

# Mobile Considerations Recap

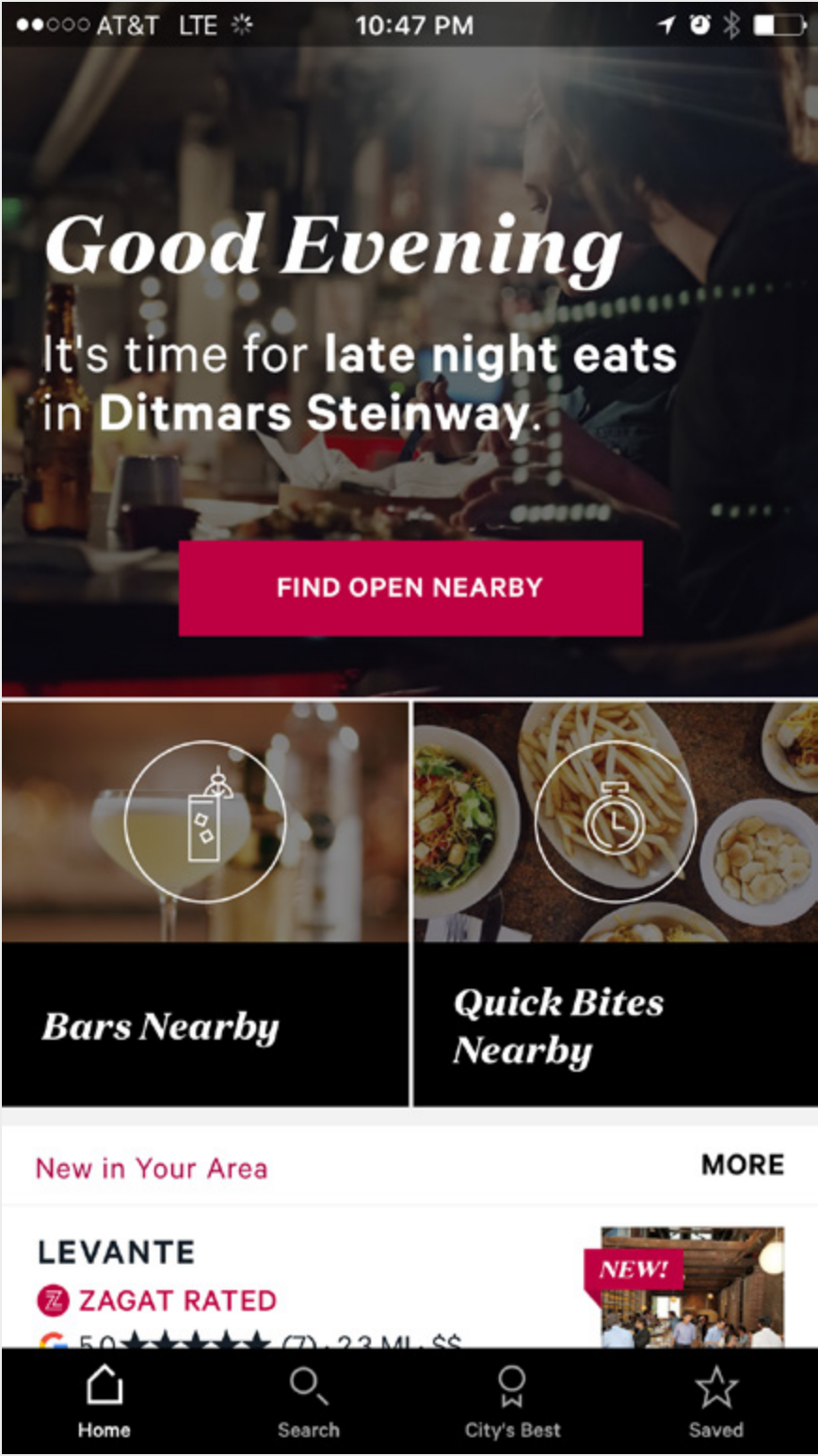
Pokemon Go



Compass



Zagat



Star Walk 2

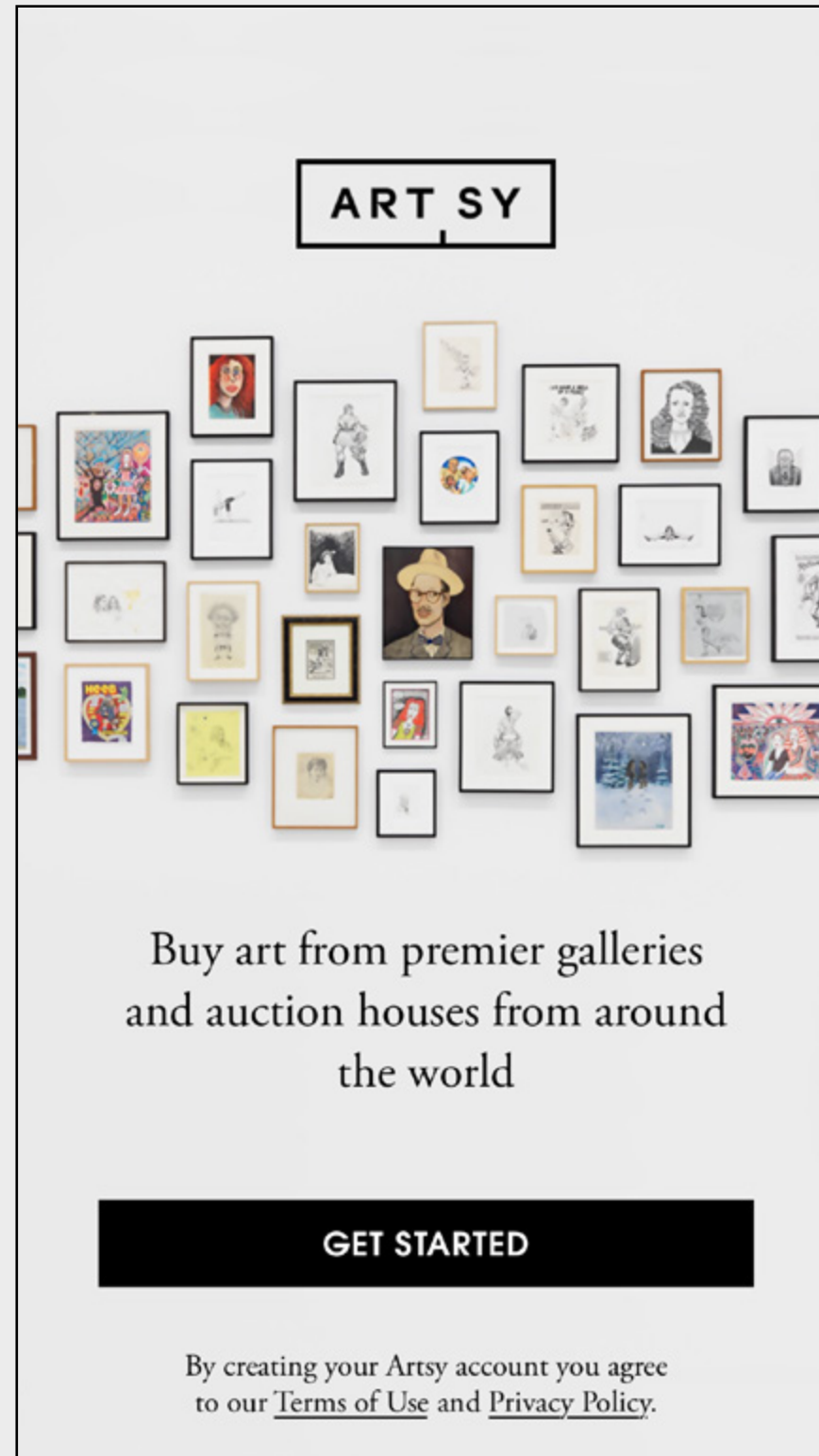


Variable Location

