@lukew

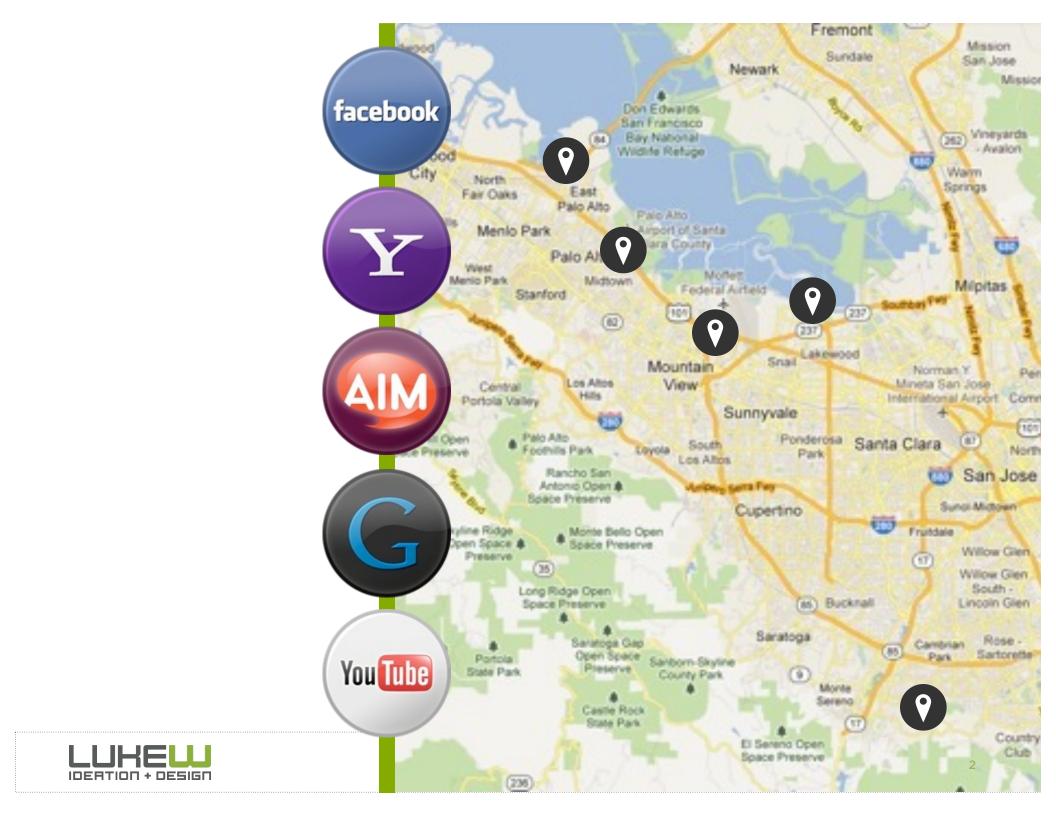


IT'S A

WRITE/READ MOBILE WEB

AN EVENT APART







Top sites in US by time spent/user

December 2012





SOCIAL NETWORKING

2.20



EMAIL/MESSAGING

2.15



EMAIL/MESSAGING

1.54



SEARCH

1.44



VIDEO





WRITE/READ EXPERIENCES

They don't work unless people add (write) content to them.

1.44 YouThe VIDEO





"The original thing I wanted to do was make [the Web] a place where we could all meet and read & write." -Tim Berners-Lee



Top sites worldwide by audience December 2012





WRITE/READ EXPERIENCES

They don't work unless people add (write) content to them.







78% of monthly US facebook users on mobile

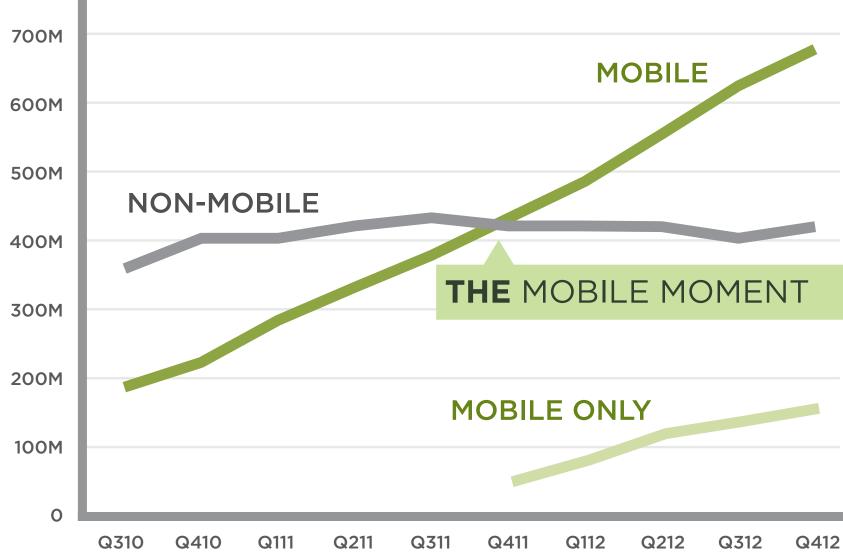
75% of all twitter users on mobile

40% mobile views on youtube

2 out of every 5

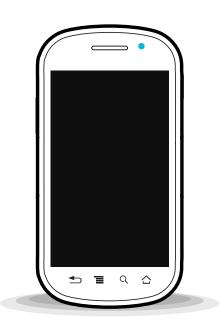








"Facebook's new approach to build mobilefirst [...] we are now a mobile company." -Mark Zuckerberg

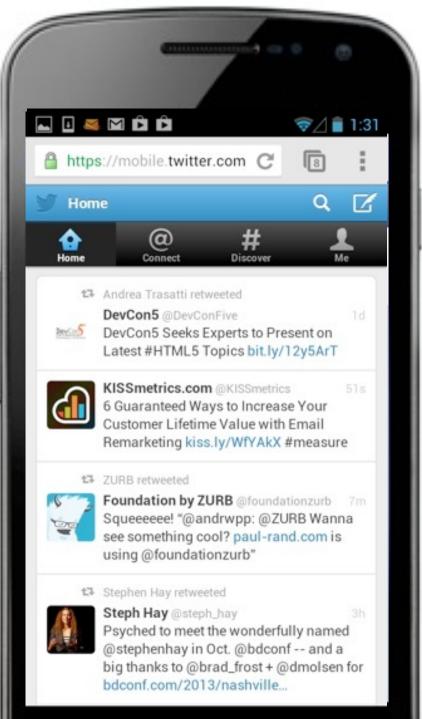


127% growth of

mobile only facebook users in last year

30% of facebook india users are mobile only















@lukew Touch lacks the precision required for creation of content. For consumption (browsing or manipulation of visual content) touch flies

10:36 AM - 10 Oct 12 · Embed this Tweet





3HRS

of video per second uploaded on youtube mobile

\$13B

mobile commerce in 2012 on ebay

\$4B IN 2011



Mobile is Entertainment.

30%

43% games

50%

10% entertainment

26% social networking





Source: http://bit.ly/X4MMzW

Mobile is Anything.

find & buy

12%

shopping

finances, health

11% accomplishing

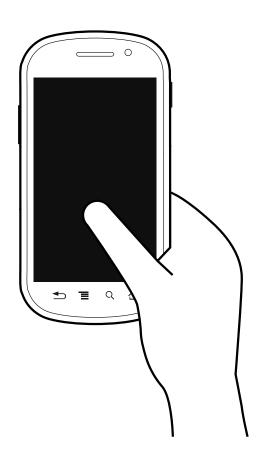
plan, travel

7% preparation





Source: http://bit.ly/VbT7g3

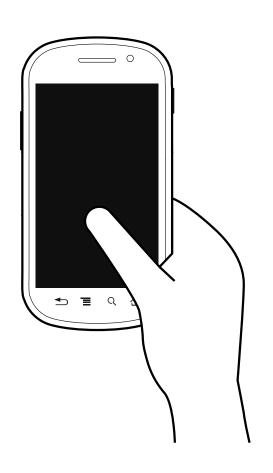


IT'S A

WRITE/READ MOBILE WEB

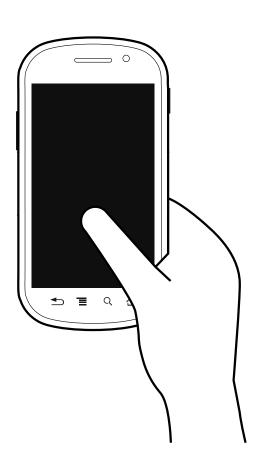
HOW DO WE DESIGN FOR MOBILE CREATION?





- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions

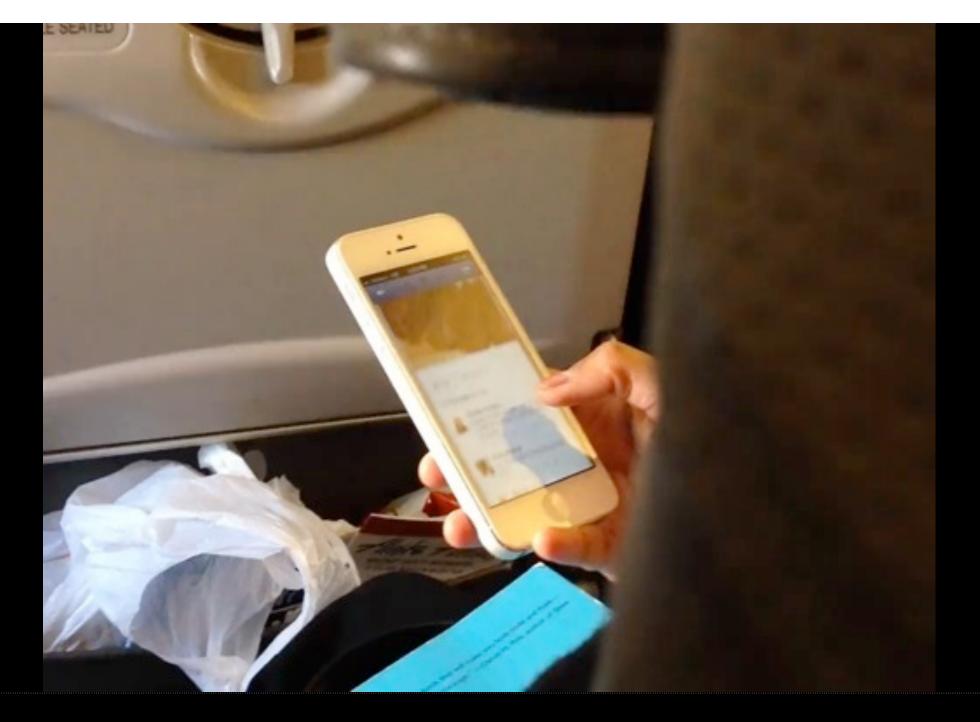




1. One Handed Use

- 2. Focused Flows
- 3. Just In Time Actions









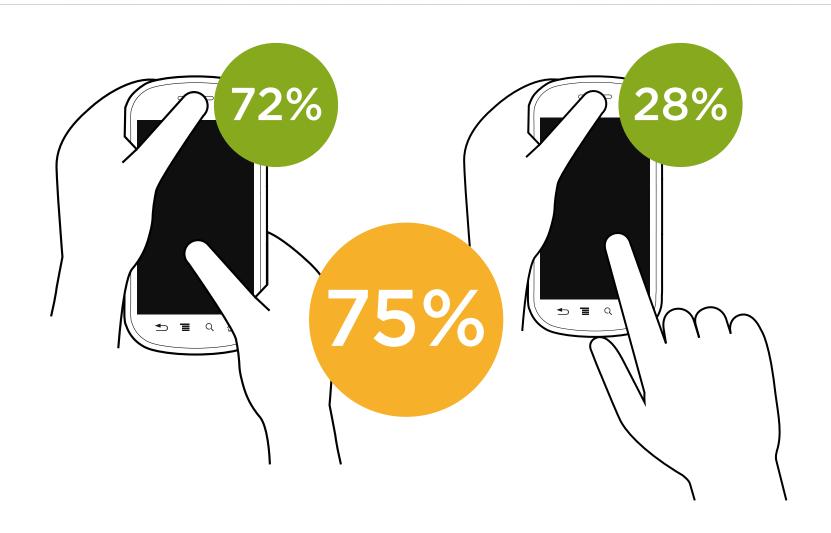


Smartphone Posture



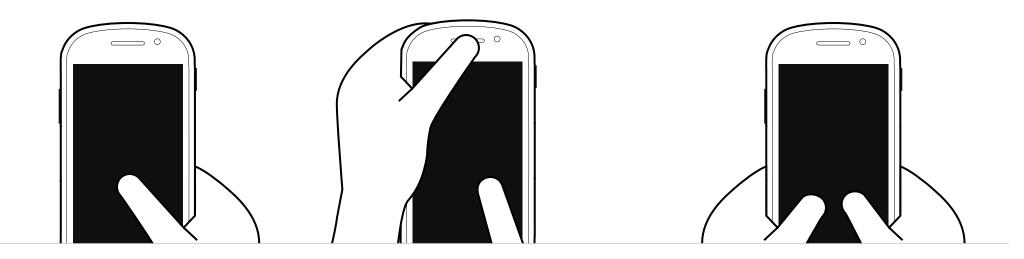
1,333 observations of people using mobile devices on the street.

