

Design and Implementation of a Mobile Application for the Collaborative Structuring of Knowledge-Intensive Processes

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1. Motivation

- Overview of the existing application
- Literature and applications examples

2. Research questions

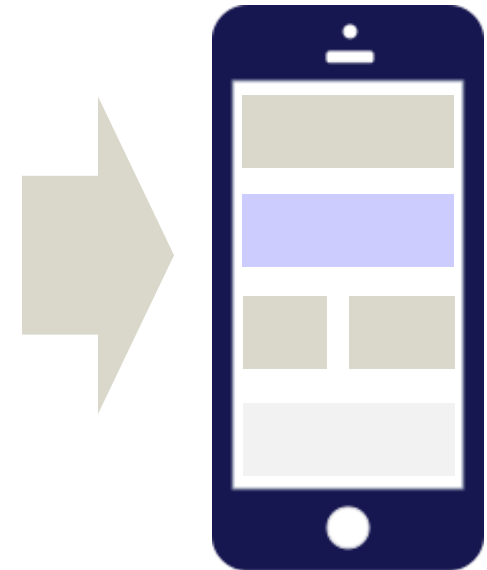
3. Current state of the thesis

- Mobile websites vs. desktop websites
- Mockups

4. Next steps

- User evaluation
- Roadmap

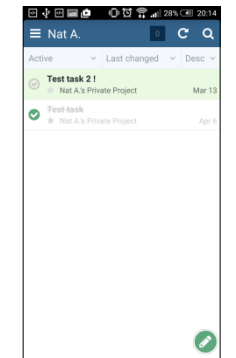
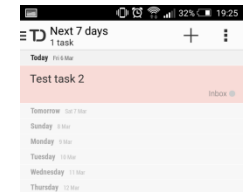
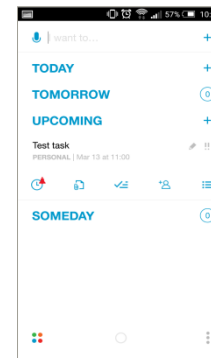
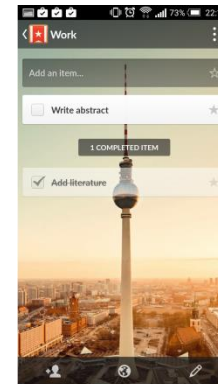
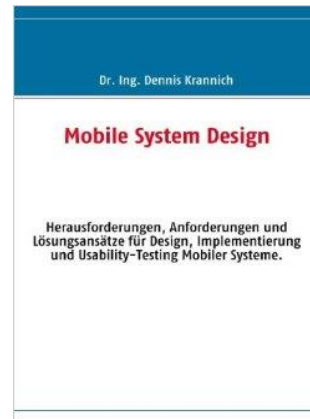
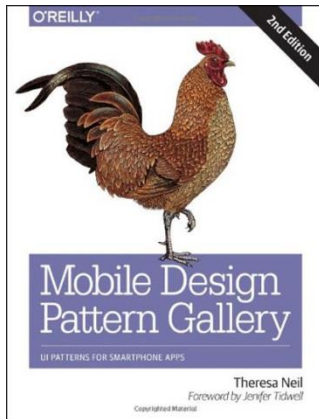
Development of a mobile version of Darwin to fit the mobile use case



Goals

- Meeting increased demand and usage of mobile devices
- Increasing accessibility
- Enhancing communication & collaboration
- Better flexibility
- Improving productivity

Literature and mobile applications examples



1

What are relevant use cases for the mobile interface compared to the desktop version?



2

How should a mobile interface be designed to support knowledge-intensive processes?



3

How well can the mobile interface be used to accomplish a knowledge-intensive task in practice?



— Mobile Website —

vs.

— Desktop Website —



- Screen size
- Navigation
- Search
- Interaction techniques
- Context of use
- Form design