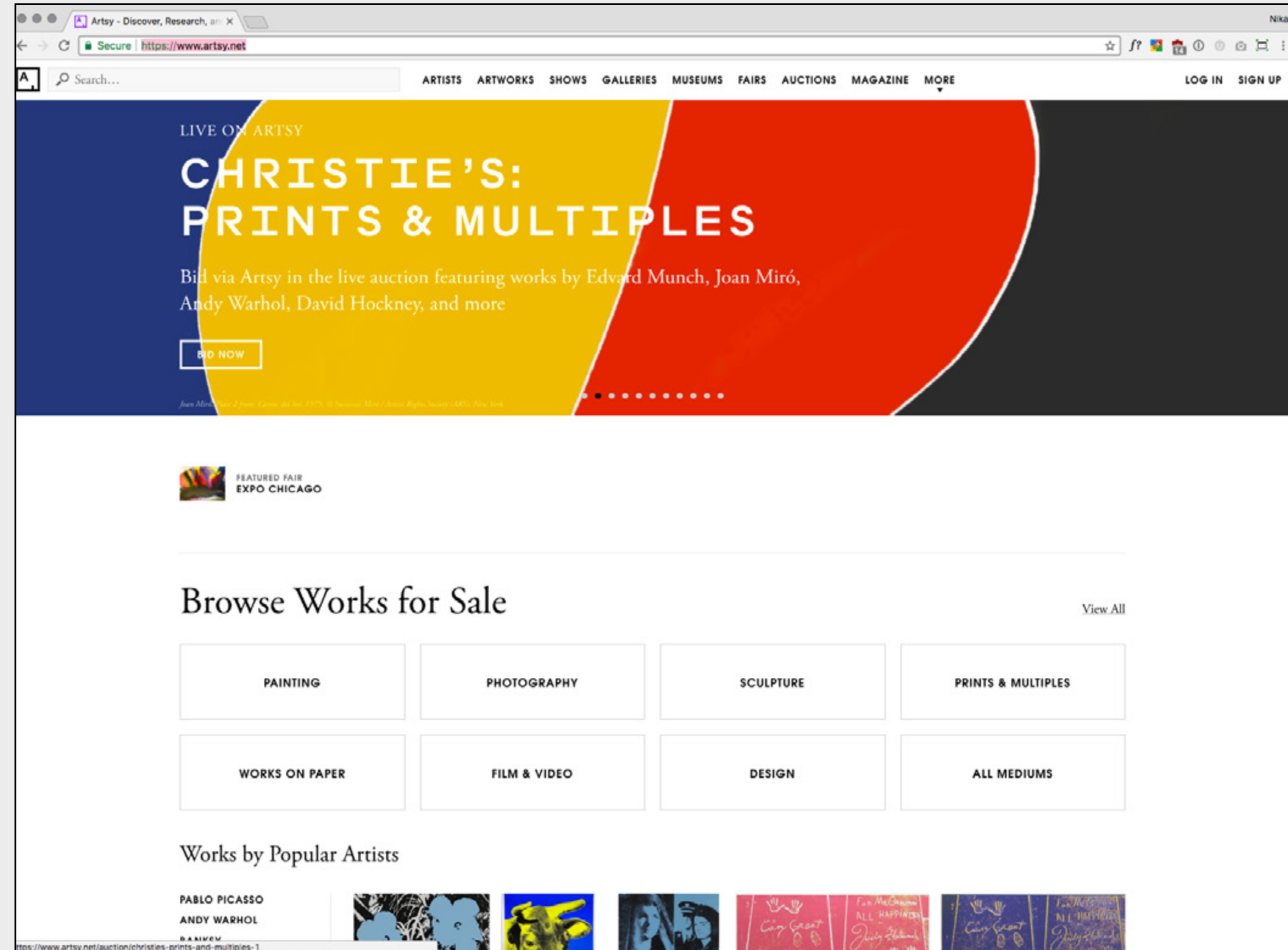
Mobile site/app can respond to location, because it can change and be accessed somewhere specific, while desktop is accessed from 1 spot.



