An Introduction to Mobile User Assistance



Joe Welinske

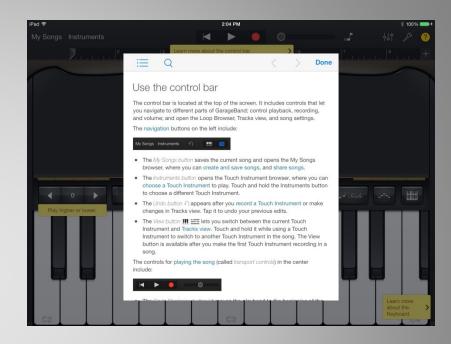
WritersUA.com joewe@writersua.com

This seminar

- For those who intend to design and support apps for phones, tablets and yet-to-emerge device types
- Exploring what others have done through a pattern library for mobile UA
- Vocabulary builds respect and facilitates discussions
- Understanding the technical framework exposes opportunities and limitations

Agenda

- The Mobile Market
- What is Mobile?
- Content Strategy
- Overview of:
 - Design Options
 - Language Choices
 - Interaction Types
 - Development Platforms
 - Authoring Strateges



Two 10 min. breaks
Questions anytime
Bonus time: Q&A at end

Download resources

Slides:

http://www.writersua.com/mobile_webinar/introduction.pdf

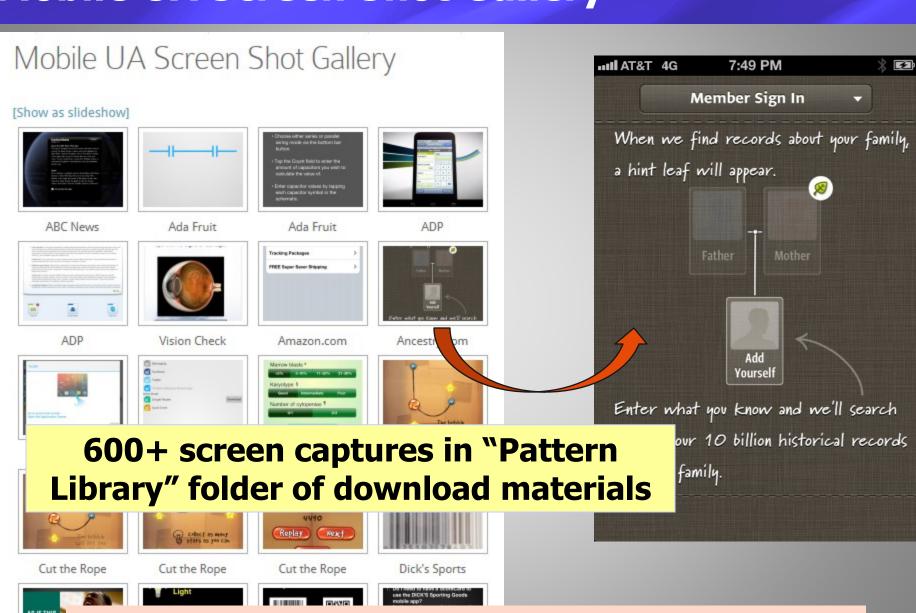
Supplemental files:

- http://www.writersua.com/mobile_webinar/pattern_library.zip
- The slides download is the only piece you need now.
- The supplemental zip is very large. 540 MB

Poll question

- http://strawpoll.me/2554548
- What is your experience with mobile UA?
 - Completed work on one or more mobile UA solutions
 - Currently implementing first mobile UA solution
 - In early design phase of first mobile UA solution
 - Not yet begun a mobile UA project

Mobile UA Screen Shot Gallery



http://www.writersua.com/mobile-ua-screen-shot-gallery/

New edition available now

Completely revised with 400 pages, 22 chapters, and 400 illustrations

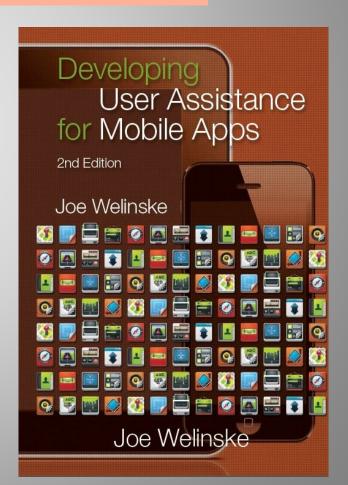
http://www.welinske.com/duama/

Image Gallery

http://www.welinske.com/duama-images/

Resource Gallery

http://www.welinske.com/duama-links/



Exercise

- Review the Mobile UA Screen Shot Gallery
 - Select an example of Help you think represents a good user experience
 - Explain why you think it is good.
 - Describe ways you might improve it.
- Articulating your design thoughts helps to solidify your foundation.
- Build a pattern library to refer to.
 - Example: http://www.inspireux.com/2011/02/07/top-6-help-design-patterns-for-iphone-apps/

