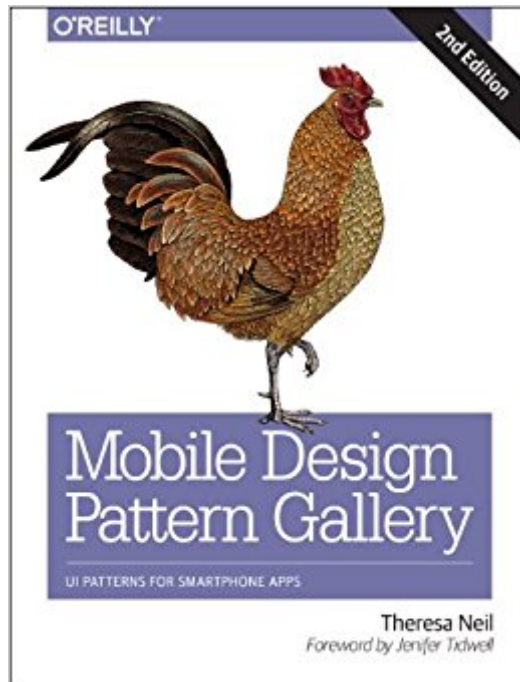# Mobile Design Pattern Gallery: UI Patterns For Smartphone Apps

Synopsis

When youâ ™re under pressure to produce a well-designed, easy-to-navigate mobile app, thereâ ™s no time to reinvent the wheelâ ”and no need to. This handy reference provides more than 90 mobile app design patterns, illustrated by 1,000 screenshots from current Android, iOS, and Windows Phone apps.Much has changed since this bookâ ™s first edition. Mobile OSes have become increasingly different, driving their own design conventions and patterns, and many designers have embraced mobile-centric thinking. In this edition, user experience professional Theresa Neil walks product managers, designers, and developers through design patterns in 11 categories:Navigation: get patterns for primary and secondary navigationForms: break industry-wide habits of bad form designTables: display only the most important informationSearch, sort, and filter: make these functions easy to useTools: create the illusion of direct interactionCharts: learn best practices for basic chart designTutorials & Invitations: invite users to get started and discover featuresSocial: help users connect and become part of the groupFeedback & Accordance: provide users with timely feedbackHelp: integrate help pages into a smaller form factorAnti-Patterns: what not to do when designing a mobile app

Book Information

Paperback: 408 pages

Publisher: O'Reilly Media; 2 edition (May 17, 2014)

Language: English

ISBN-10: 1449363636

ISBN-13: 978-1449363635

Product Dimensions: 7.1 x 0.8 x 9.1 inches

Shipping Weight: 1.7 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (14 customer reviews)

Best Sellers Rank: #423,915 in Books (See Top 100 in Books)   #63 inÂ Books > Computers & Technology > Web Development & Design > User Generated Content   #64 inÂ Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design > Computer Design   #208 inÂ Books > Computers & Technology > Graphics & Design > User Experience & Usability

Customer Reviews

The idea of this book is great. If you want to improve the UI of a mobile app, look at 1000 or so screenshots from various popular apps and see what other developers are doing both right and wrong. But it has some glaring omissions.To the author's credit the first very first chapter is

navigation which is surely the biggest pitfall of multi-platform app developers. But that's also where she missed the boat big time.She gave dozens of examples of good and bad navigation but never once did she compare the same app on both iOS and Android. (much less Windows Phones which she does cover some)Apple now allows a 5 button tool bar. Android only let's you use 3 buttons. Things like this are BIG issues for developers. Indeed she criticizes Quora for Android for 'Squeezing in" a forth button which makes thing cluttered. Yet on iOS, Quaroa's designers could use 4 buttons and have 1 to spare.It would have been considerably more useful to show the same apps on both platforms and how the designer(s) made decisions (ie compromises) on how to customize their app for each platform.The biggest challenge to a mobile UI designer is non-standard environments and the author seemed to not even consider it.If she took even a dozen well known apps and did screen shots on both platforms (and perhaps on tablets) the book would be gold.[UPDATE: The author left me a nice comment and mentioned she had touched on this topic on her blog. (check first comment for link) That post is worth reading.]The other big fail was in the section on forms. She shows several flight booking apps (which by definition require large amounts of form input) and gives them as examples of bad form design for being cluttered.