Smartphone Posture

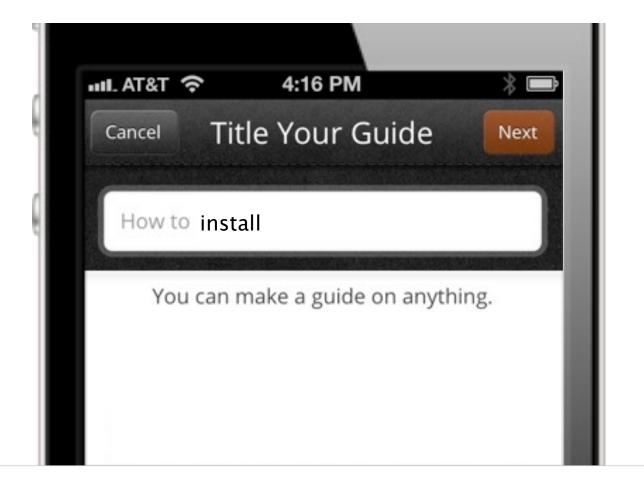




Smartphone Posture



"What we need to do to design is to look at **the extremes**. The middle will take care of itself." -Dan Formosa



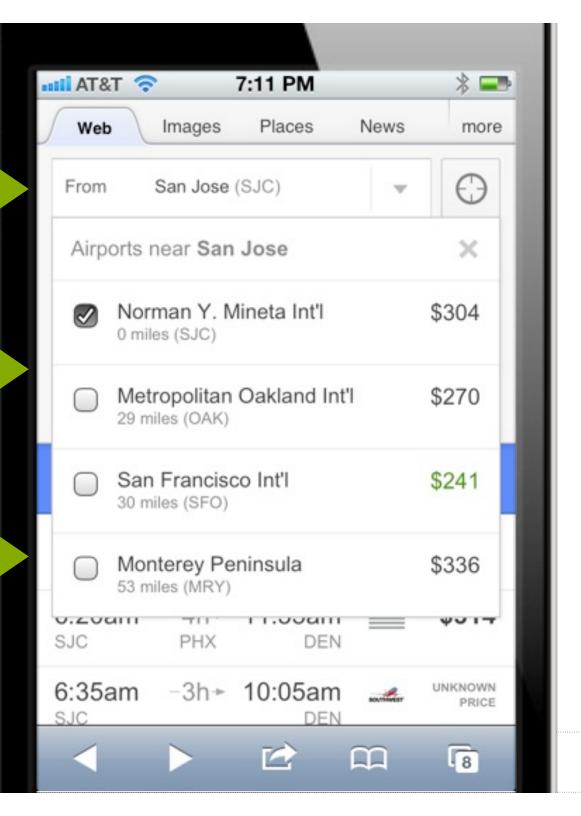
Don't let the keyboard come up.