UA has a place in mobile

- Apps are becoming more robust
- Complexity and minimal screen real estate don't mix
- Multi-touch and multi-key controls are not easily discoverable
- Conceptual, contextual information is still important
- Enterprise-related apps benefit from a consistent UI

The Mobile Market

A new array of devices and software

Poll question

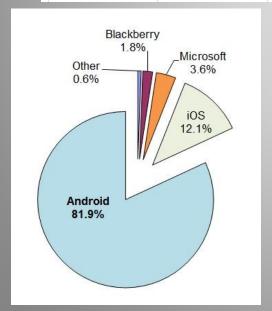
- http://strawpoll.me/2554587
- What mobile platforms do you plan to support?
 - iOS iPhone/iPad
 - Android
 - Windows Phone
 - Blackberry
 - Other

Worldwide Platform Support

Smartphone OS Market Share - Kantar Worldpanel

http://tinyurl.com/mobileua-kantar

	Android	Blackberry	iOS	Windows	Other
Australia	57.7	0.3	35.1	5.1	1.7
China	80.9	0.2	17.4	0.7	0.8
France	65.2	1.8	22.2	9.6	1.2
Germany	75.1	8.0	16.2	6.8	1.1
Great Britain	55.2	2.4	30.7	11.3	0.3
Italy	67.3	2.1	12.6	17.0	1.0
Japan	30.5	0.0	68.7	0.0	0.8
Spain	86.6	0.0	7.2	5.3	1.0
USA	54.8	0.6	38.9	5.0	0.7



Worldwide Smartphone Sales to End Users by Operating System in 3Q13

http://www.gartner.com/newsroom/id/2623415

UA Mobile Support

System	Response Percent
Web apps (HTML/CSS)	44%
ios	42%
Android	39%
Windows Phone (v.7/8)	16%
Blackberry	10%
Windows Store (Metro-style, Modern, RT)	6%
Symbian	3%

WritersUA Skills & Technologies Survey 2014

http://www.writersua.com/skills-and-technologies-survey-platforms-14/

App categories and attributes

Forms of delivery

- Native curated apps (app store)
- Native non-curated
- Web apps
- Hybrid

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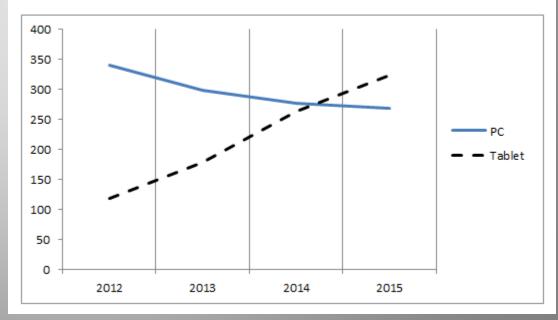
Platform issues vary widely

- Functionality
- Screen resolution
- Security
- Audience profiles
- Code base / tools

Tablets



PCs vs. Tablets Worldwide Sales (Millions of units)



What is Mobile?

The answer is not as obvious as you think

Mobile vs. Small-screen

"Mobile" is the mainstream term

- Phone, Tablets, ... what about Laptops?
- Mobile is a label that people recognize
- Mobile is a category that shows fast growth

System	Response Percent
Windows (1) (v.8, 7, Vista)	83%
Windows (2) (XP, Server 2003/2008)	64%
World Wide Web	64%
intranets/extranets	440/
Mobile	39%
Linux	240/
UNIX	20%
Java	22%
Mac OS X	26%
Windows (3) (2000, NT, and earlier)	21%
IBM mainframe	4%

Platform Support for UA Professionals - WritersUA Survey

Mobile vs. Small-screen

More Descriptive terms

- Small-screen < 12" diagonal
- Sim card and wi-fi connected
- Part of an "app" eco-system vs. traditional applications

