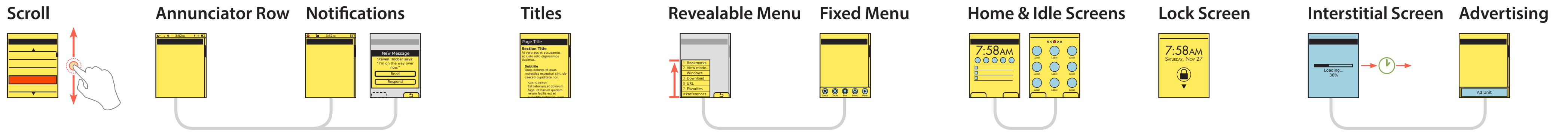
From *Designing Mobile Interfaces* by Steven Hoober & Eric Berkman



## Pages

The page is the area that you will spend your time designing for any application or website. A part of it is visible in the viewport of the mobile screen during its current state. There are states and modes and versions to be considered, as well as addressing what is fixed to the page, what can float, and what is locked to the viewport. Based on cultural norms of reading conventions and how people process information, you have to design elements for the page, and place items on it in ways your users will understand. You also want to create information that is easy to access and easy to locate. Your users are not stationary, nor are they focused entirely on the screen. They're everywhere, and they want information quickly and to be able to manipulate it easily.

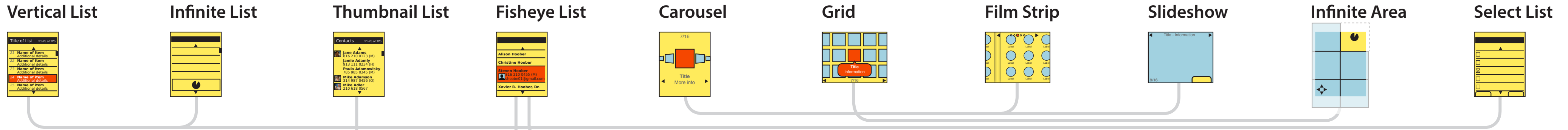
## Composition



## Components

Components, as described here, are a section or subsection of a designed interactive space. They take up a significant portion of the screen and may be as large as the viewport (or larger) or, when smaller, may appear to be in front of other displayed information. Components must display a range of information types—images, ordered data, expandable lists, and notifications. They also allow the user to interact with the system in some significant, primary manner. Combining them with small, reusable, interactive, or display widgets gives the designer an almost unlimited number of options.

