

Designing for Different Platforms

Lecture 7

Context

- Characteristics of Different Platforms
 - Desktop
 - Web
 - Mobile
 - Kiosk

Design Posture

- What is a design posture?

Exercise

- Pick your favorite application
 - Try to pick one with a unique "posture"
 - Application Name
 - Brief (1 sentence) Description
 - Sketch a "screen shot"
- (5 minutes)

Exercise

- Say your app name and brief description

Exercise

- Say your app name and brief description
- What are the similarities, differences
 - categorize

Application Design Postures

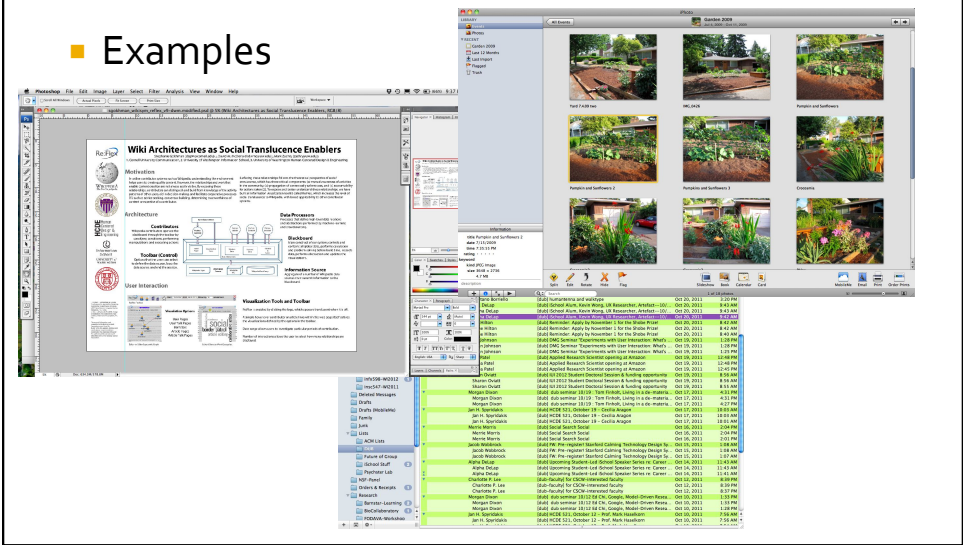
- Postures for
 - Desktop
 - Web
 - Mobile
 - Kiosk
 - Media Displays/Television
 - Auto/In-Car

Desktop Postures

- Sovereign
 - Application that is the focus of the user attention for long periods of time
- Transient
 - Application that is a short term focus
- Daemonic
 - Background application, settings that are changed rarely