Emerging alternative formats with similar challenges/designs

- Chromebooks
- Windows 8 Devices
- Automotive
- Wearable
- Home Entertainment



Screen size is a top challenge

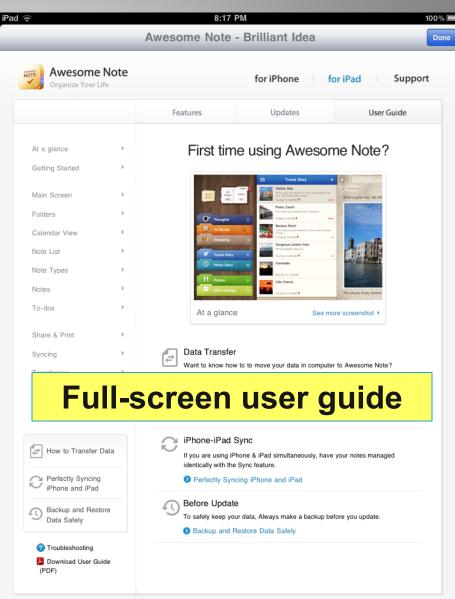


- Screen space is relatively small
- Voice is not yet practical
- HD displays can help
- Tablets/Phablets offer more options
- "Mobile first" can help
- Responsive Design and Adapative Content can help

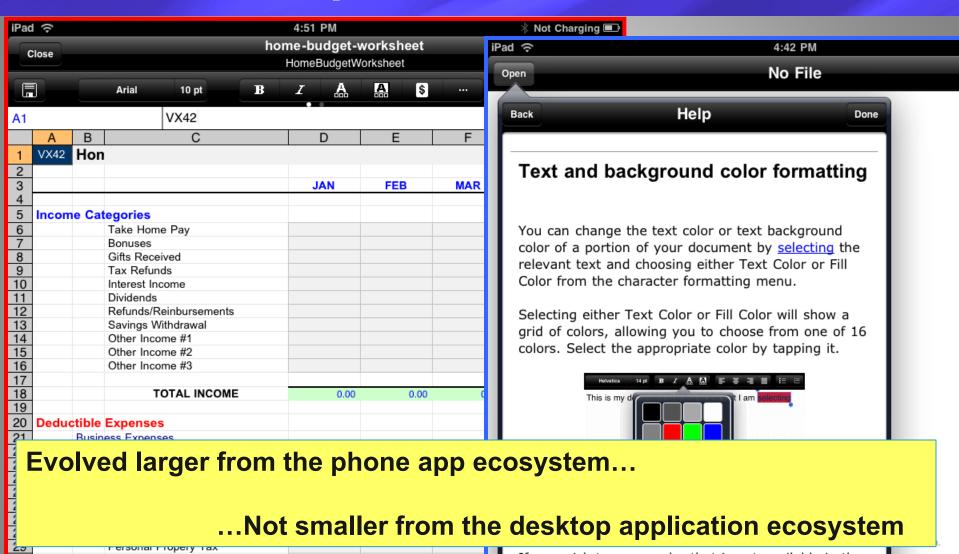
See "Mobile Content Is Twice as Difficult" in Readings folder

Tablets dimensions allow for more content





Office HD example



...Not smaller from the desktop application ecosystem

30 Real Estate Tax 31 Other Deducible Tax 32 33 34 Health Medical Insurance Medicine/Drua Doctor/Dontiet/Ontomotriet

If you wish to use a color that is not available in the grid of colors, then tap on the More Colors button. This will show an extended set of colors.



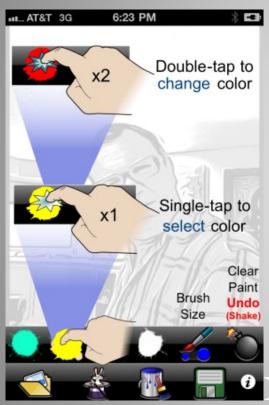
Multi-touch controls

- Multi-touch controls are not easily discoverable.
- Multi-touch gestures to trigger certain features.