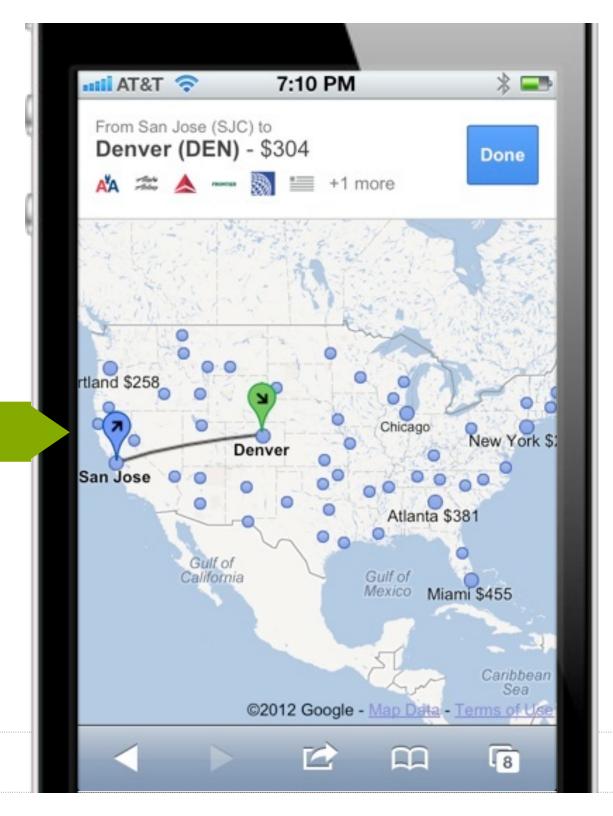
1. Smart Default

3. Locations

2. Suggestions

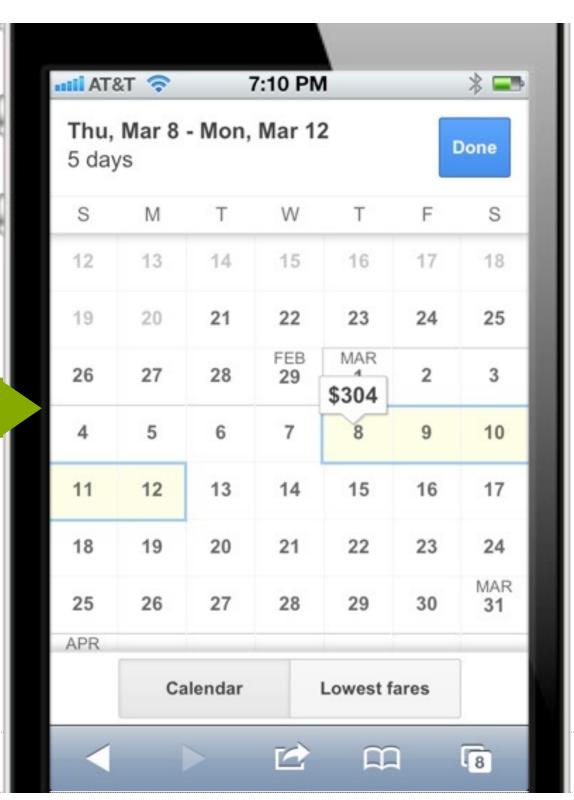






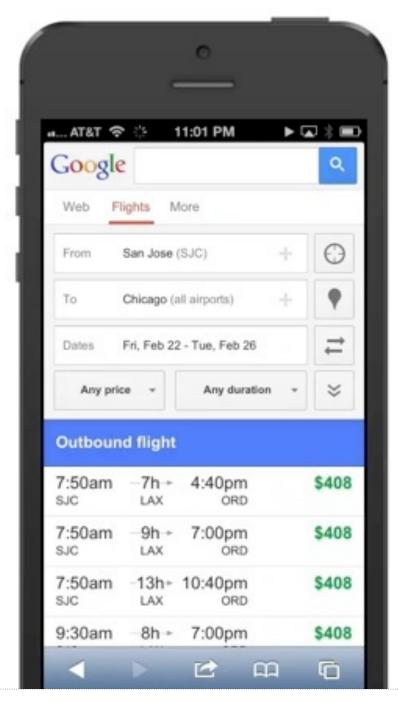






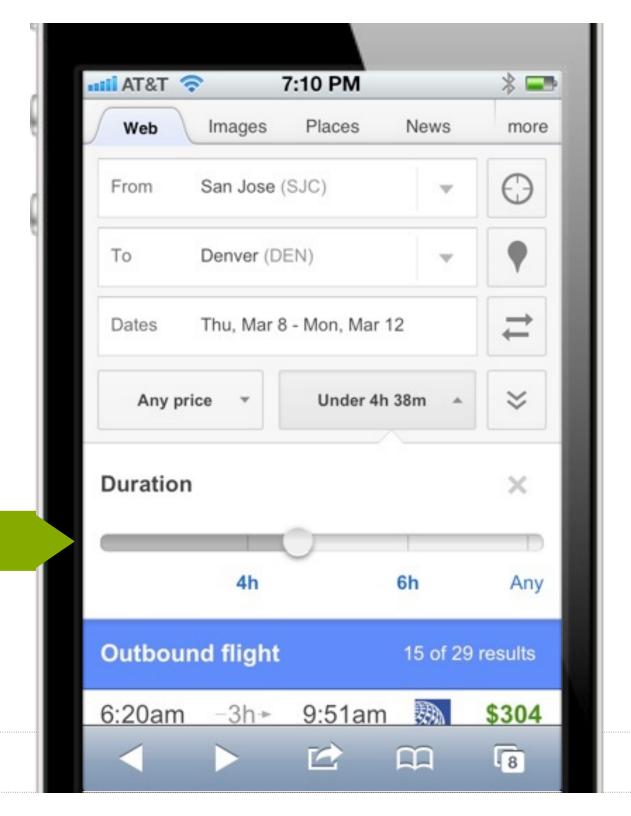
5. Date Picker





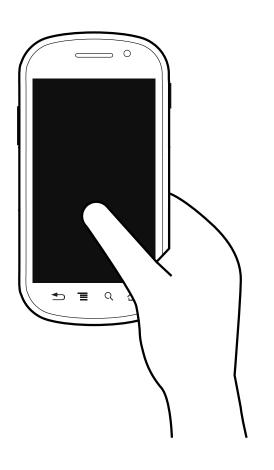






6/7. Sliders

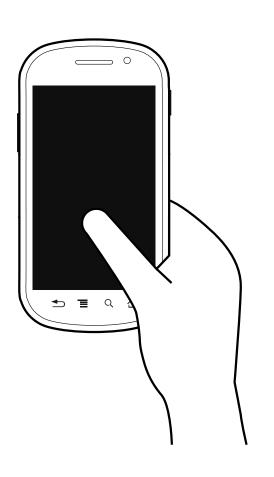




ERGONOMICS OF SOFTWARE DESIGN

- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions

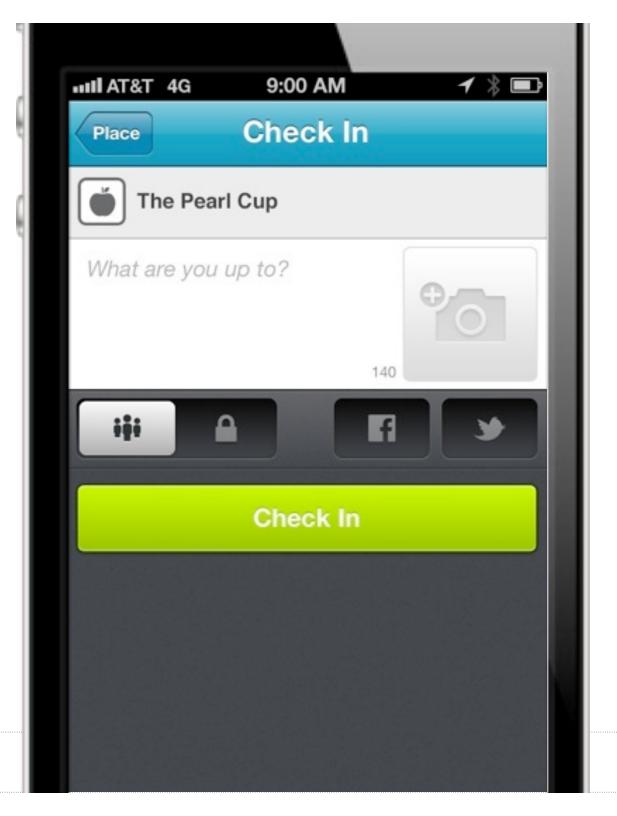




- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions

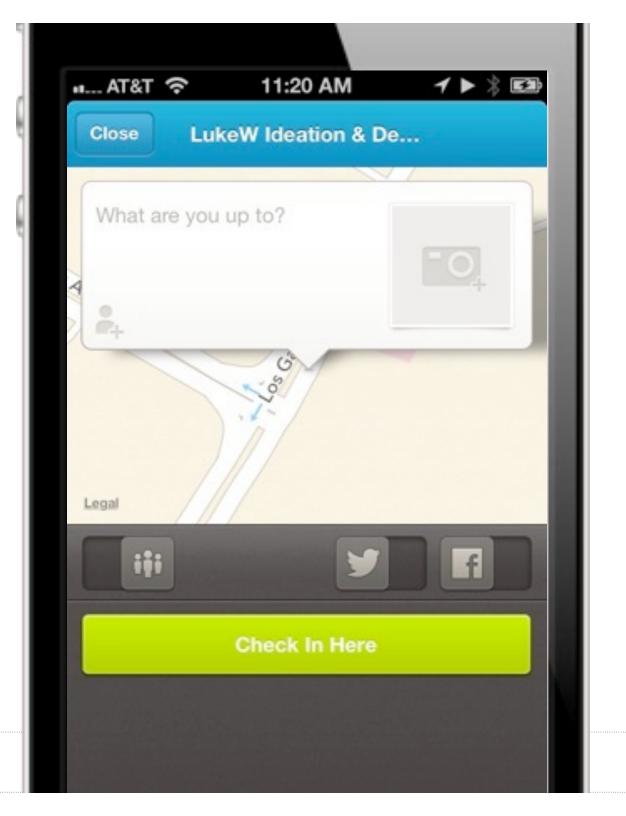










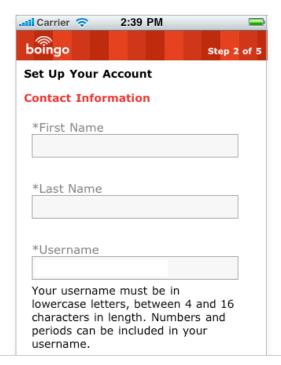


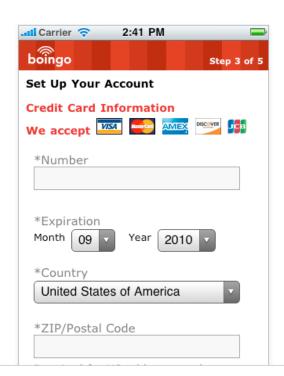




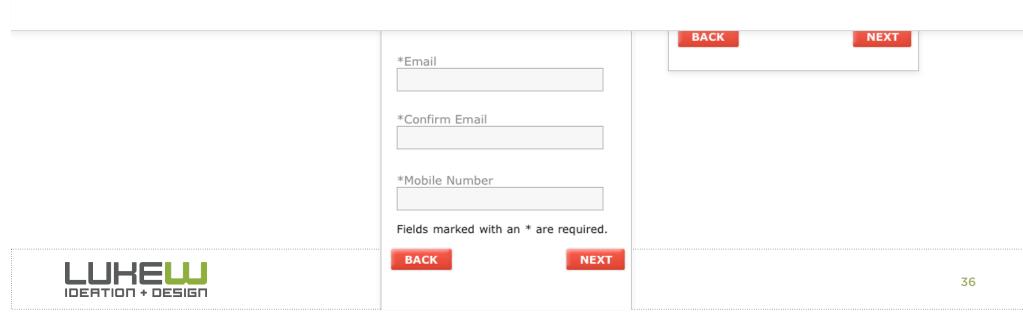
"Creativity is people who care enough to keep thinking about something until they find the simplest way to do it."

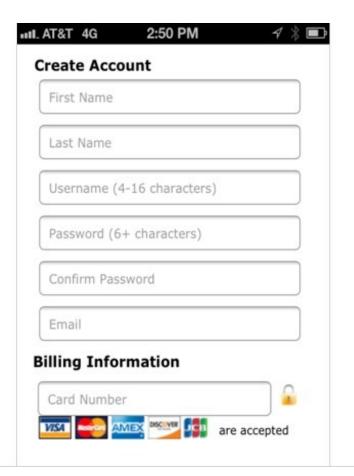






23 INPUTS

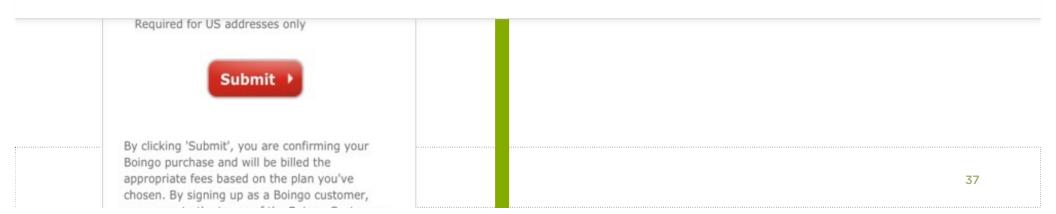


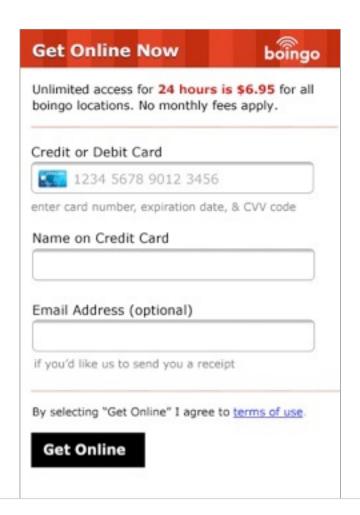


11 less input fields

34% increase in conversions

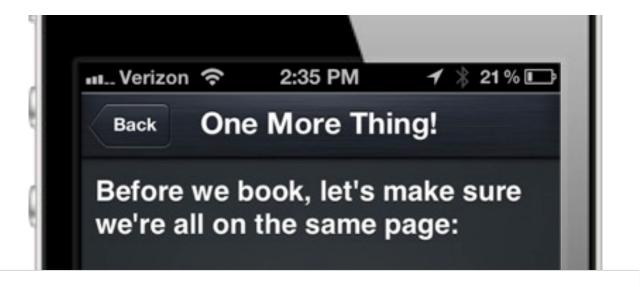
It can always be simpler.



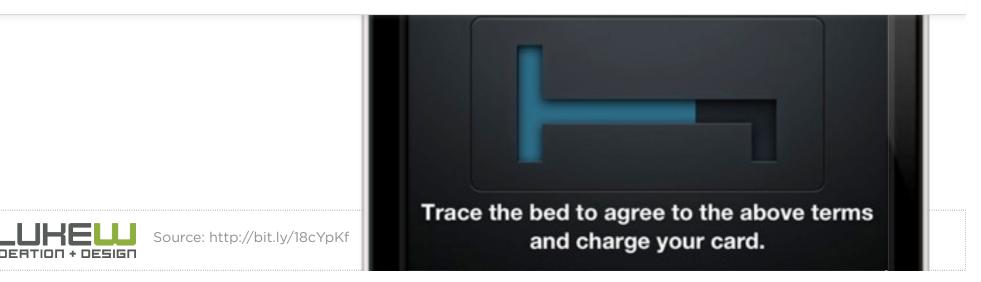


4 INPUTS





"Booking a hotel happens in 3 taps and a swipe. This is a competitive advantage." -Sam Shank, CEO





4 taps/swipe

8 seconds



52 taps +48

102 seconds -

+94



40 taps109 seconds

+101

+36

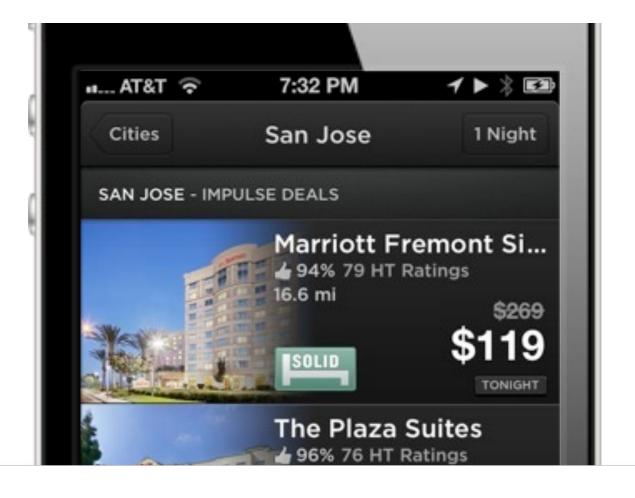


Hotels.com







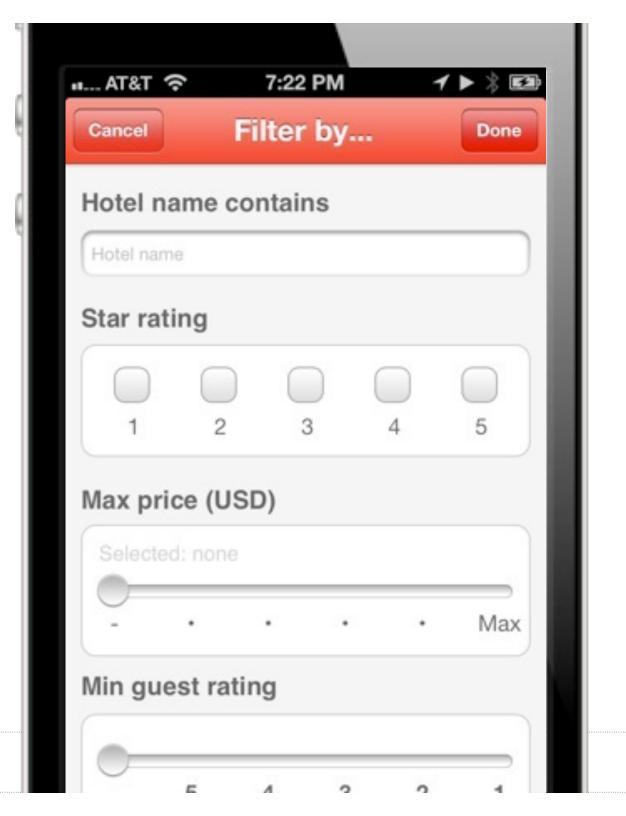


It takes big changes to go small.

