807
Design for Mobile: From Storyboards to Wireframes

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Identify differences between traditional elearning design and a mobile design approach
Practice creating a mobile sketch
Develop a simple wireframe using standard templates and/or tools
Explore basic mockup tools to help you test and demonstrate your design’s functionality.
-Design Process-
What is YOUR current design process?
Kevin: They want this to look like an online newspaper as much as possible. Please look at the NY Times online to see how they have the lines, etc.
Course Name: Cashmaster
Screen Name/Number: 7594
Project: Dollar General / Cashmaster

Content:
COUNTING A TILL

(See User Manual – Pg. 3, Step 2)

Audio:
The first screen you see is for counting loose coins. You should always start with pennies and work your way up to quarters.

Programming Notes:
Pls, try to make this look like a close up of the face of the machine
Note: Ideally, you’ll be able to have a full picture of the machine on screen and still be able to read the screen. Without messing up your face and the full shot of the machine. Not sure how this will work graphically. May need to use some creativity here.

Version: 6.0
Screen Size: 900 x 900
Audio: Y
Client: Dollar General
Authoring Language: Captivate

Click to add notes
Support plans

We have three support levels... all with clear deliverables. Understand your customer’s environment and then position the support level that best supports them to achieve their business goals.

Click the chart to enlarge.

Audio Script:
We have three support levels... all with clear deliverables. Xtreme Premium provides 24x7 coverage... very important for after hours critical incident support. Xtreme Elite provides an assigned Elite Account Manager and many other value added deliverables, including a 30 minute response time for Severity 1 incidents! Xtreme Elite is an excellent fit for our large customers who have global rollouts... this is where EAM can add significant value. Understand your customer’s environment and then position the support level that best supports them to achieve business goals.
Screen 2.1

No navigation. Global Lightbox (popup) from UI tab/button topbar right labeled “My Team”

***developers notes***

Add a Marker for each character with their Avengers name and real name.

From left to right:
- Black Widow – Natasha Romanova
- Nick Fury – Director of S.H.I.E.L.D
- Iron Man – Tony Stark
- Hulk – Dr. Bruce Banner
- Captain America – Steve Rogers
- Thor – Thor Odinson – Earth name is Donald Blake
- Hawkeye – Clint Barton

Add two hotspots:
- Oval – center of Captain America’s Shield. Assign trigger to new layer with content below:
Are researchers permitted to download information of patients they are not treating without IRB approval? What do you think?

- Yes
- No

(Feedback for correct answer displays after user selects No. The incorrect feedback would be more or less similar.)

That's right. Unless you have personally treated a patient, you cannot access or use that patient's PHI for research (including chart reviews) or for recruitment without IRB permission and an IRB waiver of HIPAA authorization. Do not export EMR files to create research or recruitment databases without IRB permission.

For security purposes, never download PHI to personal media, like a thumb drive or laptop.
Retention Strategies

Build Trust and Relationships
People trust people they know
Communicate openly
Provide clear materials
Do what you say
Share treatment results with IRB approval

[Design Notes: This will be an “animated lecture” screen. That means images and key phrases related to the content will move on and off screen.]

NARRATOR SCRIPT:

Build Trust
1. It’s a well-known fact that people trust who they know. Work on building good relationships with your participants by connecting with and communicating openly with them. Start building a good relationship by providing very clear materials about how to get to the study visit and any preparation needed. If they ask you a question, answer it honestly. Another pillar of trust is to do what you say. If you say you’ll meet a participant at 9 am on Monday, you better actually meet them at 9 am on Monday. Perhaps even arrive early, just in case. Also, try to make study visits as convenient and enjoyable for the participants as possible. If participating in a study is a hassle, there’s a good chance participants will drop out.

2. Sometimes it’s important to share your study results with the participants by sharing with them which treatment was effective after a trial is complete. But as always, check with your study team and make sure that you have this plan approved by the IRB before notifying participants of any study results.
Common commands and screens - login

How will drivers be assigned their username and their first password? Is it a default? Will someone show them how to login for the first time or might this course be their only log in explanation?

Are there any requirements for their password, such as combinations of special characters or capital letters?

What screen will drivers see if they log in incorrectly? Does it take them back to the login screen? Do they receive an error message? Are they locked out after a certain number of attempts?

How do you say MobiControl? Mobi-bee-control or Mobi-beh-control?

Before you can do anything with the handheld, you'll need to log in. There are a couple steps to this process. First you log in to the handheld itself. The Mobi Control Login will be the first screen you see after turning on the handheld. First, you'll click on unlock. Practice that now by using your mouse and clicking unlock on the MobiControl screen. [Learner uses his mouse to click the unlock button then the MobiControl login screen appears.]

Now you'll enter your username and password. Your username will always be the same, but your password will expire every 90 days. You can reset it at login.dominos.com or ask your D&S team leader for help. Practice today by typing in XXXXXX as your username. Then type in solochain for the password. When you're done, click the OK button. [Learner uses keyboard to type in username and password and uses the mouse to click the OK button.]

The second step is logging into the Solochain software. This step starts with selecting the offline process. Click on that button now. [Learner clicks mouse on the offline process button, then the username screen appears.]

Then, just as before, you'll type in your username. Do that now, once again typing in XXXXX. [Learner types in username, then password screen appears.] Now you'll type in your password. Use solochain again, then click enter.
There are several steps to deliver items to each store. At first it might seem overwhelming, but you'll quickly see that the steps are repeated many times. So you really only need to learn the process once. Remember that for each step you can tap the screen or type in the corresponding number using the keypad.