Custom Interactions May Need Help

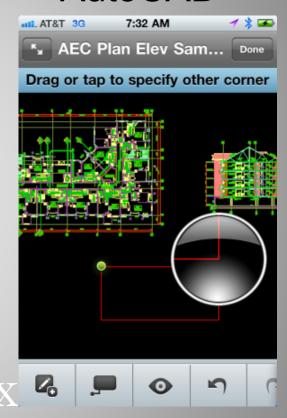
ToonPAINT



Weightbot

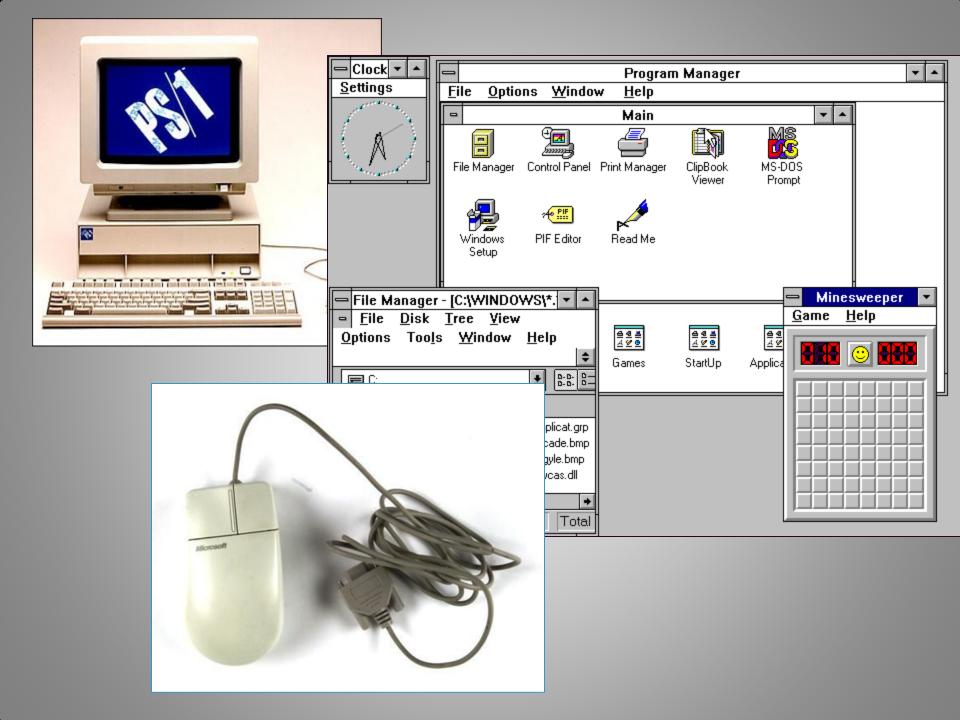


AutoCAD



Content Strategy

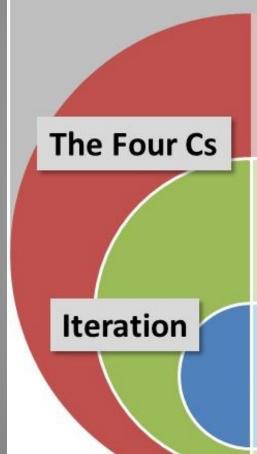
Adapting UA to a mobile approach



A Major Inflection Point

- New interactions with the UI...
- ...require new techniques and processes
- Proprietary interactions...
- ...make software development harder
- Uniquely customized UIs...
- ...require decisions about language