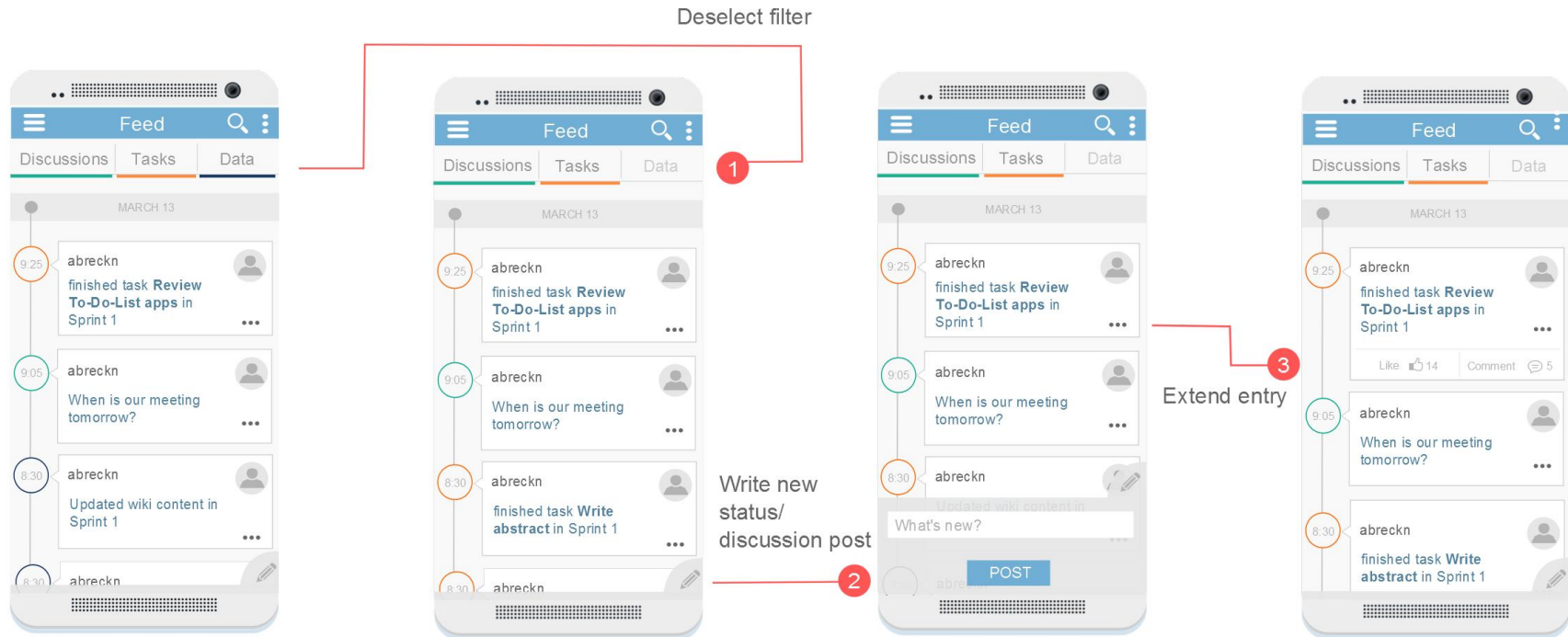


Build a Mobile Optimized Website

- Reduce the feature set in mobile to lower complexity and to fit on the smaller screen
- Cut content which is not core to the mobile use case
- Defer secondary content to secondary pages
- Enlarge interface elements to ease mobile interaction („fat finger problem“)
- Consider ergonomics, gestures, transitions, and mobile-specific interaction patterns for interaction design