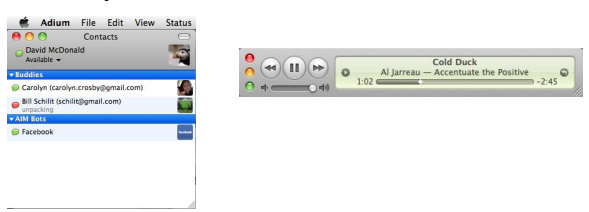
Desktop Postures - Sovereign

■ Examples



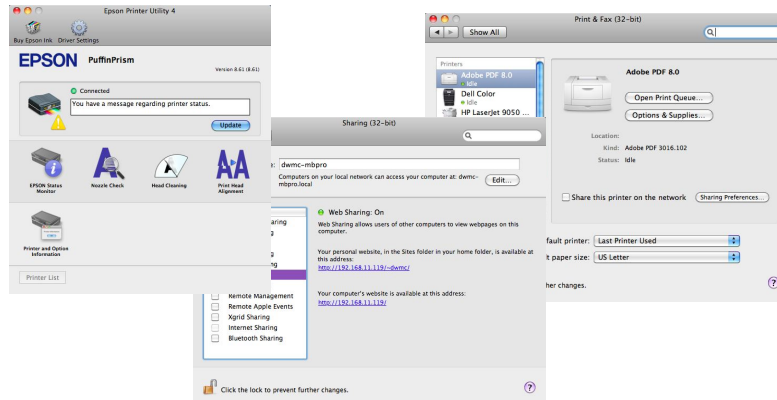
Desktop Postures - Transient

■ Examples



Desktop Postures - Daemonic

■ Examples

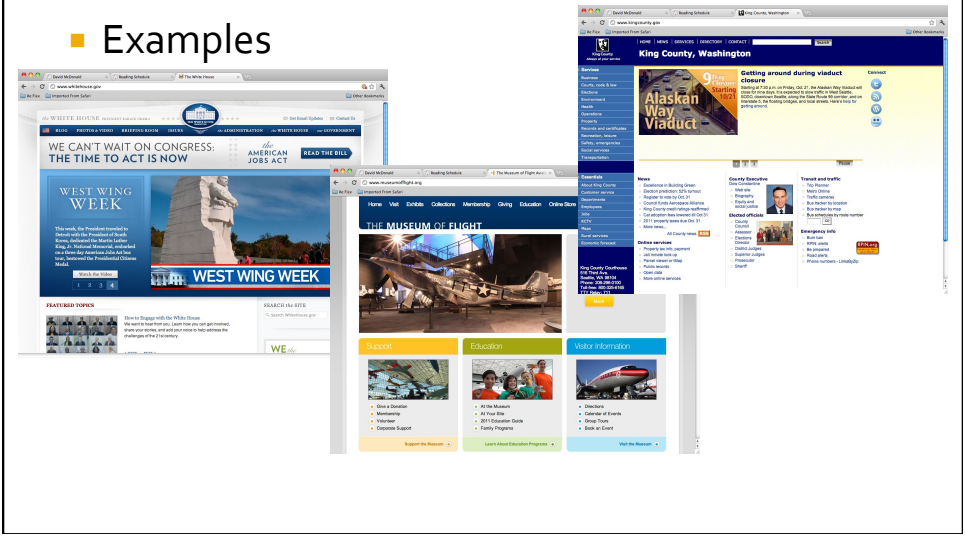


Web Postures

- Informational Sites
 - Sites that facilitate information searching and reading
- Transactional Sites
 - Sites facilitate a transaction or exchange
- Application Sites
 - Sites that facilitate desktop application style interaction