## Artsy App



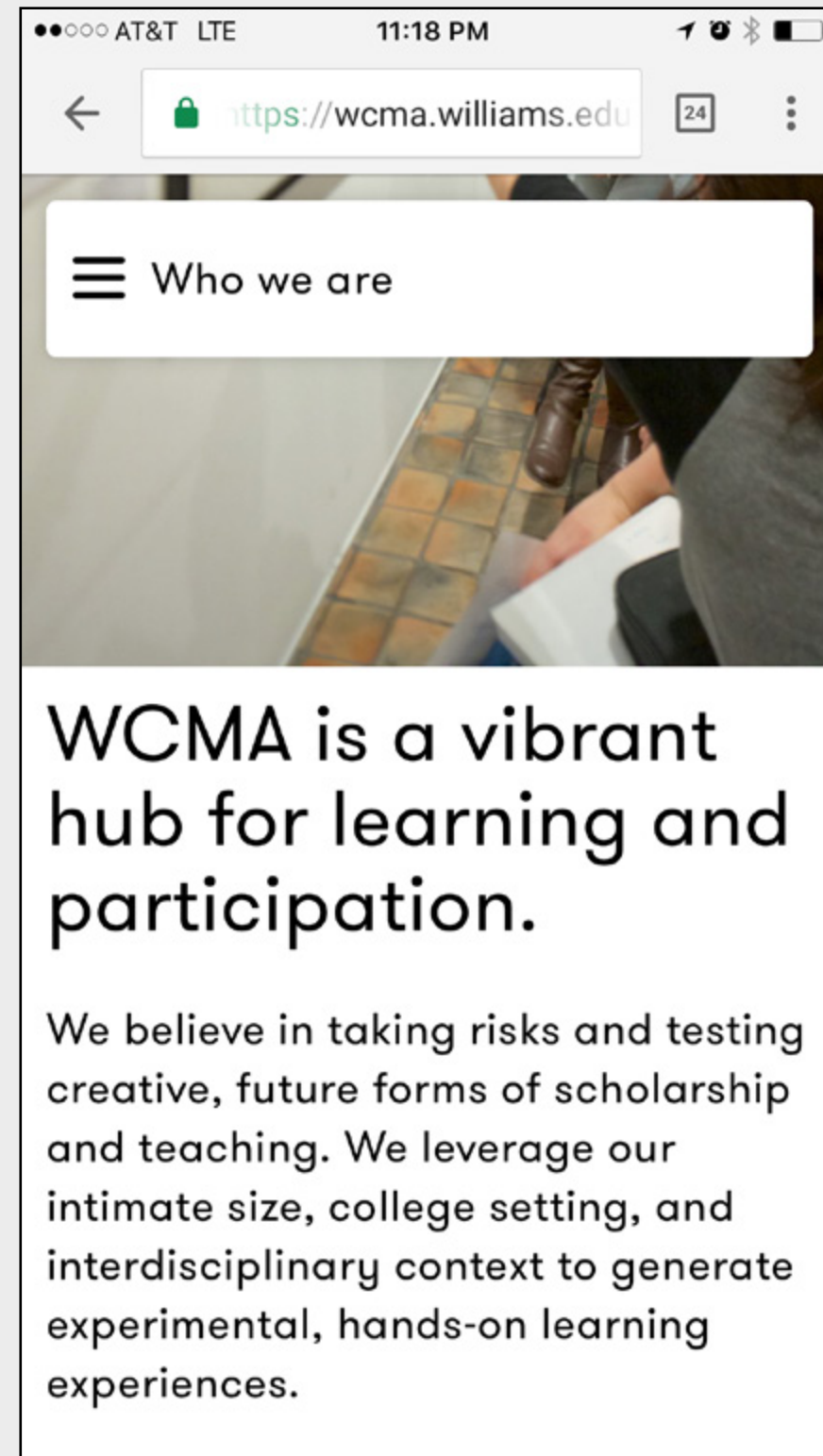
## Artsy Site



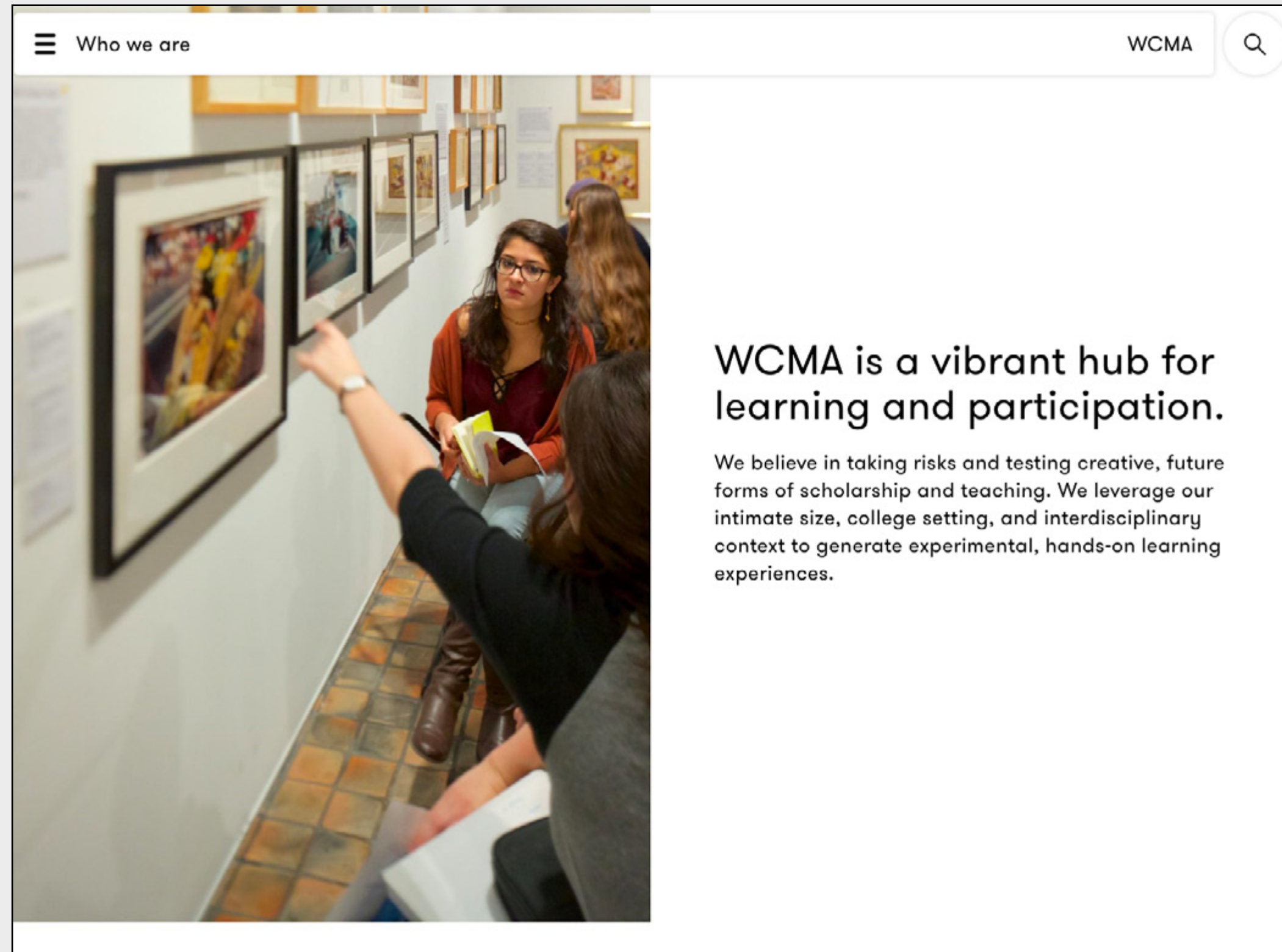
## Less Real Estate

Viewport is smaller, so the experience is more streamlined allowing the user to focus on one thing at a time.