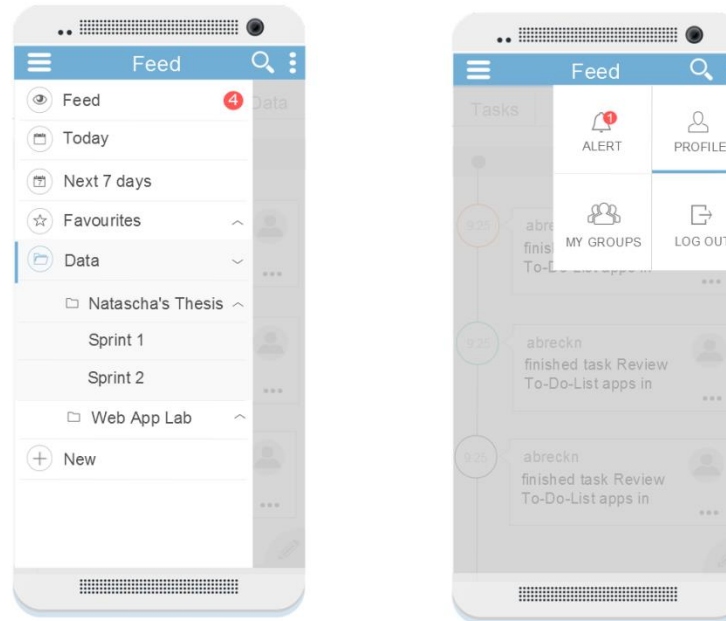
Current state of the thesis

1. Feed



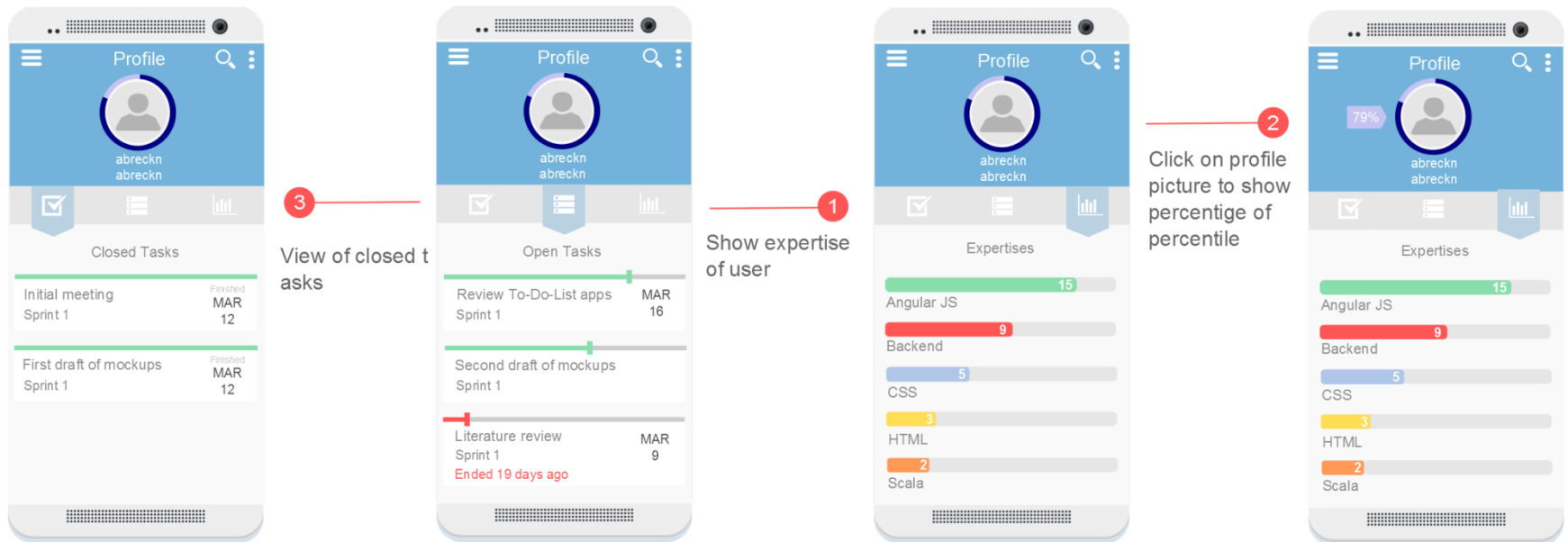
Current state of the thesis

2. Navigation



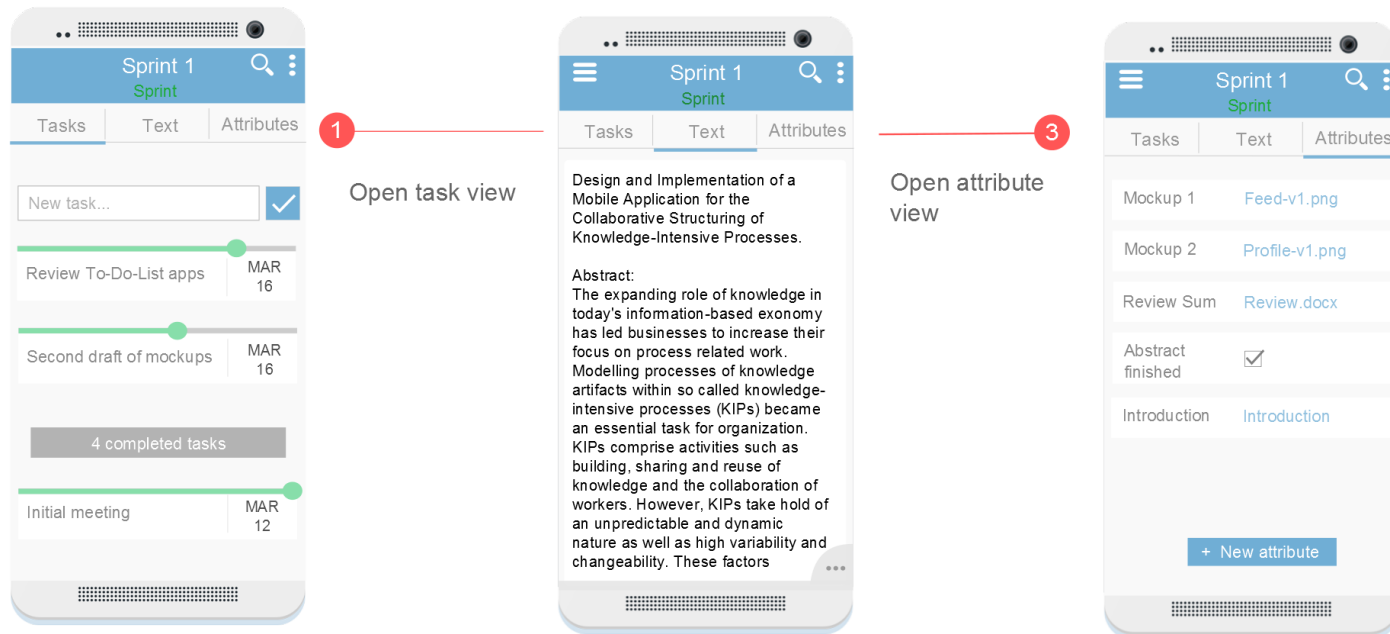
Current state of the thesis