## Displaying Information



## Control & Confirmation



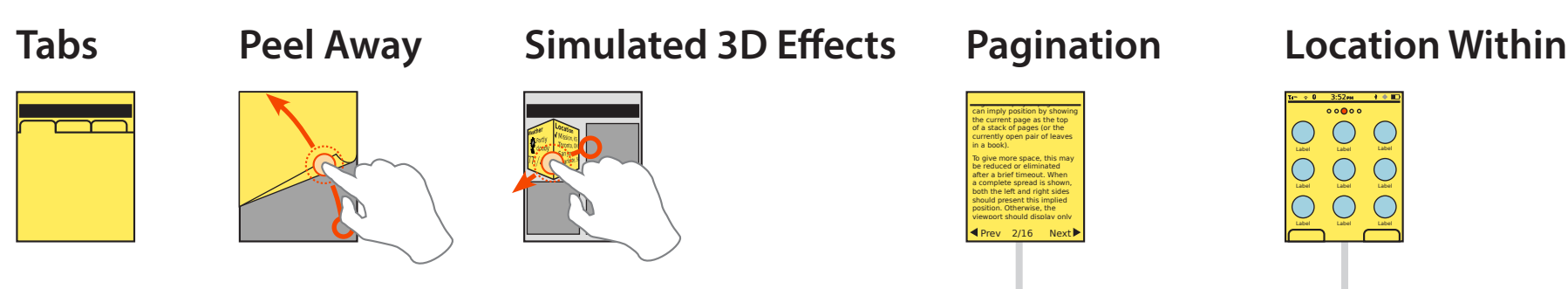
## Revealing More Information



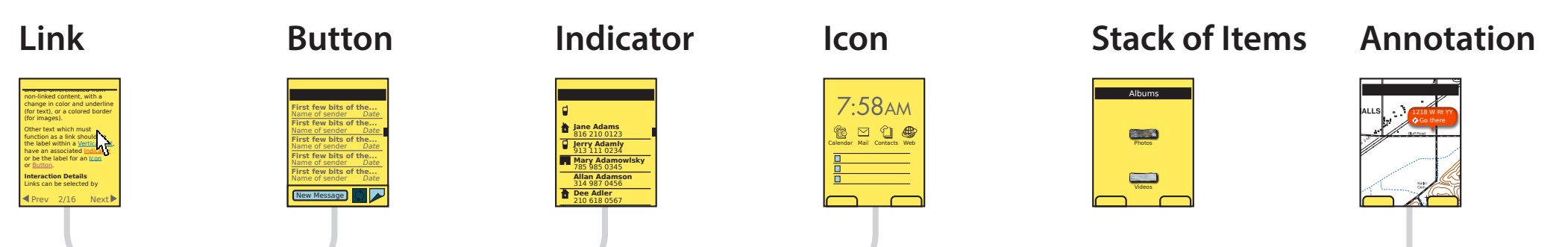
## Widgets

The word widget can mean a number of things, even within related Internet technologies. Even the savvy user may be confused by the lack of common terminology and the lack of any inherent meaning. The term may apply to bits of code, applets, engines, and GUI elements. However, the scope of this book, and of this part of the book, is solely concerned with mobile GUI widgets. These widgets are display elements such as buttons, links, icons, indicators, tabs, and tooltips. Numerous additional elements (sometimes called GUI widgets), such as scroll bars, are discussed as components and functions in Part I.