Although examples of mobile user interface design can be found everywhere: in our day-to-day usage of our own favorite mobile apps, on blogs, and at meetups and conferences, this book contains 1,000 color screenshots categorized into useful categories. I'm a data visualization person, and it's always hard to figure out how to put a chart effectively on a small mobile screen. The author has an entire chapter on charts, highlighting apps such as FitBit and MySugr for iOS and Gaug.es for Android, which saved me quite a bit of time researching (i.e. downloading a bunch of apps and testing them) and now I have some recommended apps to go straight to. I haven't come across more books like this, probably because apps are constantly changing. Yet, it's just something designers and developers should have in the office because it's so rich in examples.On another note, what has been rewritten from the first edition, from what I understand, is the tutorials and invitations section. The author shares that dialogs, tours, video demos, etc. have not been proven effective in user testing, in fact, most users skip them or find them an inconvenience or annoyance. She offers some general rules instead and final words of advice: "Don't wait until the end to design your tutorial," she writes. "Tutorials should be treated as one of the most important elements of your app. If they fail, your app fails."Again, the book is a reference guide, not really a read from beginning to end. I tend to jump around a lot in the book and, yes, there is an extensive index. I took off one star because for a design book, the design could have been much sleeker (although the page

designer did a quite a job making every page layout look different).

Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps Go Mobile: Location-Based Marketing, Apps, Mobile Optimized Ad Campaigns, 2D Codes and Other Mobile Strategies to Grow Your Business Mobile Web Development: Building mobile websites, SMS and MMS messaging, mobile payments, and automated voice call systems with XHTML MP, WCSS, and mobile AJAX Galaxy S7: The Complete User Guide And Manual - Learn Everything You Need To Know About Best Smartphone Ever! (S7 Edge, Android, Smartphone) Digital Product Management: Design websites and mobile apps that exceed expectations (Voices That Matter) Mobile Magic: The Saatchi and Saatchi Guide to Mobile Marketing and Design iOS Apps for Masterminds: How to take advantage of Swift to create insanely great apps for iPhones and iPads 55 Smart Apps to Level Up Your Brain: Free Apps, Games, and Tools for iPhone, iPad, Google Play, Kindle Fire, Web Browsers, Windows Phone, & Apple Watch The Shirtmaking Workbook: Pattern, Design, and Construction Resources - More than 100 Pattern Downloads for Collars, Cuffs & Plackets Learning Mobile App Development: A Hands-on Guide to Building Apps with iOS and Android Interaction Flow Modeling Language: Model-Driven UI Engineering of Web and Mobile Apps with IFML (The MK/OMG Press) Career Building Through Creating Mobile Apps (Digital Career Building) Going Live: Launching Your Digital Business (Digital Entrepreneurship in the Age of Apps, the Web, and Mobile Devices) The Architecture of the Barnes Foundation: Gallery in a Garden, Garden in a Gallery Flowers 2015 Gallery Calendar (Workman Gallery Calendar) Wee Gallery: Safari: A Slide and Play book (Wee Gallery Board Books) Wireless and Mobile Networking: IFIP Joint Conference on Mobile Wireless Communications Networks (MWCN'2008) and Personal Wireless Communications ... in Information and Communication Technology) The Lightroom Mobile Book: How to extend the power of what you do in Lightroom to your mobile devices Mobile Marketing: How Mobile Technology is Revolutionizing Marketing, Communications and Advertising Galaxy S7: Beginners Guide - How To Start Using Your Galaxy S7, Plus Helpful Tips & Tricks And Hidden Features! (S7 Edge, Android, Smartphone)