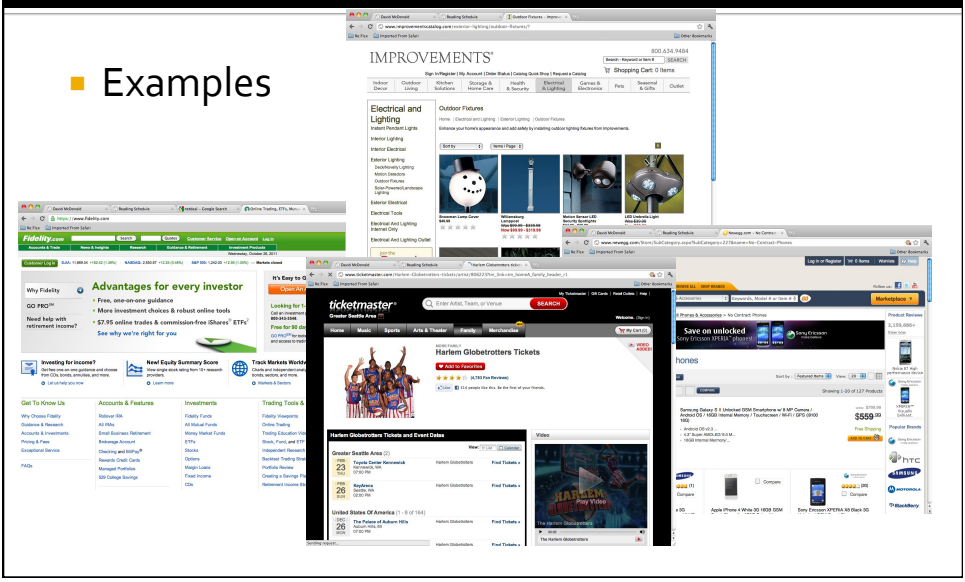
Web Postures - Informational

Examples



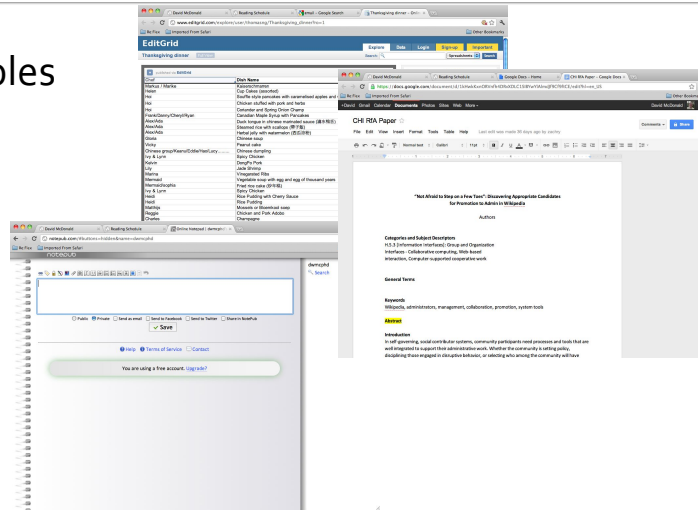
Web Postures - Transactional

Examples



Web Postures - Applications

■ Examples

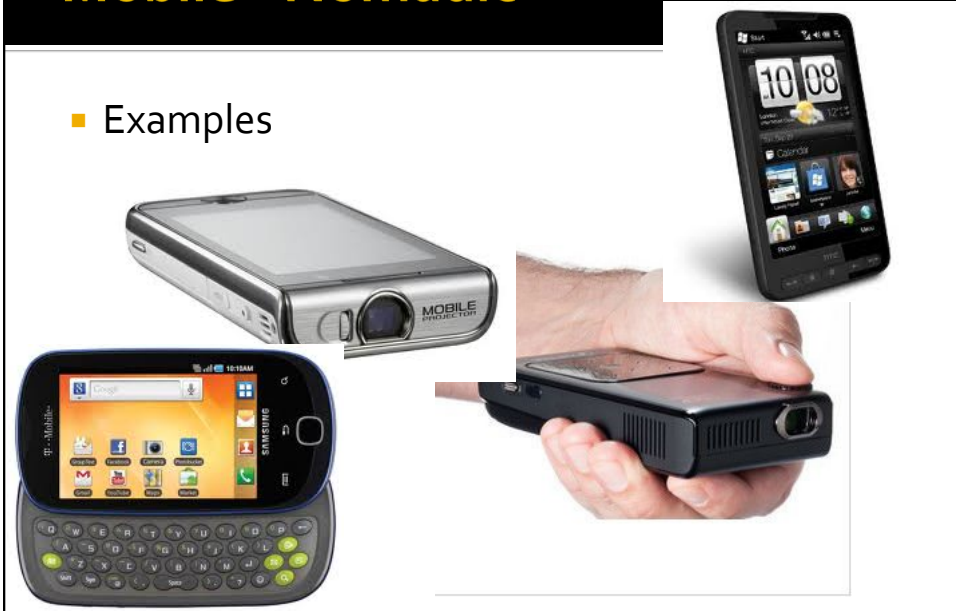


Mobile

- Nomadic
 - Facilitates use while on the move
- Semi-Stable
 - Stationary use, in multiple locations

Mobile - Nomadic

- Examples



Mobile – Semi-Stable

- Examples



Kiosk

- Transactional
 - Facilitate an exchange
- Explorational
 - Facilitate the exploring of a system or information

Kiosk - Transactional

- Example



Kiosk - Exploration

- Example