## WCMA Mobile



## WCMA Desktop

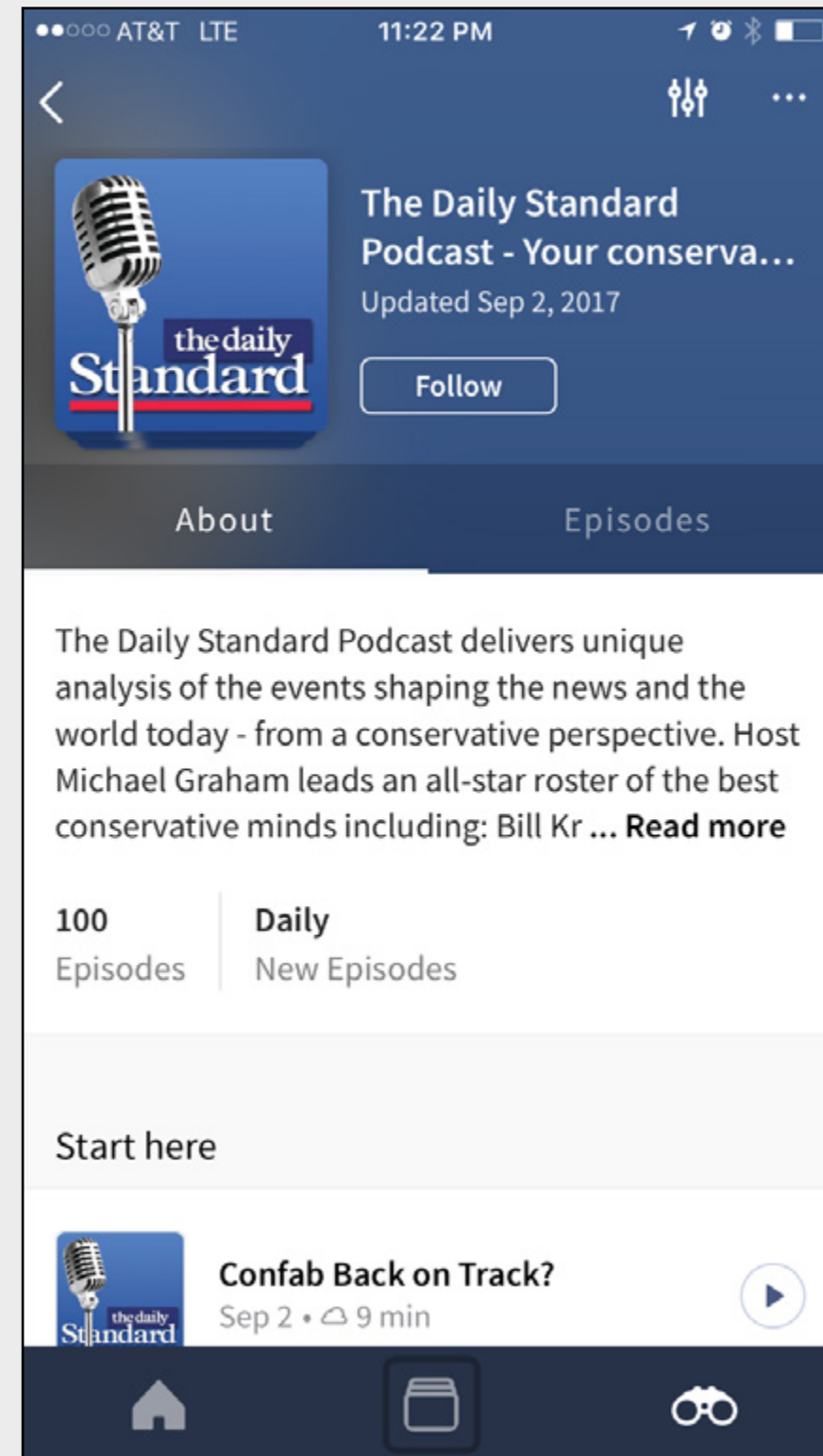


## Legibility Key

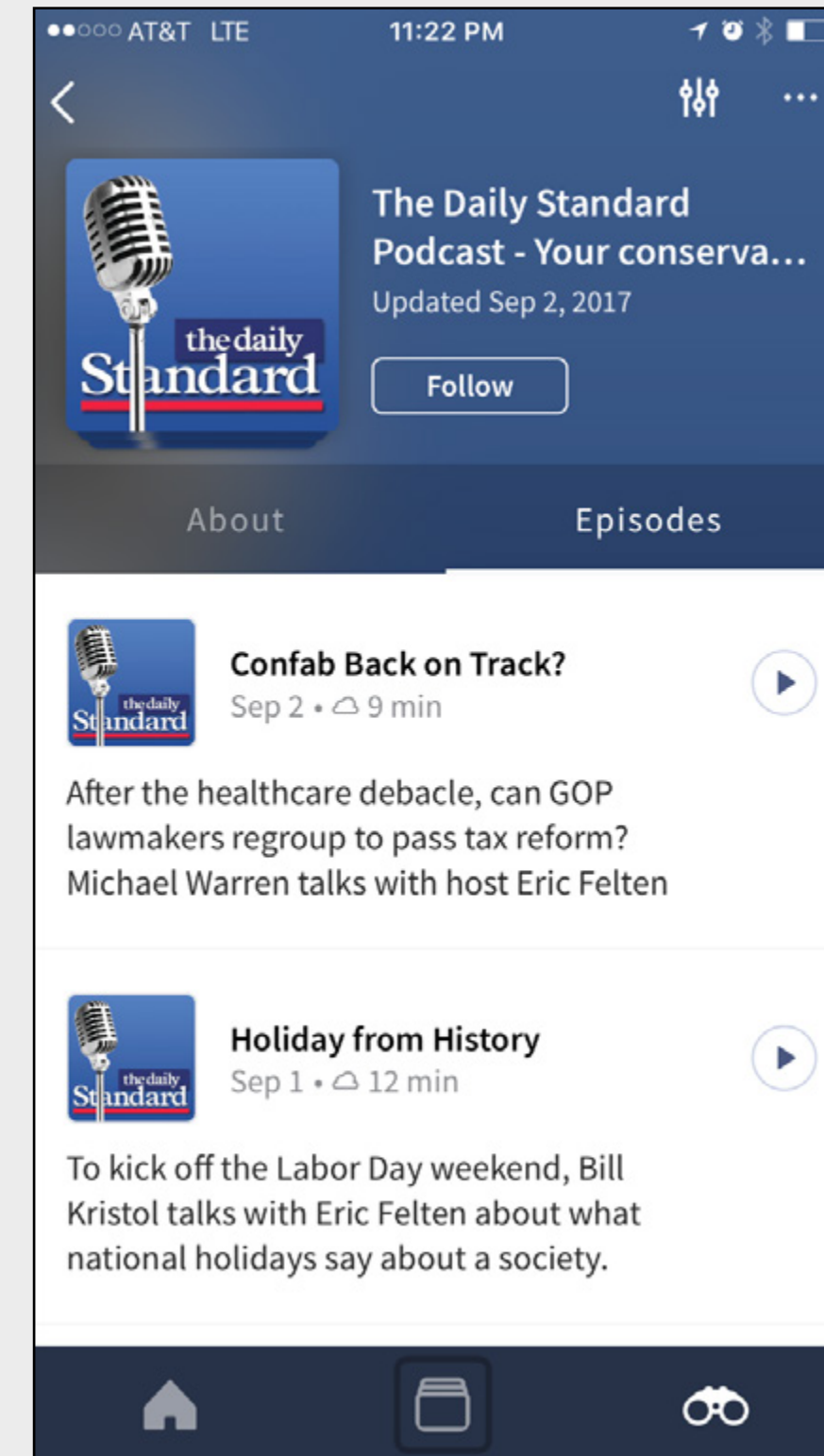
Due to the smaller screen size, legibility is key. Type sizes are generally larger, but use your best judgement.