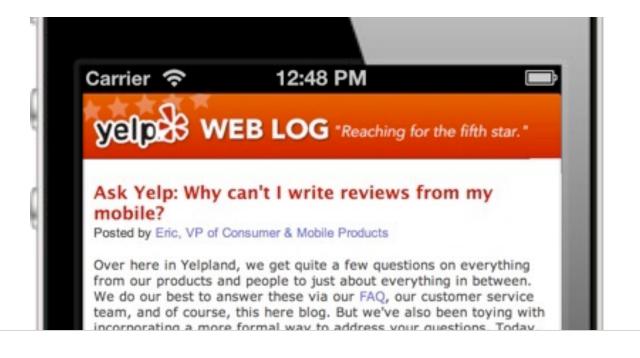




Hotels.com

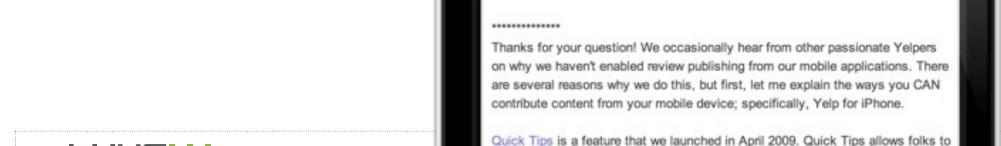




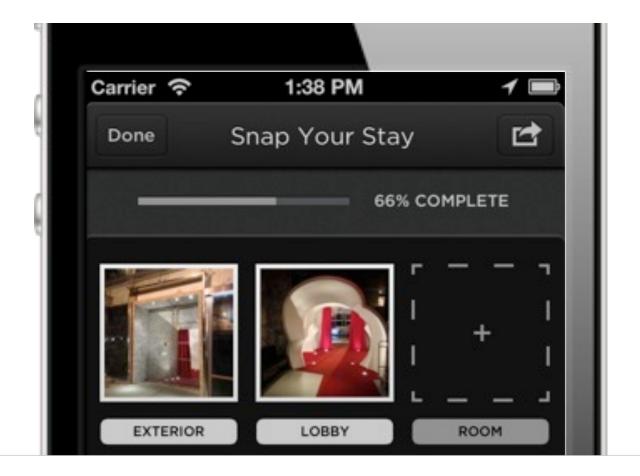


leave a 140 character, short and sweet description of businesses whether it's insight on the best time to grab a seat, beers on tap, speedy service, etc.

"Imagine if reviews were done in SMS shorthand: "OK so, IANAE, but AFAIC this place has THE best Cfood."



Source: http://bit.lv/14K78Bv



Hotel Tonight

"Instead of typing out a review...
just use photos."



Source: http://bit.ly/18ZnD00

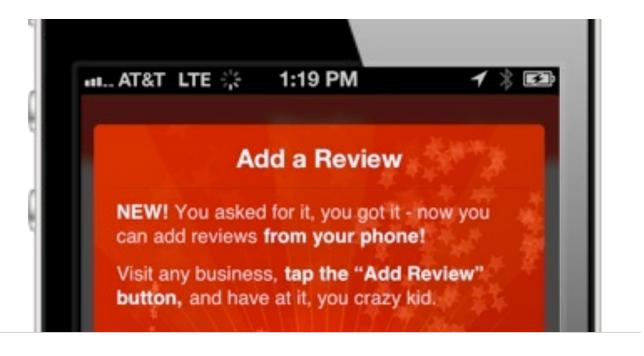


FOUR YEARS LATER...

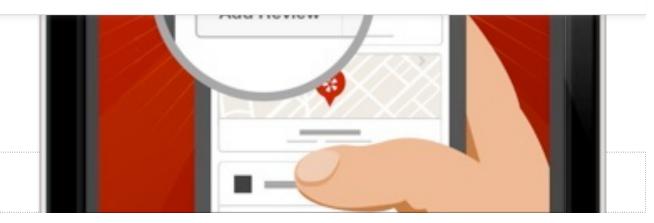
59% of search traffic on mobile

40% local ads served on mobile

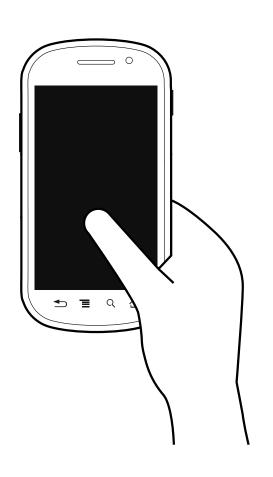




"To ensure these reviews are highquality, we may post any reviews that are too short as a tip."







- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions



Just-in-Time Education



We learn best in the moment, by demonstration and practice. Interfaces should teach (coach!) in context. Just-in-time education. #bdconf

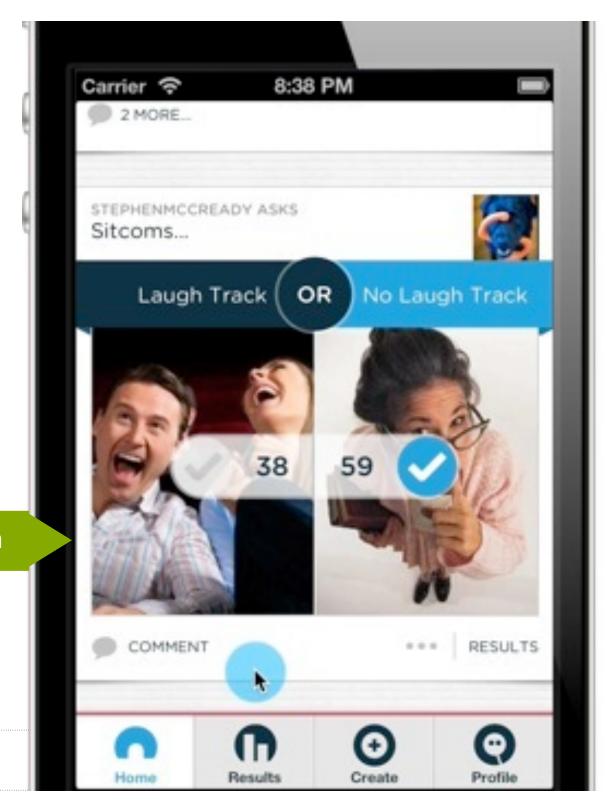


tests

Intro Tours







Just in Time Education



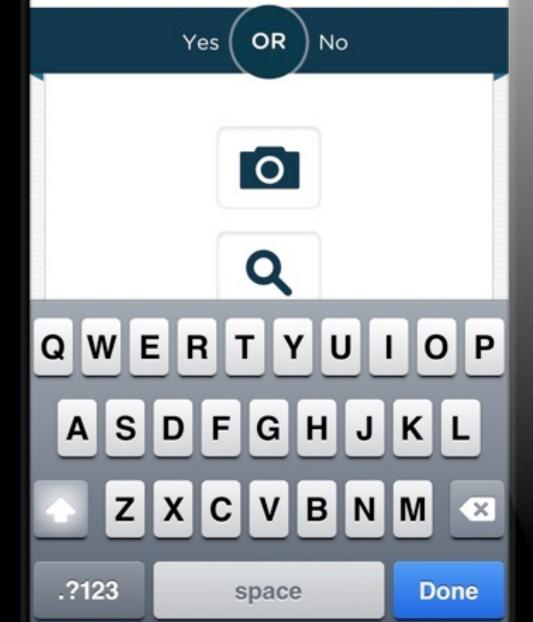


10:56 AM



Just in Time Action

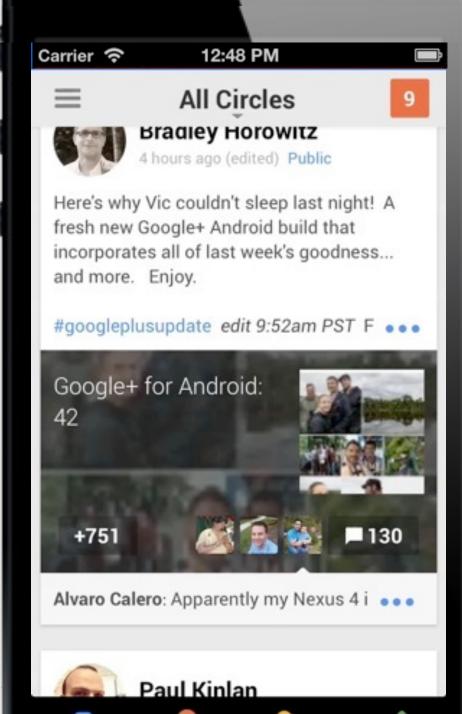






atil. AT&T 🤝 1:42 PM Just in Time Action I'm with... O, Photo River Legal iji QWERTYU GH

