

USABILITY VON MOBILEN APPS

WAS MAN VOM SPIELE ENTWICKELN
LERNEN KANN

1

WAS KANN MAN VON SPIELEN LERNEN?

2

ANFORDERUNGEN AN MOBILE SPIELE

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1. MOBIL

4

DEVICE-GRÖSSE

5

CARCASSONNE



6



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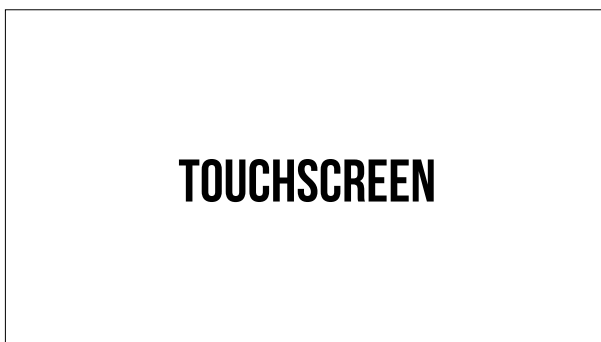
8



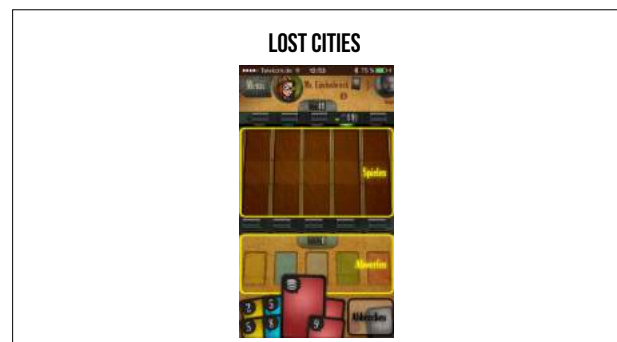
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ROBUSTHEIT

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ALPHABEAR
SPRY FOX

Please connect to the Internet.



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CARCASSONNE



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CARCASSONNE



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2. SPIEL

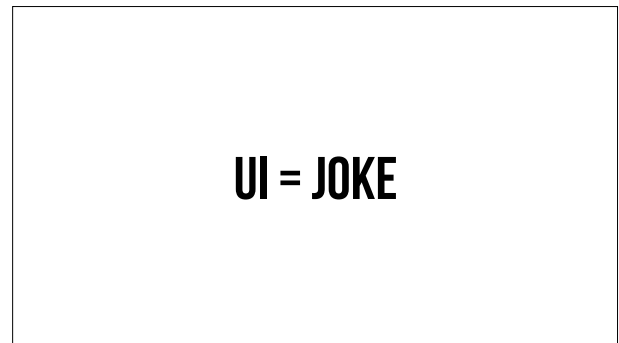
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TUTORIALS

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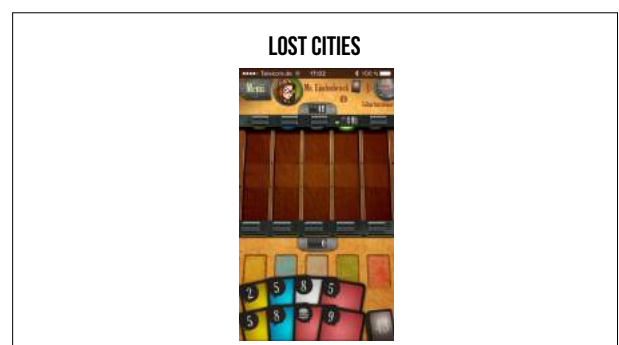
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LOST CITIES



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CARCASSONNE



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HINTS

LOST CITIES



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LOST CITIES



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LOST CITIES



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VERTRAUEN

The player [puts trust] in the designer to adequately prepare her for any given challenge, the need to push her limits without breaking them.

-Anna Anthropy

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BESONDERE NUTZERGRUPPEN

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KINDER

33

ZICKE ZACKE HÜHNERKACKE



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ACCESSIBILITY

Sprachsteuerung
Sprachausgabe
Farbfehlsichtigkeits-Modus
Einhandbedienung

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LOST CITIES



"Ms. Lindenbrock
spielt 5 Weiß,
zieht 7 Blau
vom offenen
Ablagestapel."

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RULES!



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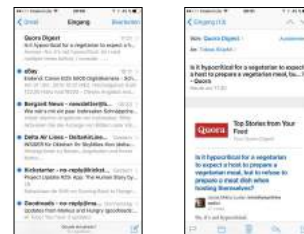
BUSINESS APPS

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DEVICE-GRÖSSE DRAG VS. TAP ROBUSTHEIT

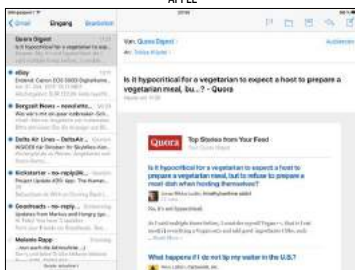
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MAIL APPLE



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MAIL APPLE



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ROBUSTHEIT: CRASH RECOVERY CONNECTIVITY

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TUTORIALS

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FANTASTICAL FLEXIBITS



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AFFORDANCES

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KONSISTENTE FORMENSPRACHE

OS-LOOK & FEEL

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HINTS

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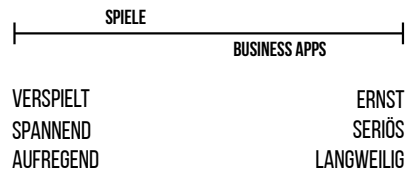
MAGICAL WEATHER METEORGROUP DEUTSCHLAND GMBH



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VERTRAUEN

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APP = WERKZEUG

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**BESONDERE
NUTZERGRUPPEN**

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**HEALTH
APPLE**



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**TESTEN
TESTEN
TESTEN**

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ACCESSIBILITY



ONE ARM

PERMANENT



ARM INJURY



NEW PARENT

TEMPORÄR

© MICROSOFT

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FRAGEN?

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