Nested Mobile UA Content Strategy



Learn About Your Users

- Conduct Usability Tests
- Create Personas
- Analyze Related Projects

Evaluate Your Options

- Audit Existing Content
- Select UA Components

Plan for Implementation

- Create Your Content
- Nurture a Mobile Culture
- Develop a Publishing Scheme

Learning About Your Users

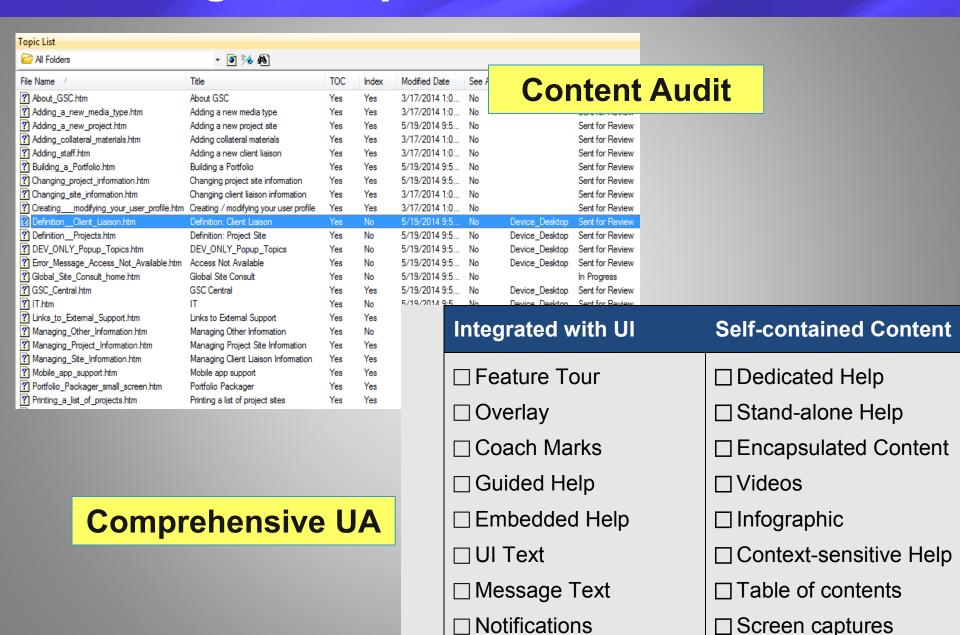


Usability Testing

Personas



Evaluating Your Options

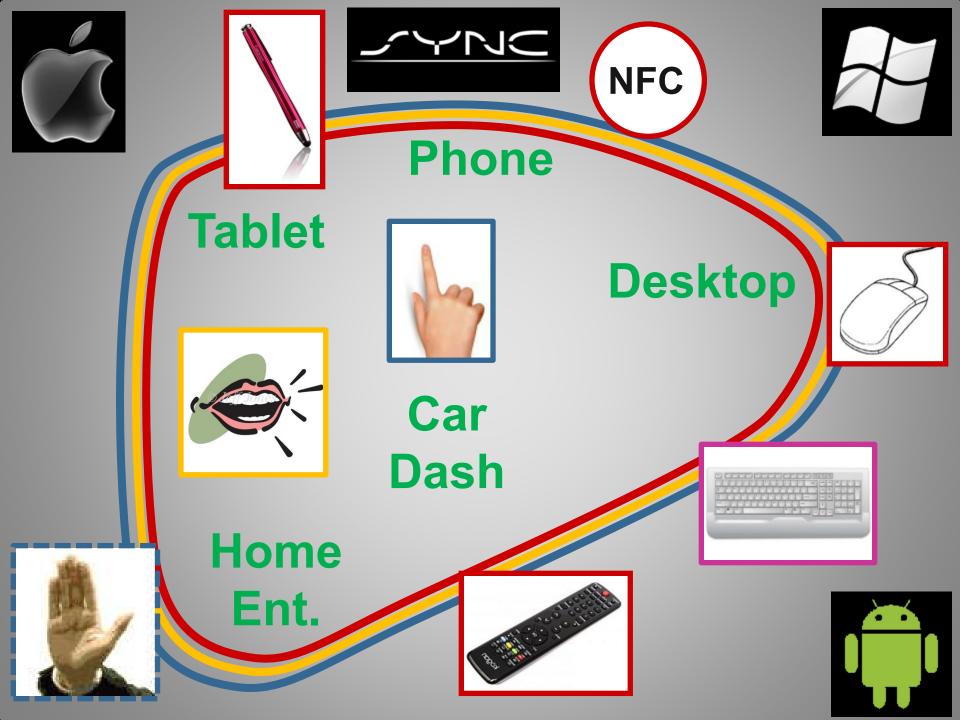


Poll question

- http://strawpoll.me/2830689
- What is the relationship of your mobile app with a desktop app?
 - Mobile app performs most of the desktop functions.
 - Mobile app performs a subset of desktop functions.
 - The mobile and desktop apps have little in common.
 - There is no associated desktop app.