## Radio Public



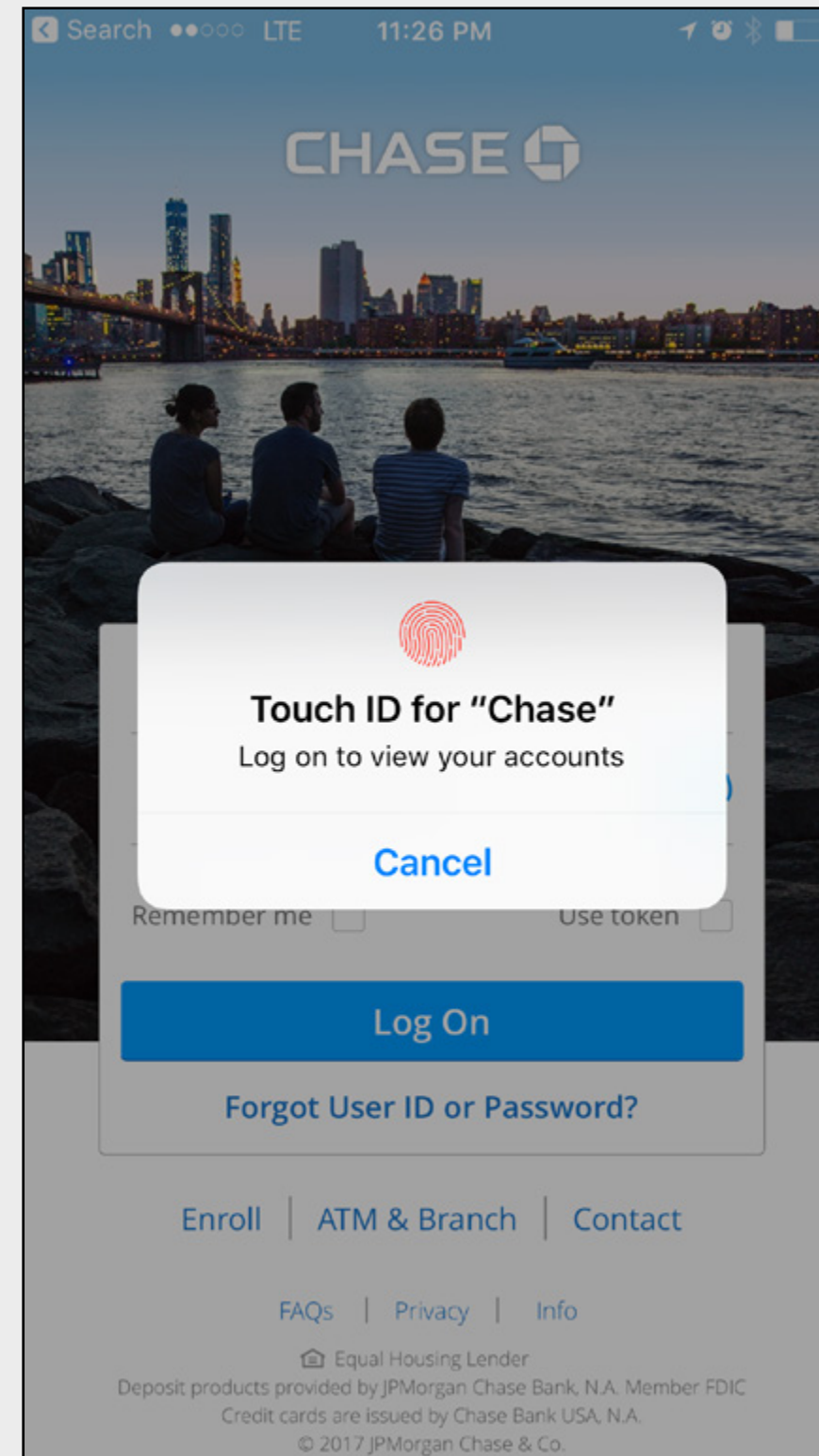
## Radio Public



## No Mouses. Simpler interactions.

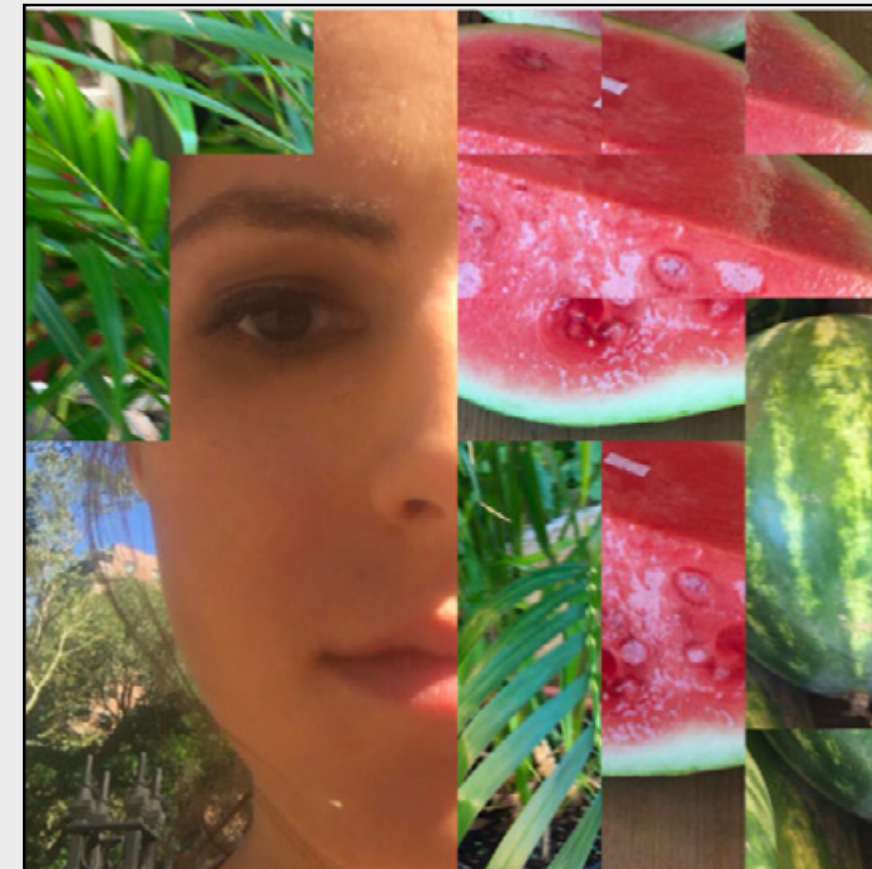