The process begins with selecting the correct store, which brings up a list of items to be delivered to that store. Select an item from the list, which will bring up the details of the items – most importantly the quantity you need to pick to load the hand cart. Next, type in the quantity you picked and press enter. Note that this step must be completed on the keypad. Pressing enter causes the system to register that the item has been delivered, so you'll see a green confirmation message and the next item for picking will be displayed. You can enter the quantity and pick the item or you might decide to load your hand cart in a different order. We'll show you later how to select items in the order you prefer.

When you've repeated steps 2 through 5 several times and your cart is full, deliver the items to the store. Use the handheld to scan all items as you put them away. Or, if a product does not have a bar code, double count it. This step is vital in making sure that the system tracks where each lot of items have been delivered.

When every item has been delivered to the store, finish this part of the route by closing the store. You can tap the link at the top or type in 01 to close the delivery.
What is the most common feedback you receive from reviewers?
Storyboard

1. Content Outline
2. Content Map
3. Sketch/Wireframe
4. Moodboard
5. Prototype
LAS VEGAS HOTELS

1. Content Outline
2. Content Map
3. Sketch/ Wireframe
4. Moodboard
5. Prototype

A refreshing addition to your entertainment options, the Fountains of Bellagio were destined to romance your senses. Take in a complimentary Las Vegas show of water, music and light thoughtfully interwoven to mesmerize its admirers. All for your amusement, the most ambitious, choreographically complex water feature ever conceived amazes against the beautiful backdrop of Las Vegas' lavender sky. Each dynamic performance from the Fountains collection is unique in its expression and interpretation. Fall in love with the stunning nature of this unprecedented aquatic accomplishment while relishing a clever concert of opera, classical and Broadway tunes.

<Add Video on-site>
FIND
ALL THE CONTENT
CONTENT STRATEGY FOR MOBILE

Karen McGrane

Foreword by Paul Ford

www.abookapart.com
Introduction

In today's information-rich environment, it is very important for public health agencies to have modern information systems that meet the needs of practitioners and support the exchange of data with healthcare and other community partners. Yet, few undertakings in a public health agency can be as daunting as a major information system project whether it is acquiring a new system, developing enhancements to an existing system or migrating to a new technical platform. Such projects require both programmatic and information technology (IT) expertise, working hand-in-hand to ensure the final product both effectively supports the day-to-day work of the program staff and fits within the IT infrastructure of the agency.

Such major projects are also rare as public health information systems tend to have long life spans. A public health manager or practitioner may only go through such an experience once or twice in a career. Where can you go to find practical guidance on the most important factors—the Critical Success Factors—that will help ensure a smooth and successful project? How will you know if your agency is ready for such an undertaking? What skills will you need access to? What steps to take? What best practices to follow?

The Public Health Informatics Institute created this Critical Success Factors Self-Assessment Tool to provide such practical guidance. The tool highlights eight key factors considered critical to the success of an information systems project, and provides insights that can help you determine whether these factors exist within your agency. It also lists important components that significantly influence the likelihood that an information system will ultimately improve program effectiveness and health outcomes. Across all major sectors, half of all information system projects fail because these factors are not given sufficient attention.

The Critical Success Factors are:

1. Leadership
2. Governance and Stakeholder Involvement
3. Organizational Alignment
4. Lifecycle Planning
5. Project Management
6. Communications Strategies
7. Policy Alignment
8. Evaluation
1. Content Outline
2. Content Map
3. Sketch/ Wireframe
4. Moodboard
5. Prototype
1. Content Outline
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3. Sketch/ Wireframe
4. Moodboard
5. Prototype
Dotgrid.co Mobile Site

- Opens side menu
- Goes to cart

Product images

Product title + price

SIDEMENU EXAMPLE

HOME

PRODUCT

ABOUT

CONTACT

CART

Dotgrid.co books for designers + illustrators!

Tagline

Social network buttons
Mobile Sketch Sheets

For designing responsive layouts (vertical 320px / horizontal 480px) of your websites or iPhone / Android applications. Sneakpeekit Mobile© provides a template with no grid iPhone mockups for quick sketching and another one with grids iPhone mockups for detailed sketching.

Free License: Feel free to download and use our templates for personal projects with attribution back to sneakpeekit.com. Remember that you may not sell, distribute or offer for download our files on other websites. Promotion is appreciated.

Finally, a CMS built for designers and developers from the ground up.
ads via Carbon
Gliffy Chrome Plugin + sneakpeekit.com wireframe templates
1. Content Outline
2. Content Map
3. Sketch/Wireframe
4. Moodboard
5. Prototype
Mood board: an arrangement of images, materials, pieces of text, etc., intended to evoke or project a particular style or concept.
1. Content Outline
2. Content Map
3. Sketch/ Wireframe
4. Moodboard
5. Prototype
My Prototypes

Adobe
Last updated Jul 15, 2015

Megacorp Onboarding
Last updated Dec 3, 2013

http://invisionapp.com
iOS7 iPad
Have an app idea?
Make this real, with POP.

Whether you’re a student, a designer, or an entrepreneur, POP helps you transform your pen + paper ideas into a real working prototype.
POP meets Inspr!

Inspir allows you to design your mockups using various components directly on your phone. No more Photoshop!

Got it
In today’s information-rich environment, it is very important for public health agencies to have modern information systems that meet the needs of practitioners and support the exchange of data with healthcare and other community partners. Yet, few undertakings in a public health agency can be as daunting as a major information system project whether it is acquiring a new system, developing enhancements to an existing system, or migrating to a new technical platform. Such projects require both programmatic and information technology (IT) expertise, working hand-in-hand to ensure the final product both effectively supports the day-to-day work of the program staff and fits within the IT infrastructure of the agency.

What Are They?
Self-Assessment Tool
Resources
Planning Matrix Template

Introduction
Demo: Create a rapid mobile prototype using POP app.
What were the design changes you identified after we prototyped the design?
Resources

melearningsolutions.com/resources

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