Status Bar



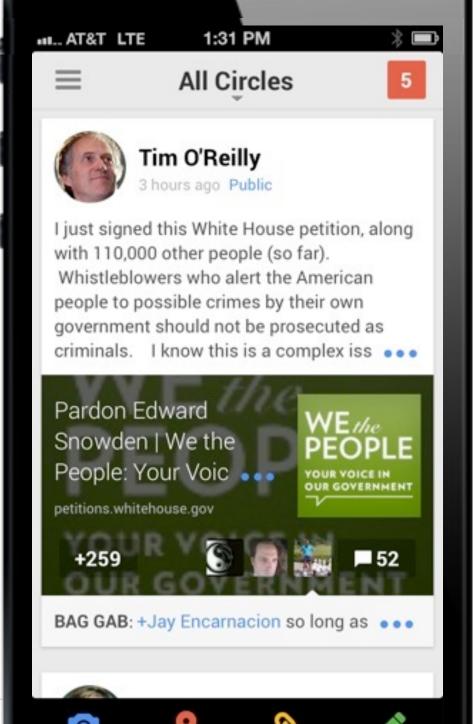








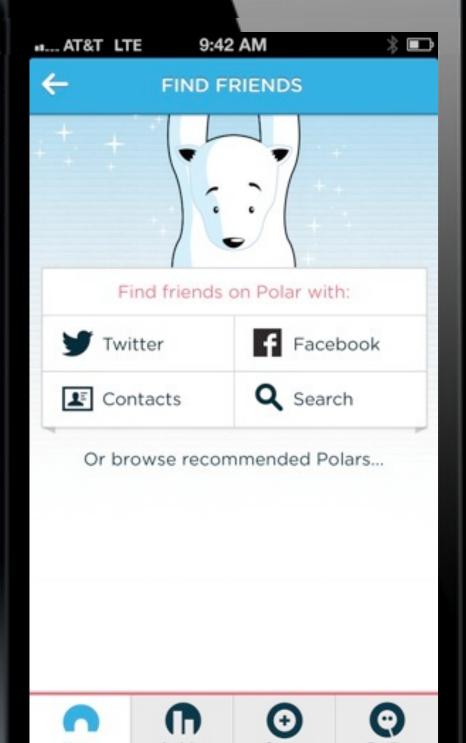




Recent Photos



Header Action





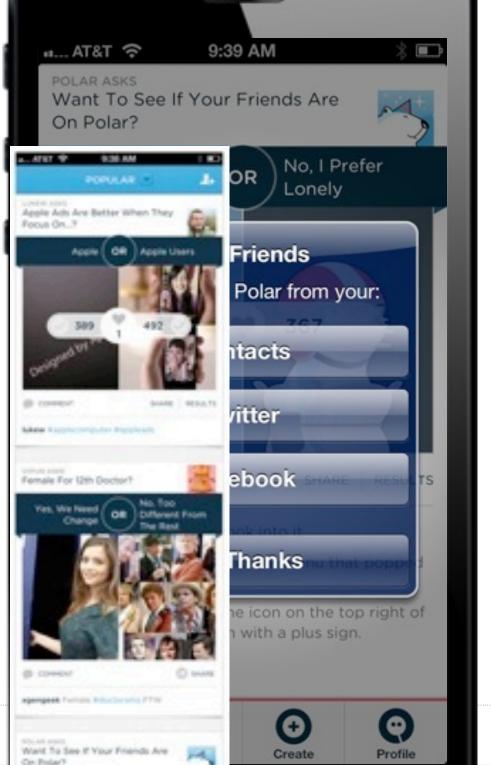








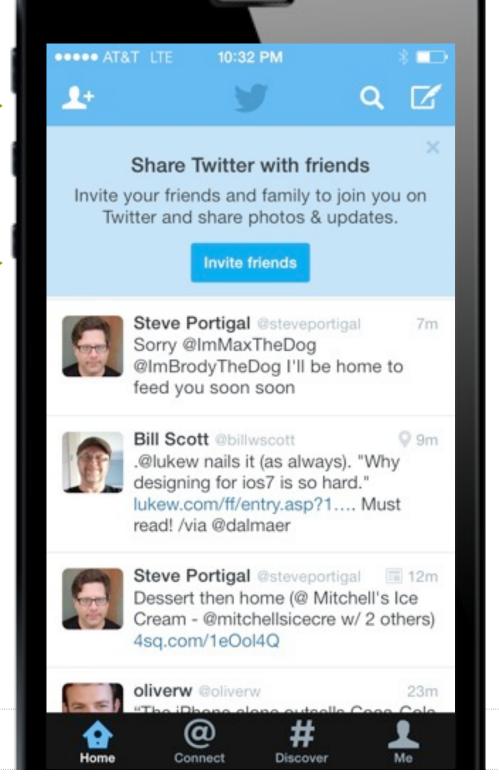
Content Action





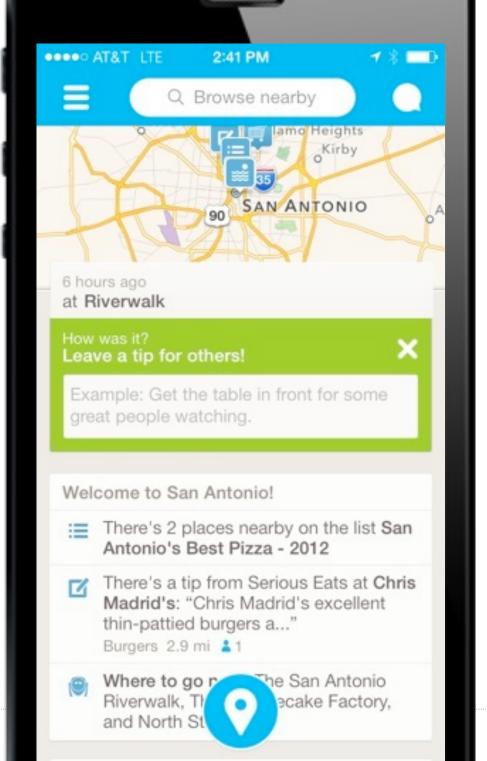
Header Action

Content Action



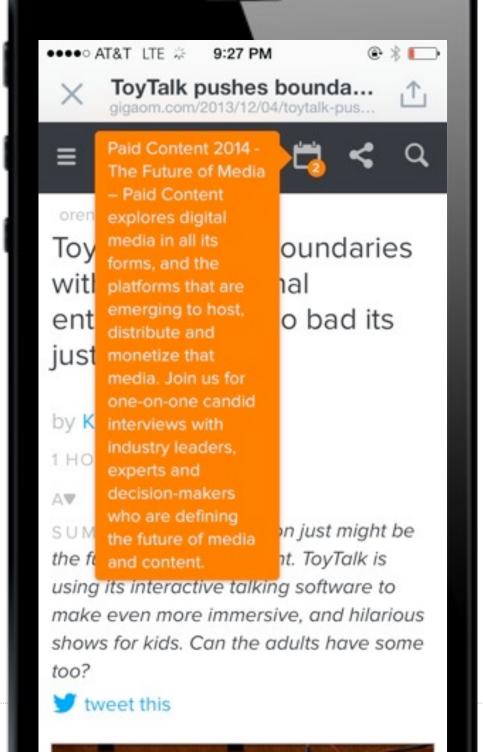


Content Action

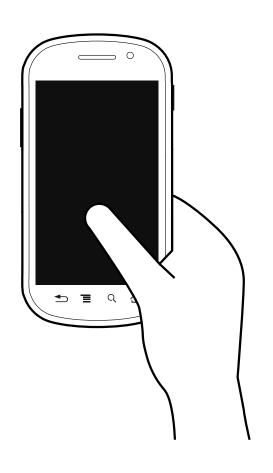




Content INAction

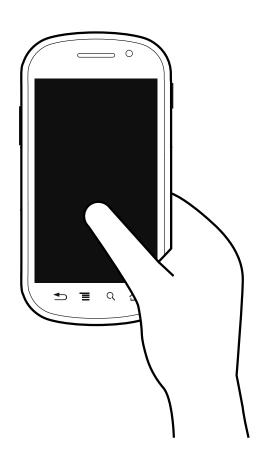






- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions



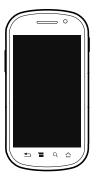


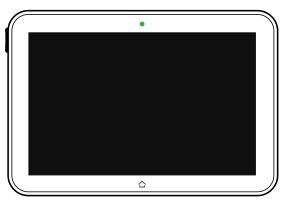
IT'S A

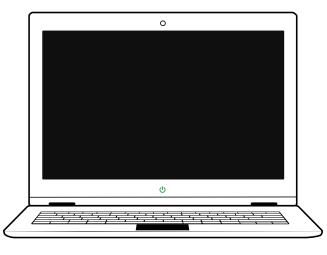
WRITE/READ MOBILE WEB

HOW DO WE DESIGN FOR MOBILE CREATION?









52% of US laptop owners have smartphone

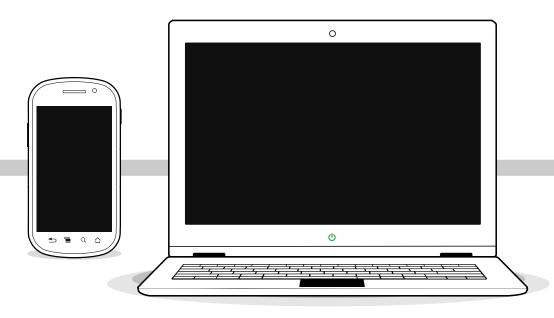
of US smartphone owners have a tablet

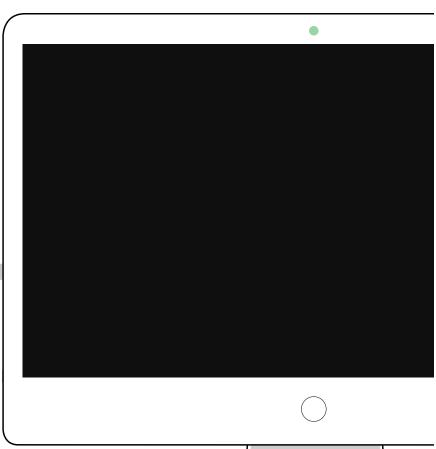
13% of Americans own laptop, tablet, & smartphone

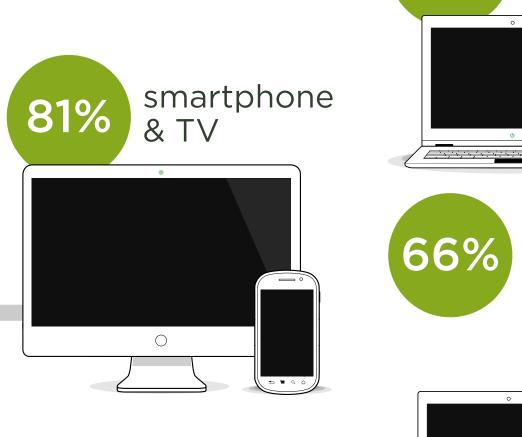


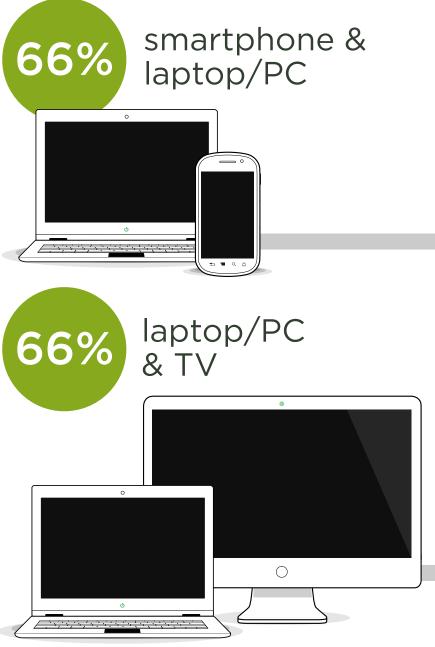


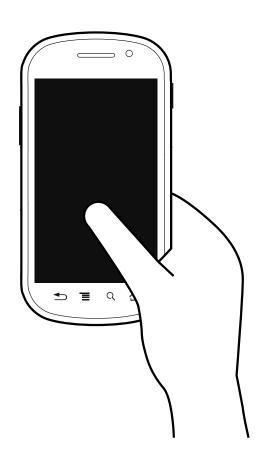










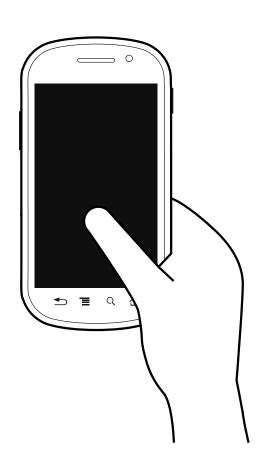


IT'S A

WRITE/READ
MOBILE
Multi-device!
WFB

HOW DO WE DESIGN FOR MULTI-DEVICE CREATION?

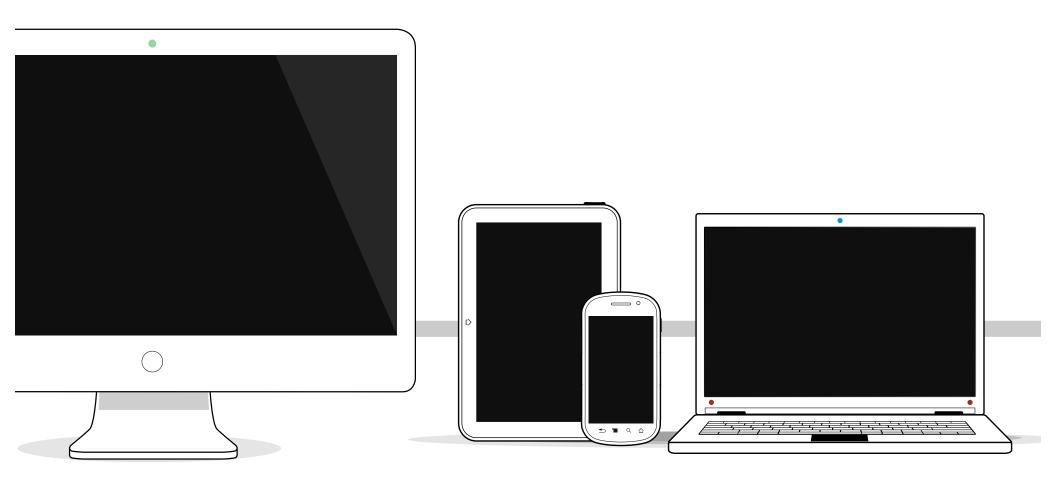




- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions
- 4. Cross Device Usage

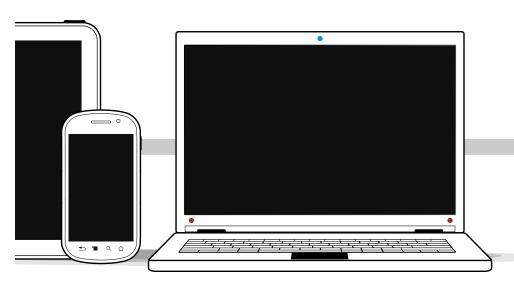


CROSS DEVICE USAGE





CROSS DEVICE USAGE



- 1. Access
- 2. Flow
- 3. Control
- 4. Push



ACCESS









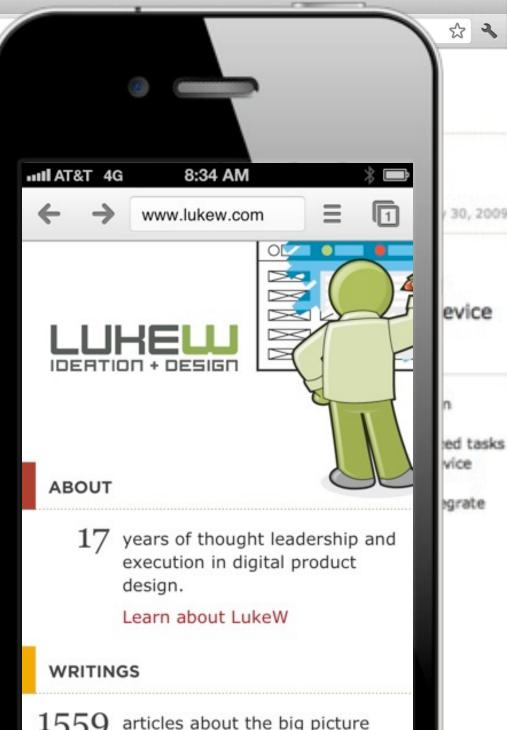


"A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away."—Antoine De Saint-Exupery



15% off my book Mobile First. In the A Book Apart bundle.