Interaction Types

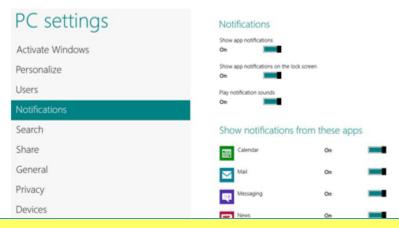
You need a strategy for supporting multiple types of interfaces



Interaction language

To open PC settings

 Swipe in from the right edge of the screen, tap Settings, and then tap Change PC settings. (If you're using a mouse, point to the upper-right corner of the screen, move the mouse pointer down, click Settings, and then click Change PC settings.)





What is different about the points of view?

PC SELLINGS

To check Windows Update for drivers

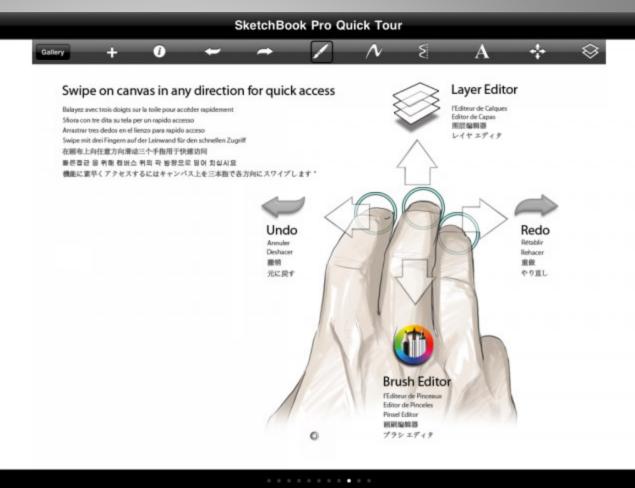
- Tap or click to open Windows Update.
- 2. In the left pane, tap or click Check for updates, and then wait while Windows looks for the latest updates for your PC.
- 3. If updates are found, tap or click Install updates.