3. Profile



Current state of the thesis

4. Wiki content



Selecting **participants**



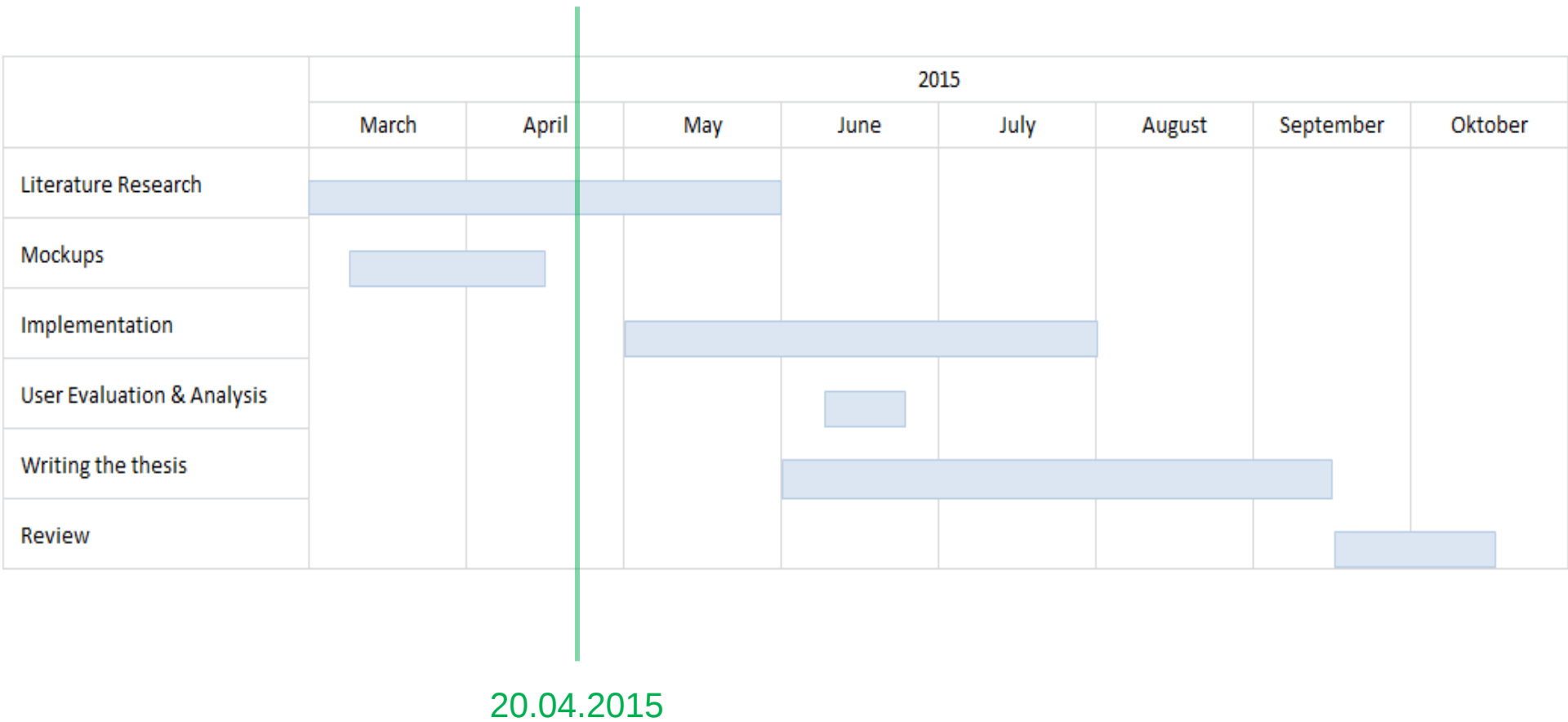
Thinking-aloud
methodology



Mobile
Interface



Analysis of results





Any Questions?