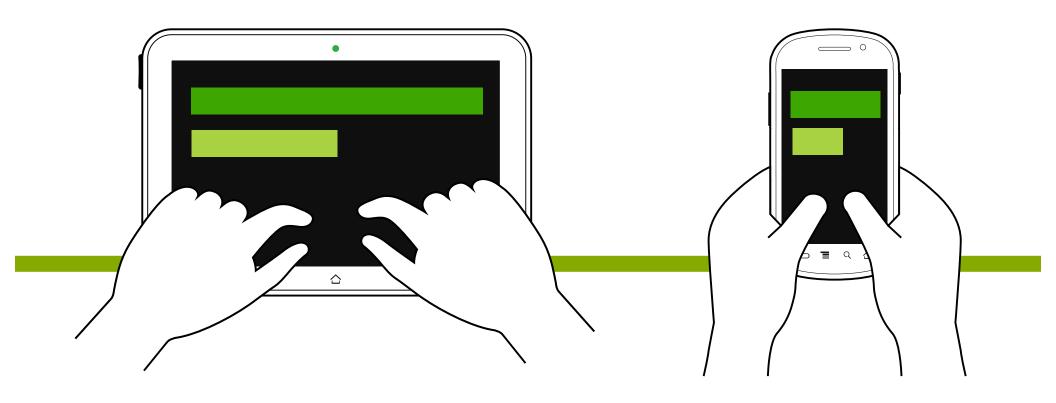




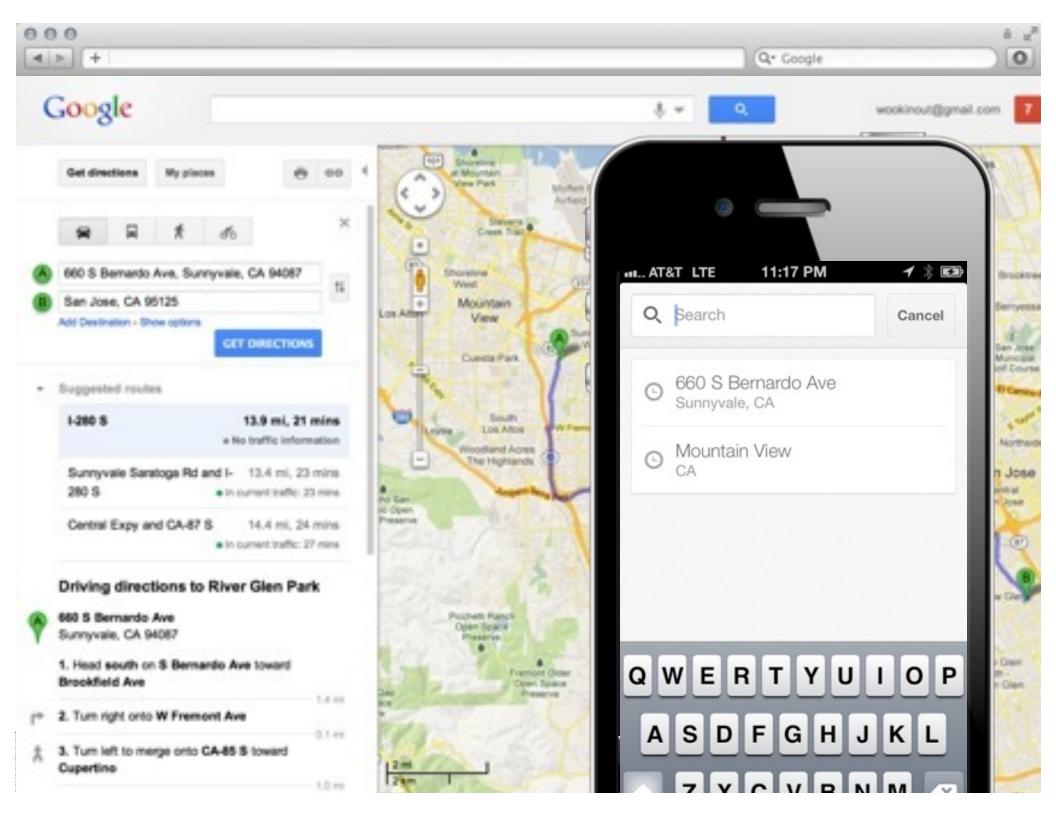
and crucial details behind online

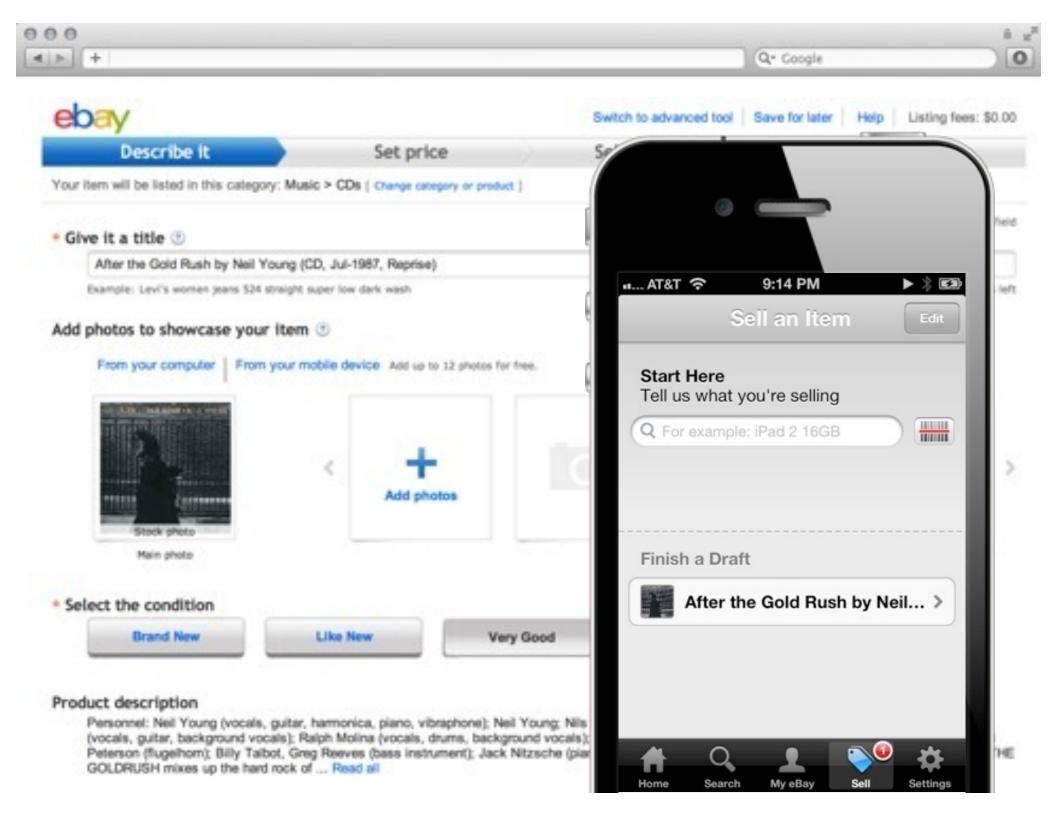


FLOW

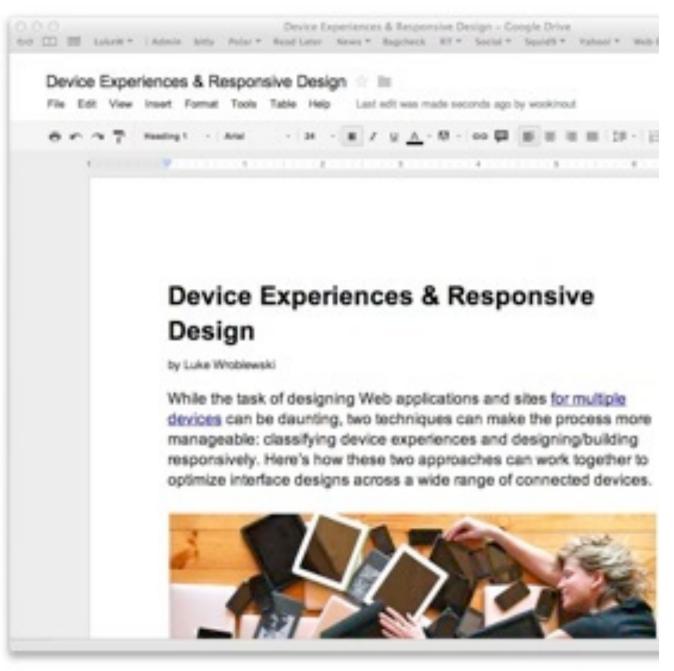






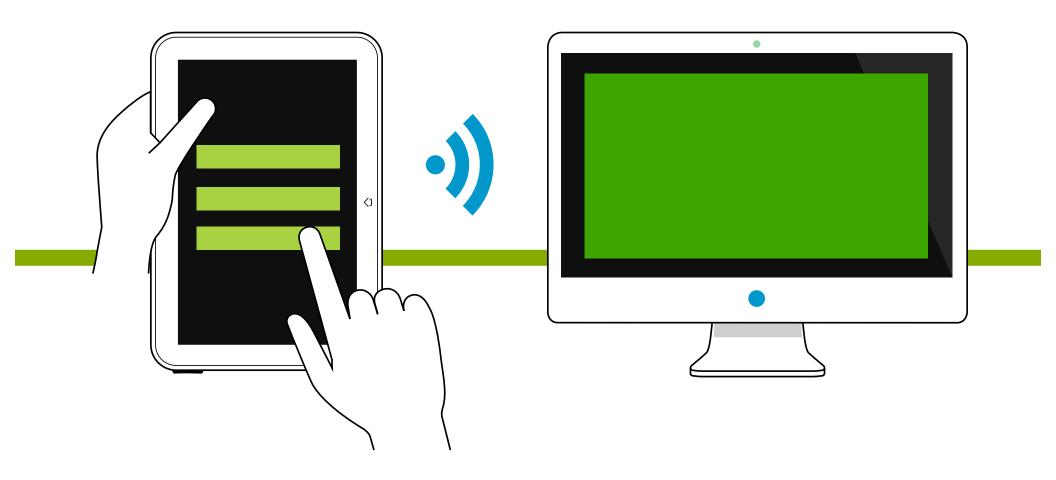








CONTROL











sign in

Password:	
Car't access your account?	
☐ Keep me signed in	
Sign in	
Not your computer?	
Get a single use code to sign in with	

Use enhanced security (SSL) | Help Center | Feedback

0





9 atl AT&T 3G 12:00 PM Yahoo! Projector You are not currently Connect connected to a TV or PC. Add from Photo Albums

Yahoo! Buzz:

the most remarkable stories on the Web, chosen by people like you.

See what's buzzing »

ost remarkable stories and videos.

hat deserve the spotlight.

munity what you think.



Sign In

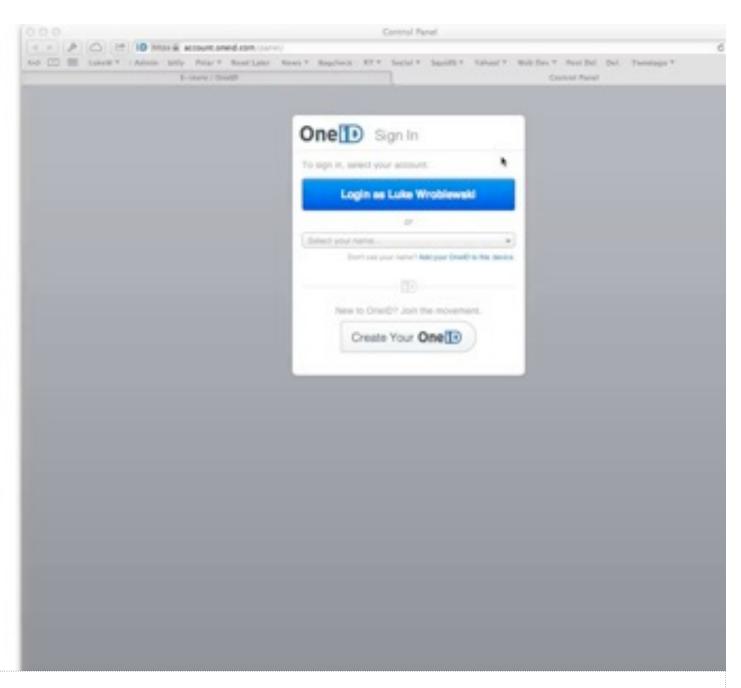
I can't access my account | Help

Don't have a Yahoo! ID? Signing up is easy.