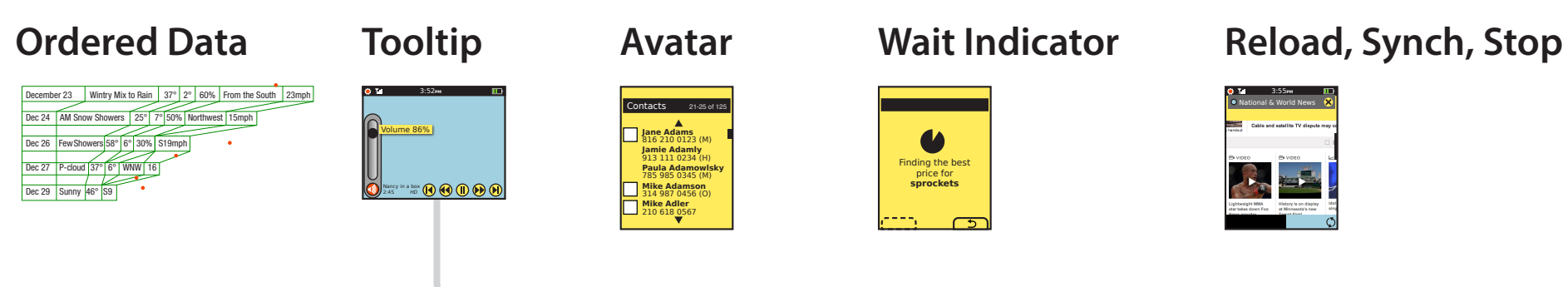
## Lateral Access



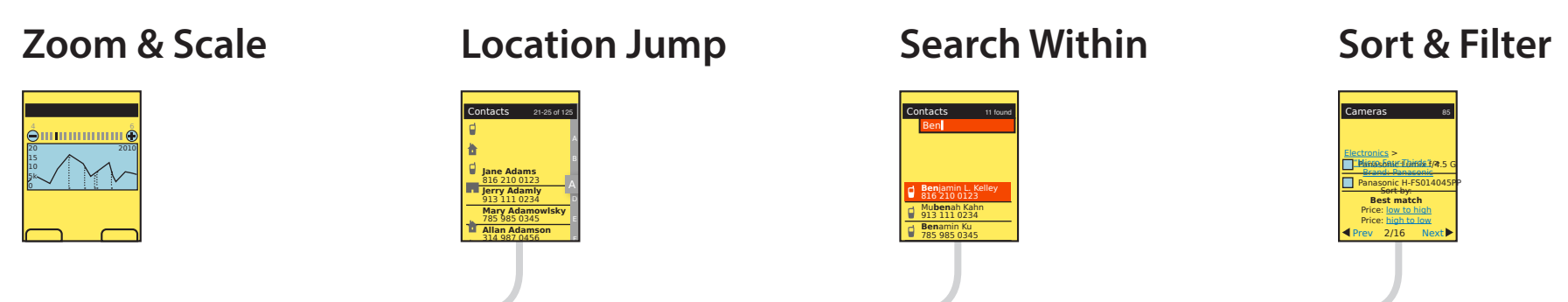
## Drilldown



## Labels & Indicators



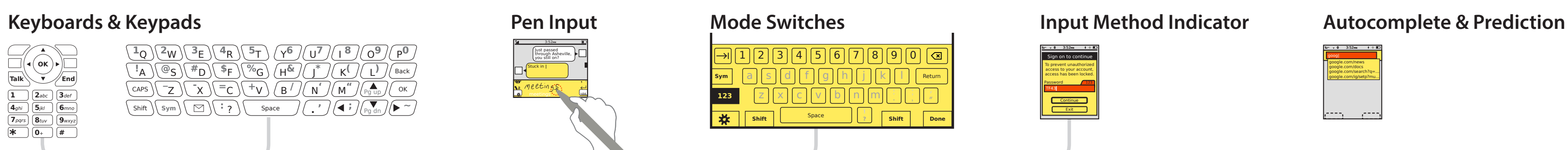
## Information Controls



## Input & Output

The varying ways in which people prefer to interact with their devices highly depend upon their natural tendencies, their comfort levels, and the context of use. As designers and developers, we need to understand these influences and offer user interfaces that appeal to these needs. User preferences may range from inputting data using physical keys, natural handwriting, or other gestural behaviors. Some users may prefer to receive information with an eyes-off-screen approach, and instead relying on haptics or audible notifications.