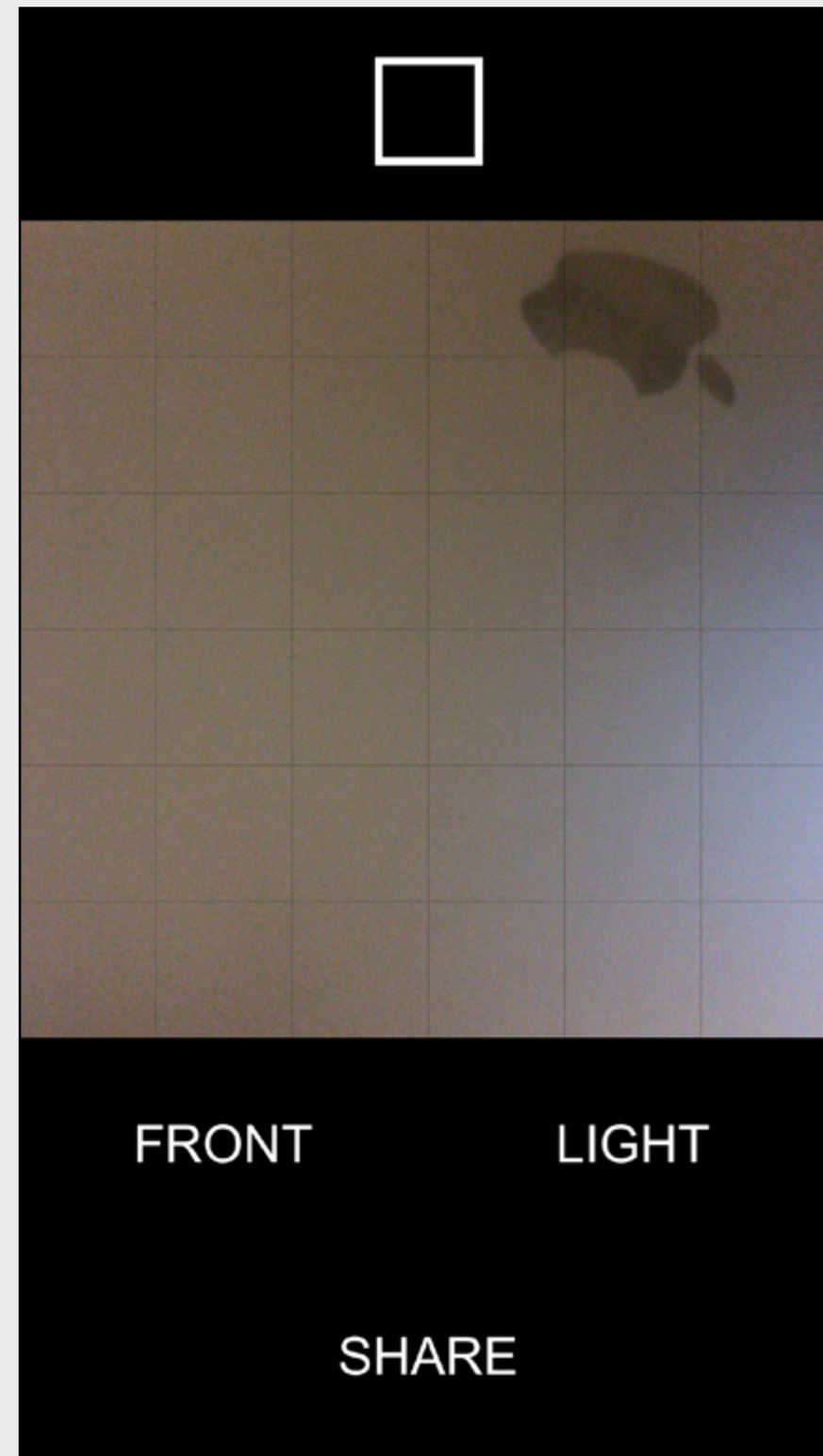
Touching, not clicking. Buttons to be touchable. Certain parts of design hidden behind buttons and interactions.