Sign Up

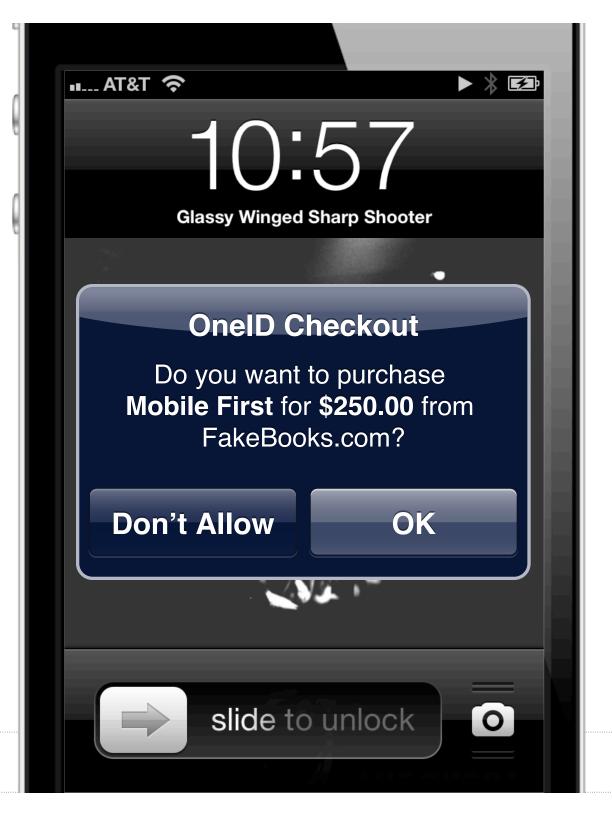
hoof Inc. All rights reserved. Copyright/IP Policy | Terms of Service | Guide to Online Security Relevant advertising creates a better web experience. See how NOTICE: We collect personal information on this site. To learn more about how we use your information, see our Privacy Policy



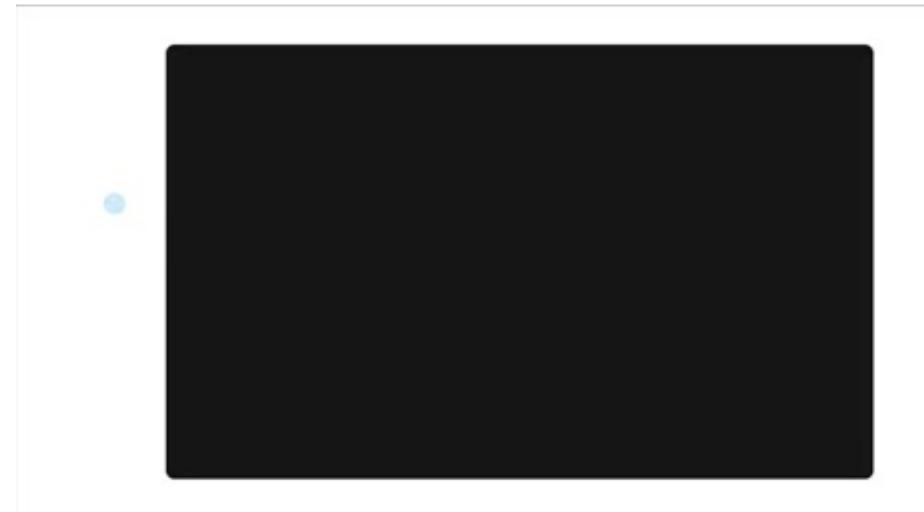








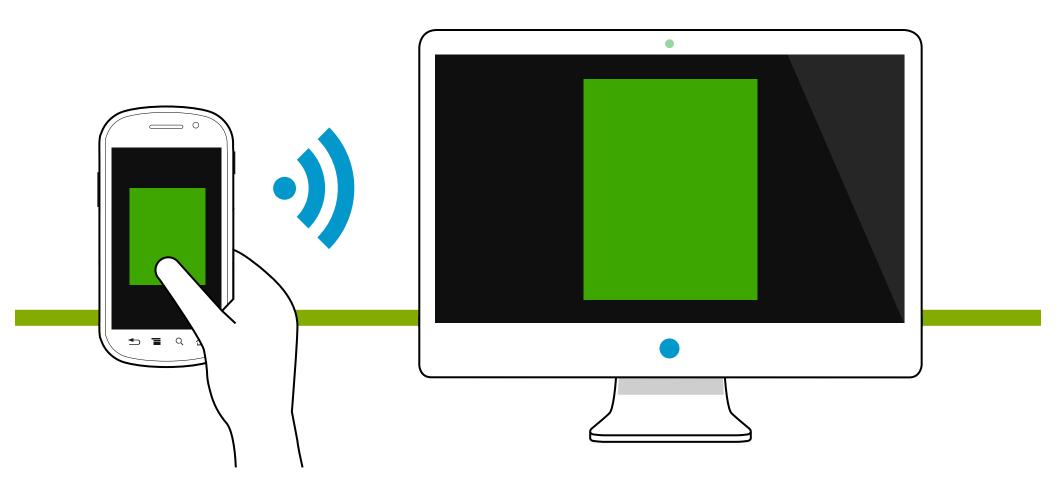




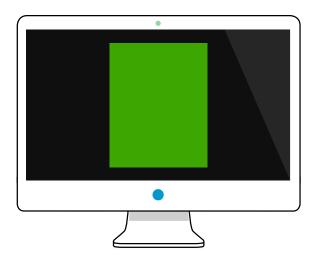
polar

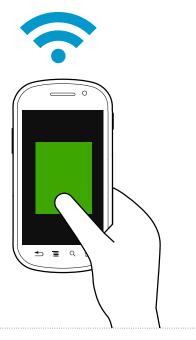


PUSH





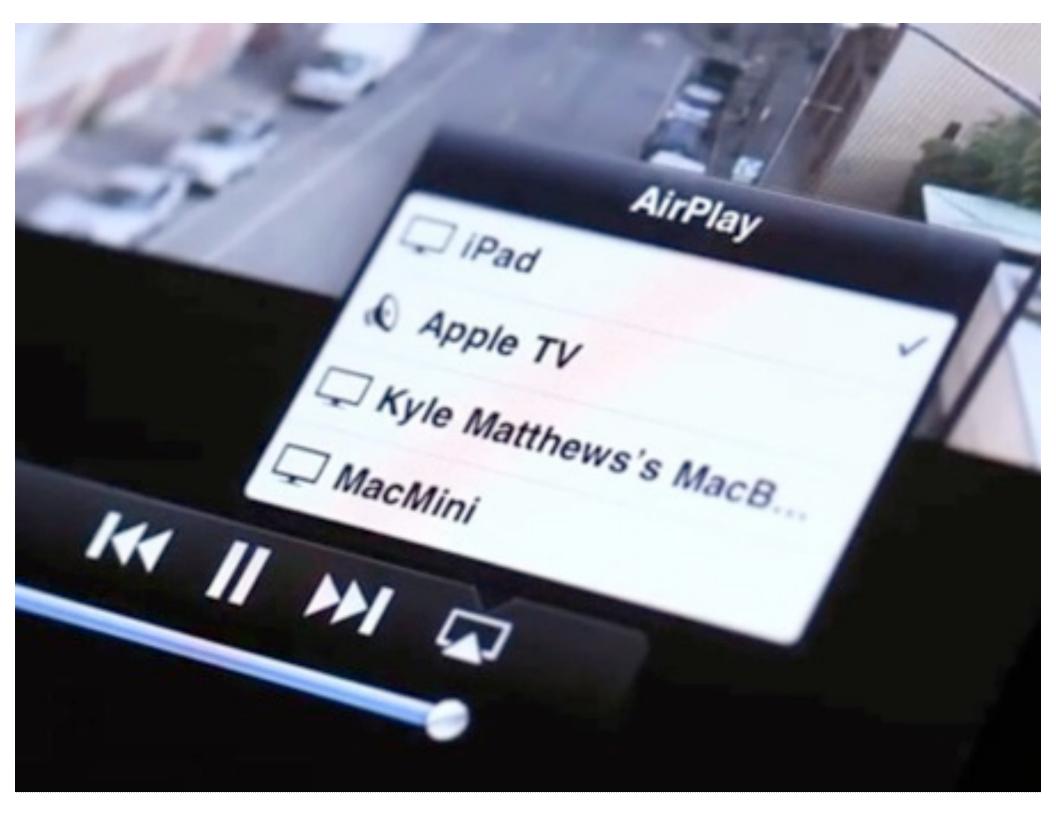




40% of smartphone & tablet owners aware of screen mirroring

7% use screen mirroring to project to their TVs





















ABOUT

17 years of thought leadership and execution in digital product design.

Learn about LukeW

WRITINGS

1559 articles about the big picture and crucial details behind online software.

Data Monday: How Long To a Mobile Majority? —Jul 9, 2012

Evolving E-commerce Checkout -- Jul 3, 2012

See all....

3 books on mobile & Web usability, interaction, and visual design.

Mobile First, 2011 Web Form Design, 2008 Site-Seeing, 2002

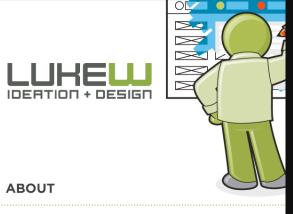
PRESENTATIONS

222 presentations and workshops at over 69 cities across the globe.

Jul 10, 2012







18 years of thought leadership and execution in digital product design.

Learn about LukeW

WRITINGS

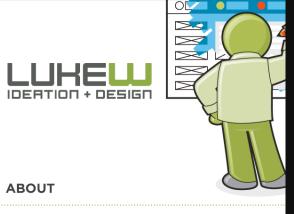
1738 articles about the big picture and crucial details behind online software.

Responsive Web Design Performance —Aug 1, 2013 Mobile Design Details: Performing Actions









18 years of thought leadership and execution in digital product design.

