

Mobile App Development: UX & Accessibility

Description

This course is roughly divided into three parts.

- i.) content
- ii.) development
- iii.) evaluation/testing of a mobile application

Contents of part i.)

In the first part we work on the content preparation in respect to accessibility which will be used in the second part in the development of the application (mobile/web).

- Fundamentals of digital accessibility
- Creating accessible documents (word processors, presentations, PDFs)
- Accessible audio-visual content(images, videos)
- Adapting digital content for use in mobile apps and websites

Contents of part ii.)

In the second part, we learn how to develop a simple mobile application (Android, iOS) with focus on User Experience (UX) Internationalization I18N, Localization (L10n) and Accessibility (A11Y).

- Paper Mock-ups
- Interaction design
- Data storage
- GUI design

Content of part iii.)

The third part deals with the evaluation of the previously developed application by means of user tests. The test participants perform tasks with the application according the thinking-aloud method. The findings are recorded, analysed and will be part of the end presentation of the application.

- Test preparation (tasks)
- Recording (user remarks during test tasks)
- Analysis of the recorded material

Prerequisites

Basic Object Oriented Programming (OOP) for mobiles, e.g., Java, Kotlin (Android) OR Swift (iOS)

Expected learning outcomes