## Chase



**Mobile phones generally carry more personal info**

Payments, contacts, logins, exact location. etc.



**Phones have access to other senses: Sight & Touch**

Finger Quilt by Jeffrey Scudder uses both sight and touch

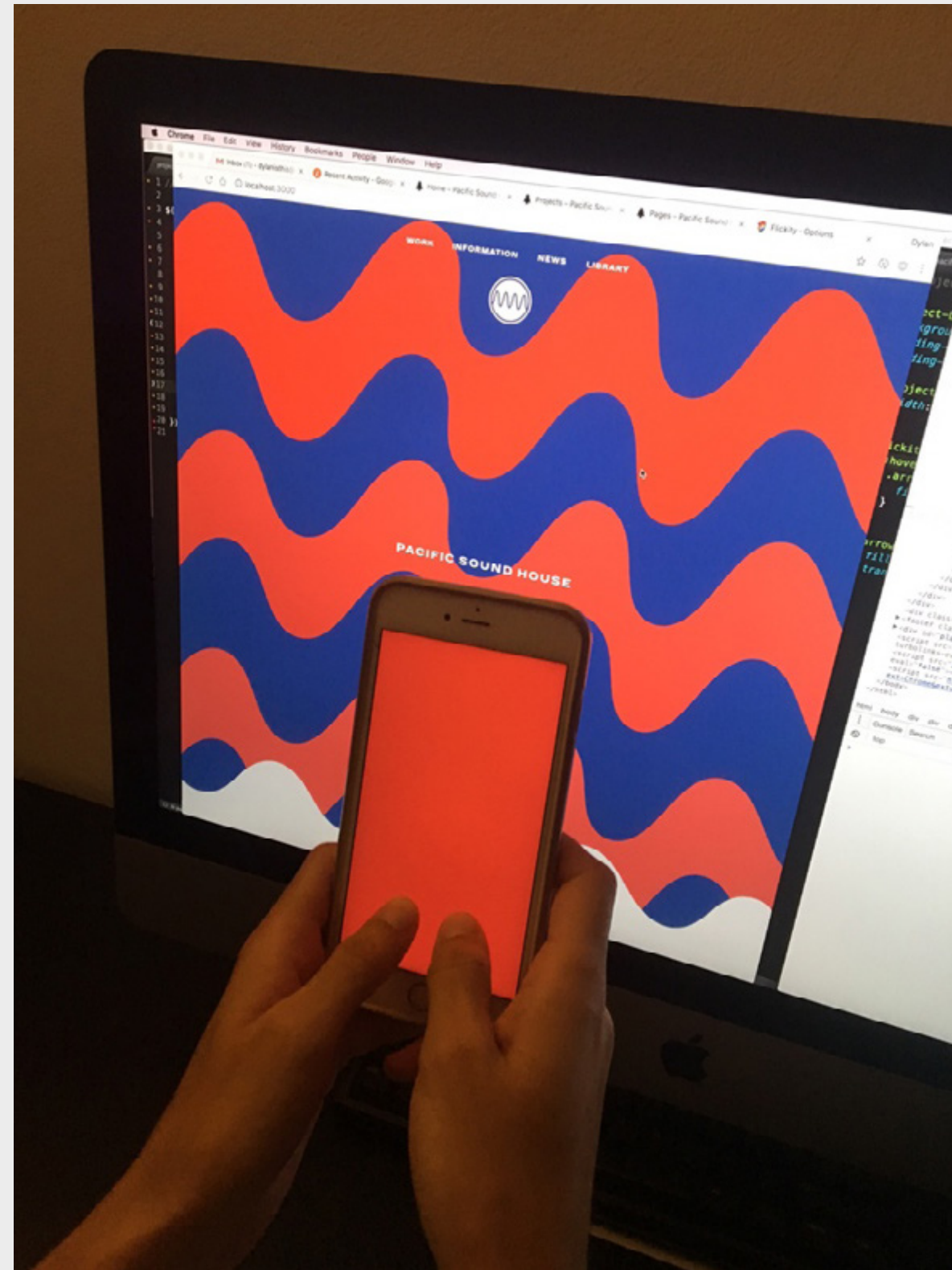




## **Phones have access to other senses: Sight & Touch**

Photobooth by Konst & Teknik & Martin Storm (Uses both cameras at once)





**Phones have access to other senses: Sight & Hearing**

Bugg by Linked by Air

## **Phones have access to other senses: Smell**

Scantee add on w/ Nose Roast app



**Watch  
Video**