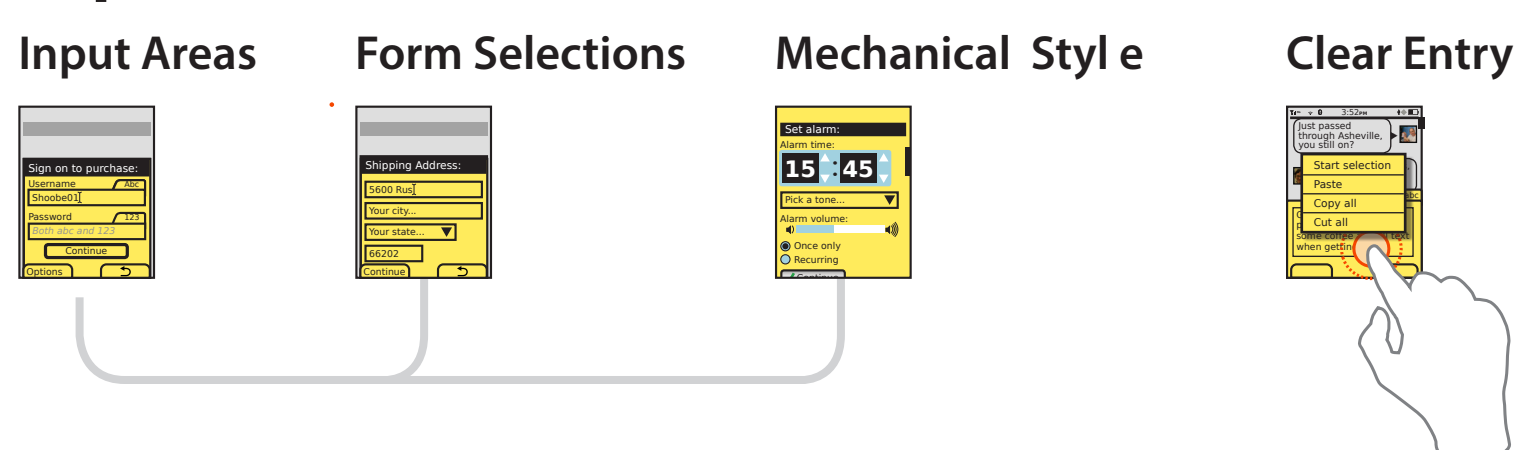
## Text & Character Input



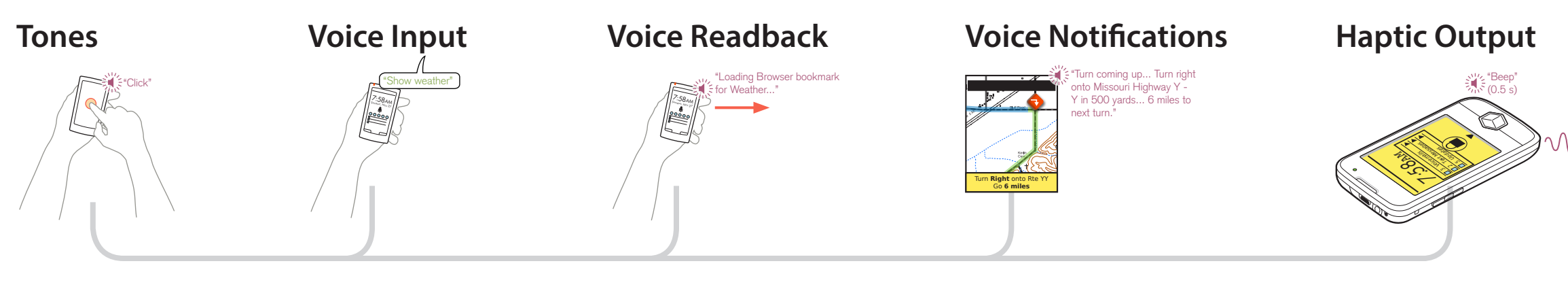
## General Interactive Controls



## Input & Selection

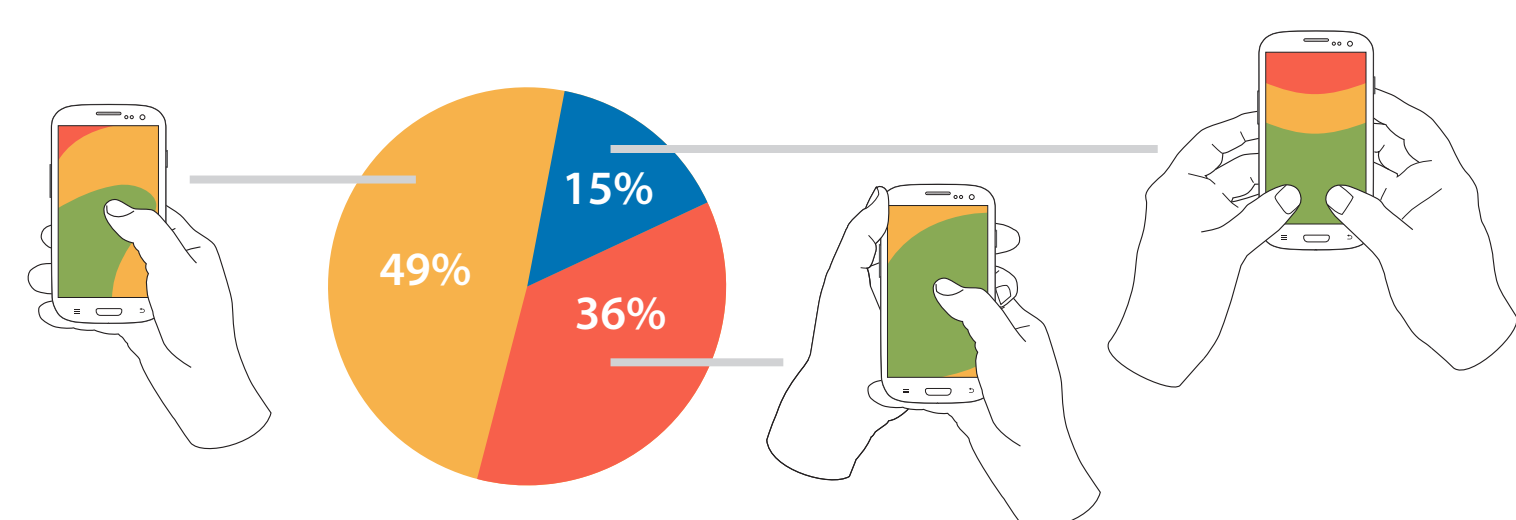


## Audio & Vibration



## Guidelines

Above and beyond the patterns describe above, there are a few key principles and guidelines that are unique to mobile, due to their size, portability, connectivity, personalization, and methods of interaction. This section describes a few of the more divergent needs of the mobile user which we have to consider separately from desktop interfaces and interactions. These are the most likely to become out of date as technology and more information becomes available.



Target	2.5-inch Phone	3.5-5-inch Phone	9-10-inch Tablet
Text	4 pt / 1.4 mm	6 pt / 2.1 mm	8 pt / 2.8 mm
Icons	6 pt / 2.1 mm	8 pt / 2.8 mm	10 pt / 3.5 mm



Touch Targets	Minimum	Preferred	Maximum
	17 pt / 6 mm	23 pt / 8 mm	43 pt / 15 mm



Spacing	Minimum	Preferred
	23 pt / 8 mm	28 pt / 10 mm