Read and accept the license terms, and then tap or click Finish if the update requires it. You might be asked for an admin password or to confirm your choice.



Literal representations of hands/devices



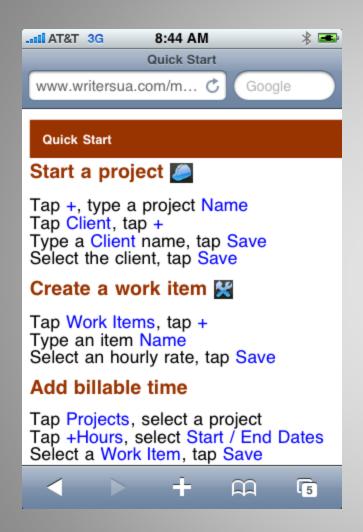


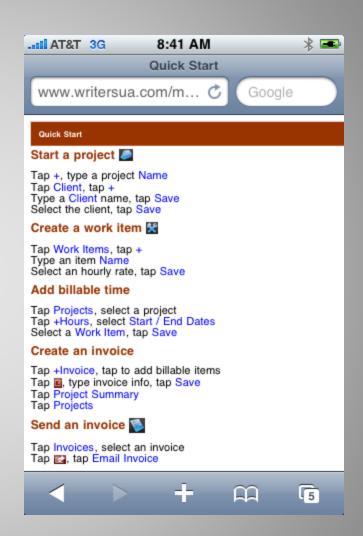
Sketchbook Pro

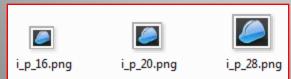
Development Platforms

Knowing how mobile tools work keeps you in the loop

Prototypes in iPhone Safari

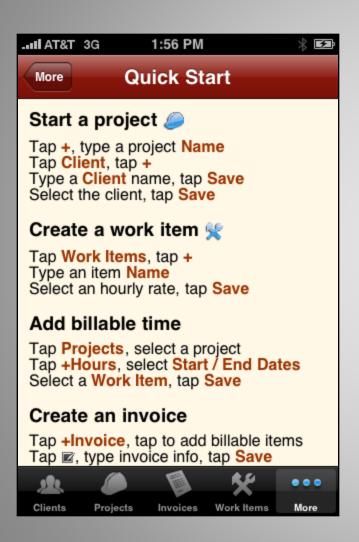






PNG preferred image format

Integrating Help into the app



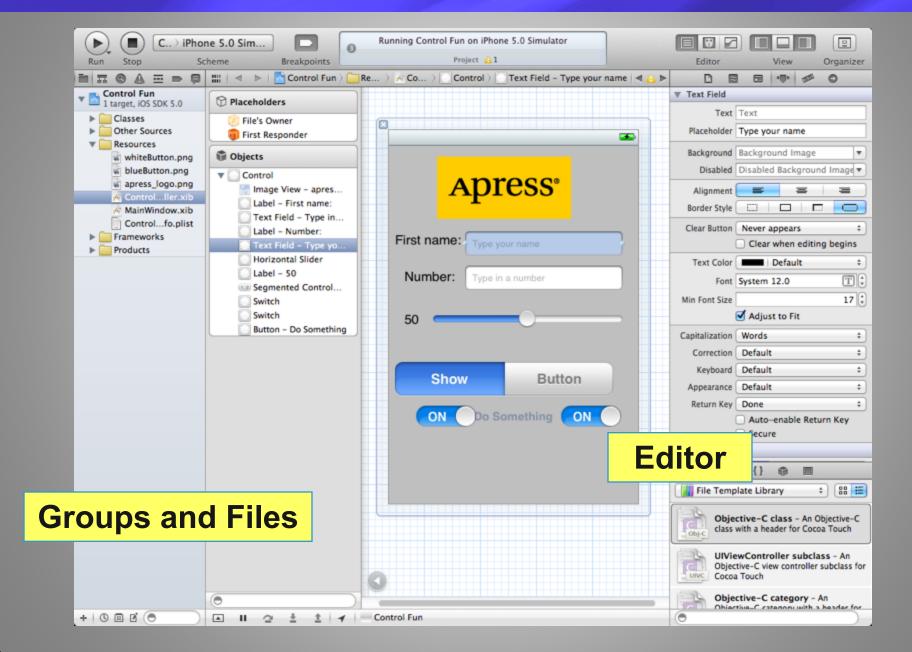
Navigation bar

Content Area
Web View

Pulling in HTML/CSS from a server

Tab bar

Xcode for iOS



Android

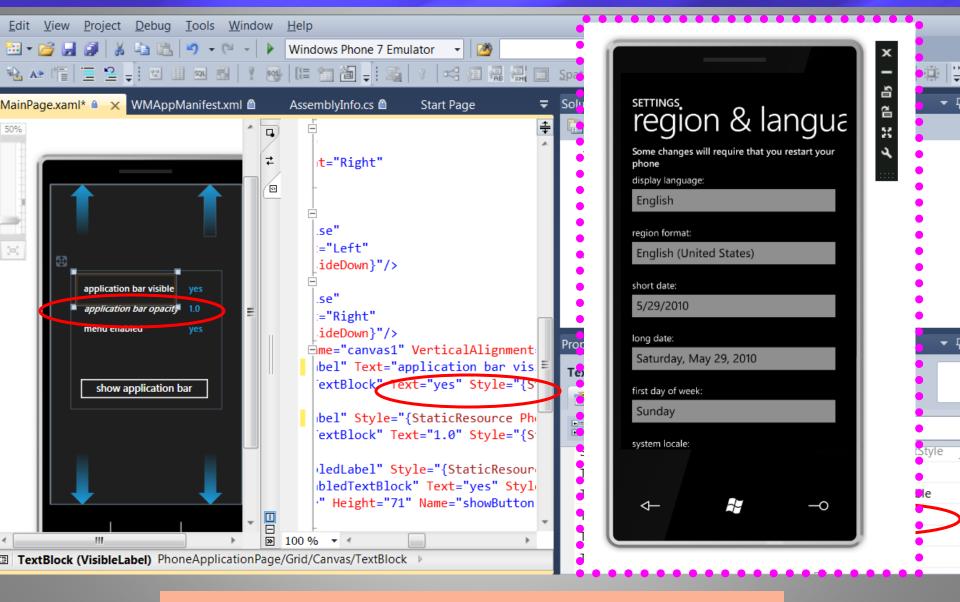
- UA capabilities are similar to iOS ...
- ...but more complicated
- Java Programming
- Android Studio
- Multiple AVDs
- UI text in XML files and text strings