Learn about LukeW

WRITINGS

 $\begin{array}{c} 1738 \\ \text{articles about the big picture} \\ \text{and crucial details behind online} \\ \text{software.} \end{array}$

Responsive Web Design Performance —Aug 1, 2013 Mobile Design Details: Performing Actions



Scales TV display to exact number of pixels as Web source

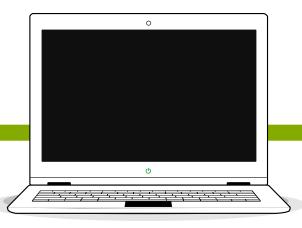
User agent & IP are same as source device







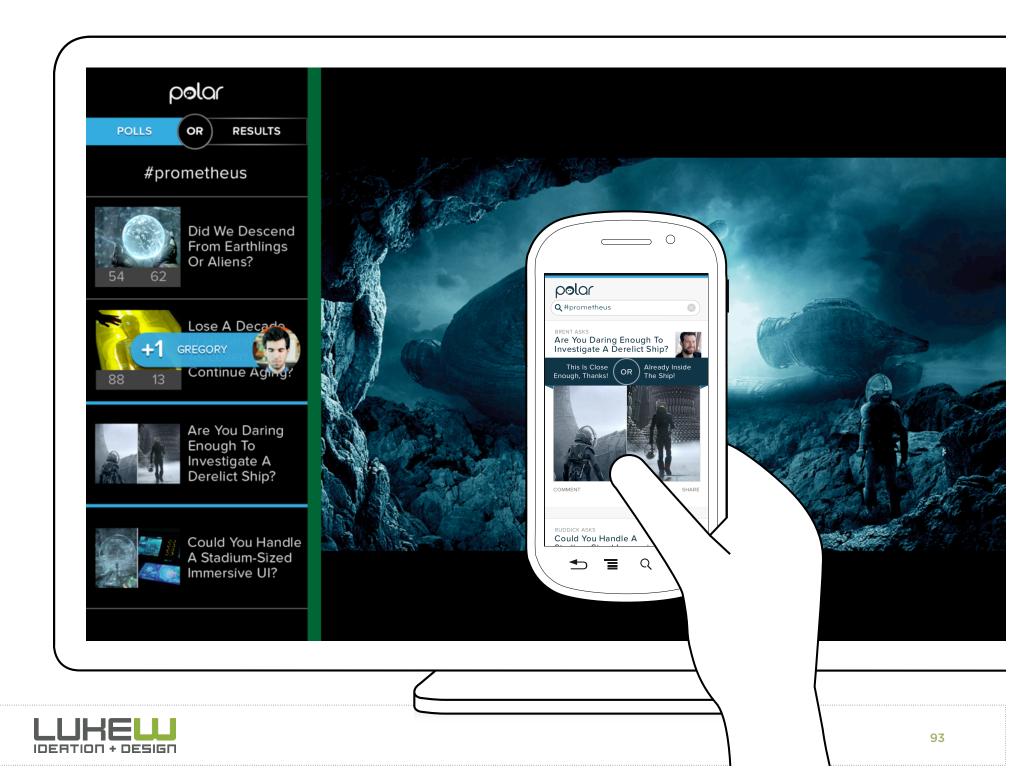
18 Inch User Interface



2 Foot User Interface

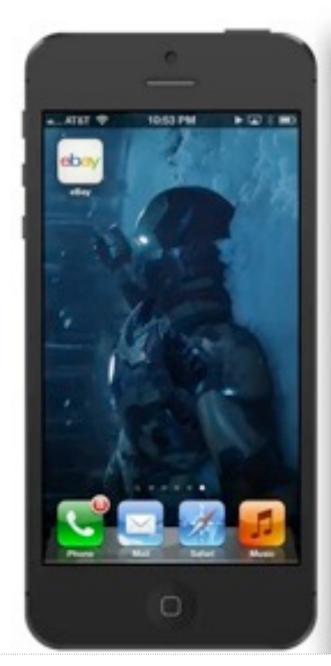


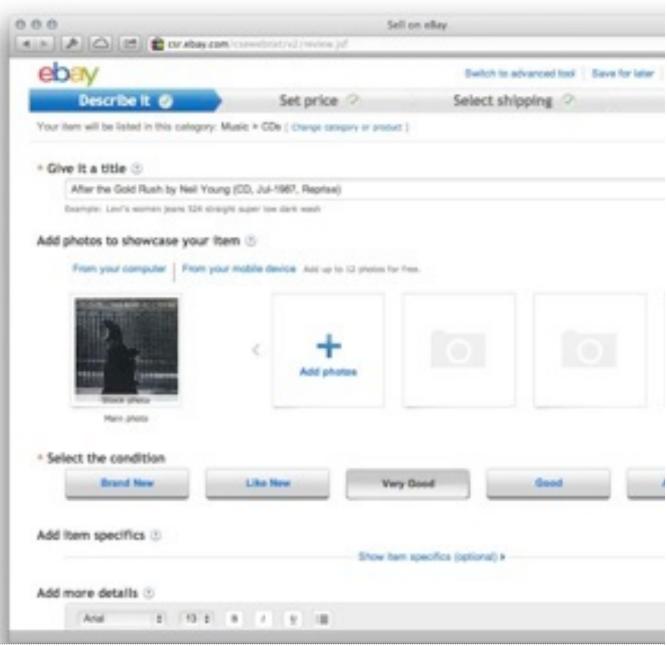
10 Foot User Interface





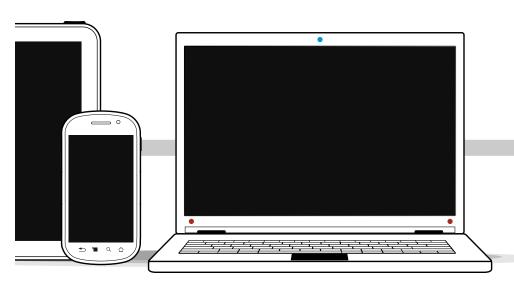








CROSS DEVICE USAGE



- 1. Access
- 2. Flow
- 3. Control
- 4. Push



Native App

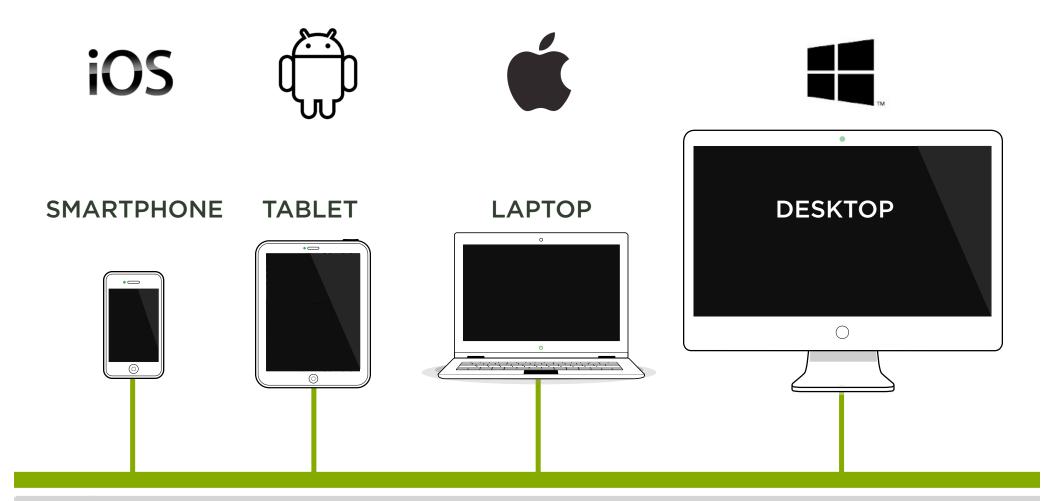




Mobile Web







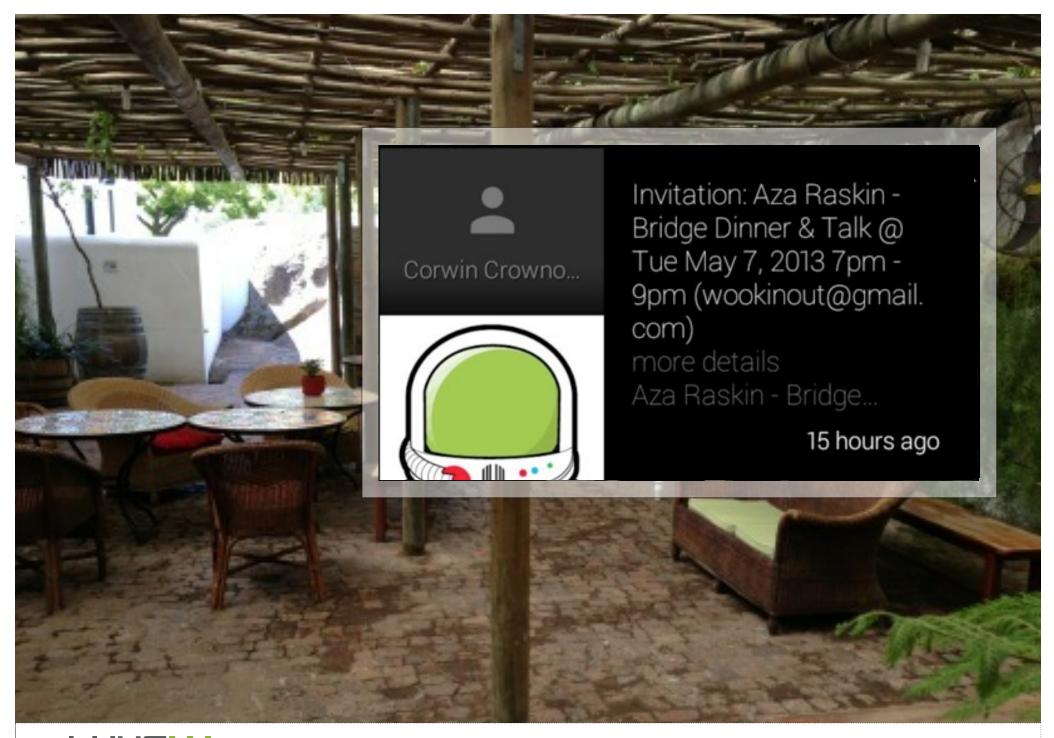
NATIVE APPLICATIONS

WEB BROWSERS



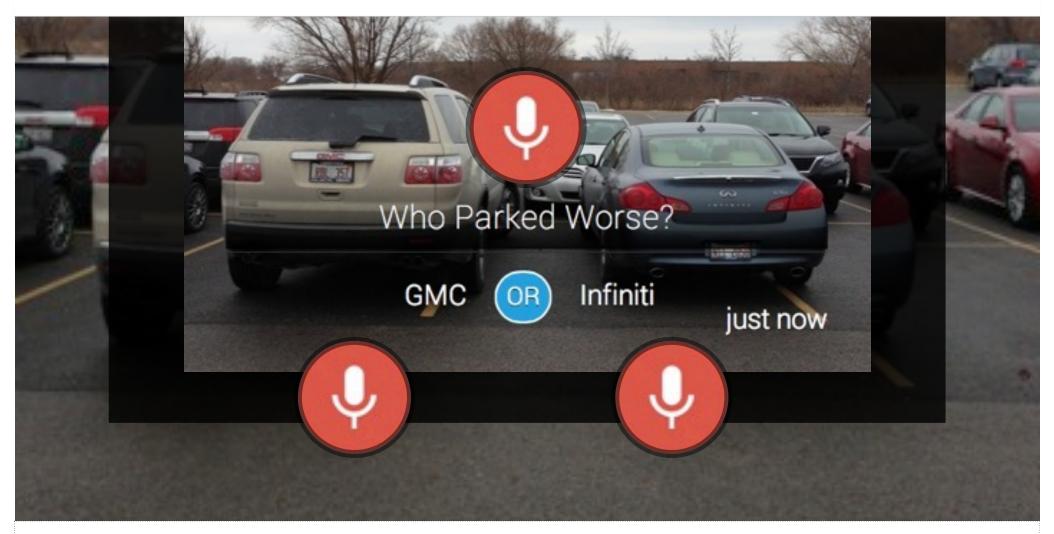




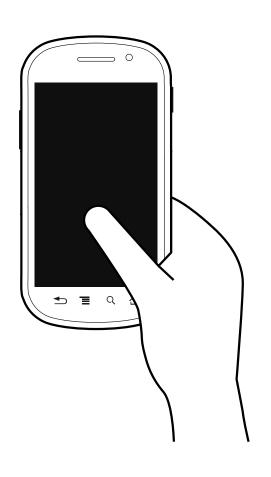




It can always be simpler.

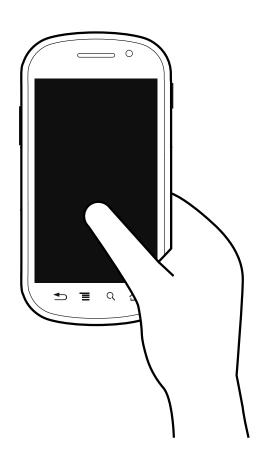






- 1. One Handed Use
- 2. Focused Flows
- 3. Just In Time Actions
- 4. Cross Device Usage





IT'S A

WRITE/READ
MOBILE
Multi-device!
WFB

WE'RE JUST GETTING STARTED



@lukew

THANKS

AN EVENT APART 2013