http://developer.android.com/sdk/index.html/

http://developer.android.com/sdk/installing/studio.html

Visual Studio Express for Windows Phone

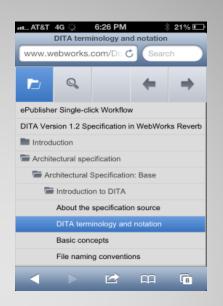


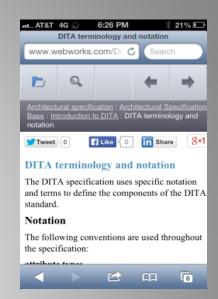
http://developer.windowsphone.com

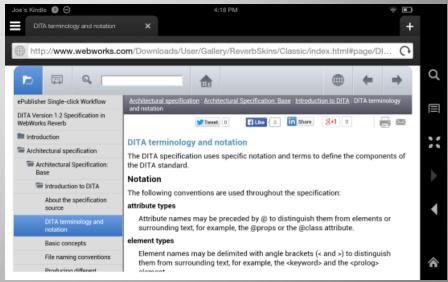
Mobile output from authoring tools

Varied approaches from different vendors

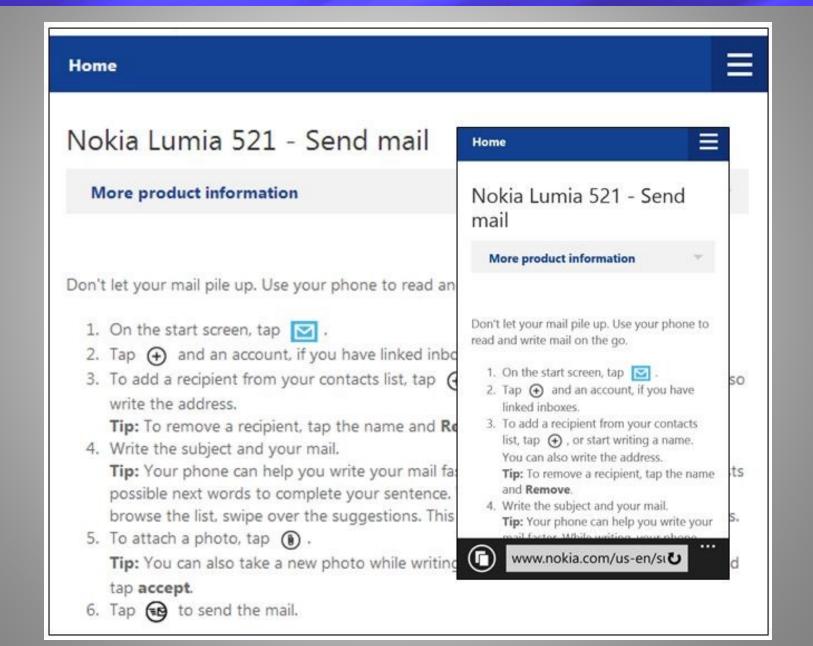
- Flare
- RoboHelp
- Doc-to-Help
- Author-it
- oXygen
- ePublisher







Responsive design



Windows 8.1 – Evernote Modern App Help



Wearable opportunities?

pebble

If you're looking for awast Android and Dabble apps and watchfaces to get started with sheet

http://blog.getpebble.com/2014/03/07/

- Glance lets you custoffize your repole with weather, calendar, and stocks and send pre-configured Sixt
- Canvas lets you design watchfaces on your smartphone and publish them instantly to your Pebble.
- PebbleCam turns your Pebble into a remote viewfinder and control for your smartphone camera.
- Music Boss lets you to launch and control any music app on your smartphone from your wrist, with volume control
 included
- Sleep as Android is a smart alarm clock and sleep-cycle tracker that integrates with Pebble and wakes you up gently.



Glance Daily



Sleep as Android



PebbleCan Remotes



Canvas for Pebble



Music Boss Remotes



Samsung Galaxy Gear

Canvas for Pebble

Design dynamic watchfaces for Pebble on your Android phone

User Guide

Canvas watch-app

Before you can use Canvas in anger, you have to install the watch-app (.pbw) to your Pebble. This will run on the watch, and translate the screens that you design onto your Pebble screen - once it's installed! You will be prompted to install when you start Canvas for the first time, and again if Canvas hasn't heard back from the watch-app that it was installed successfully!

You might al Canvas, to a

There are to

http://pebblecanvas.blogspot. co.uk/p/user-guide.html

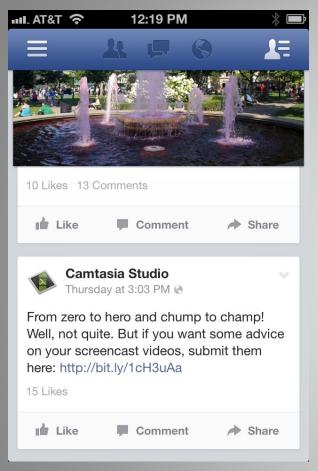
to install (only one of them can be installed at a time):

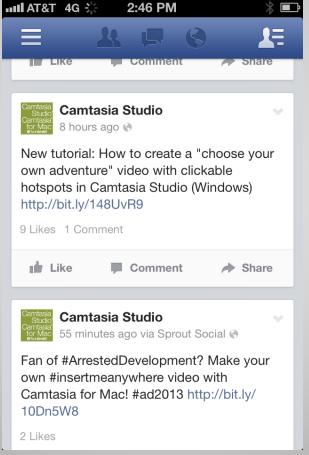
- Watch-app: New to Canvas v2.0, this appears in the Pebble menu (i.e. it is an app, not a watch-face), and allows interaction from button presses. Currently, the up/down buttons switch between your Canvas screens
- Watch-face: Canvas classic. This is a watch-face which appears in your rotation of faces. No interaction is possible.

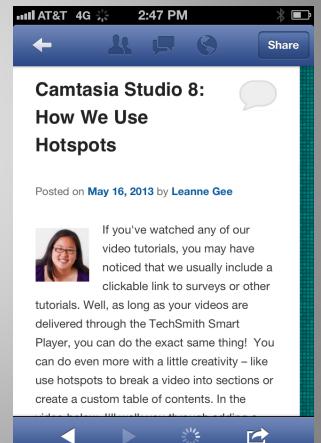
Screens

When you open Canvas, you are presented with a list of screens. Each shows a preview of what it will look like on your Pebble.

Delivery of UA through social / mobile







Software everywhere = UA everywhere









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