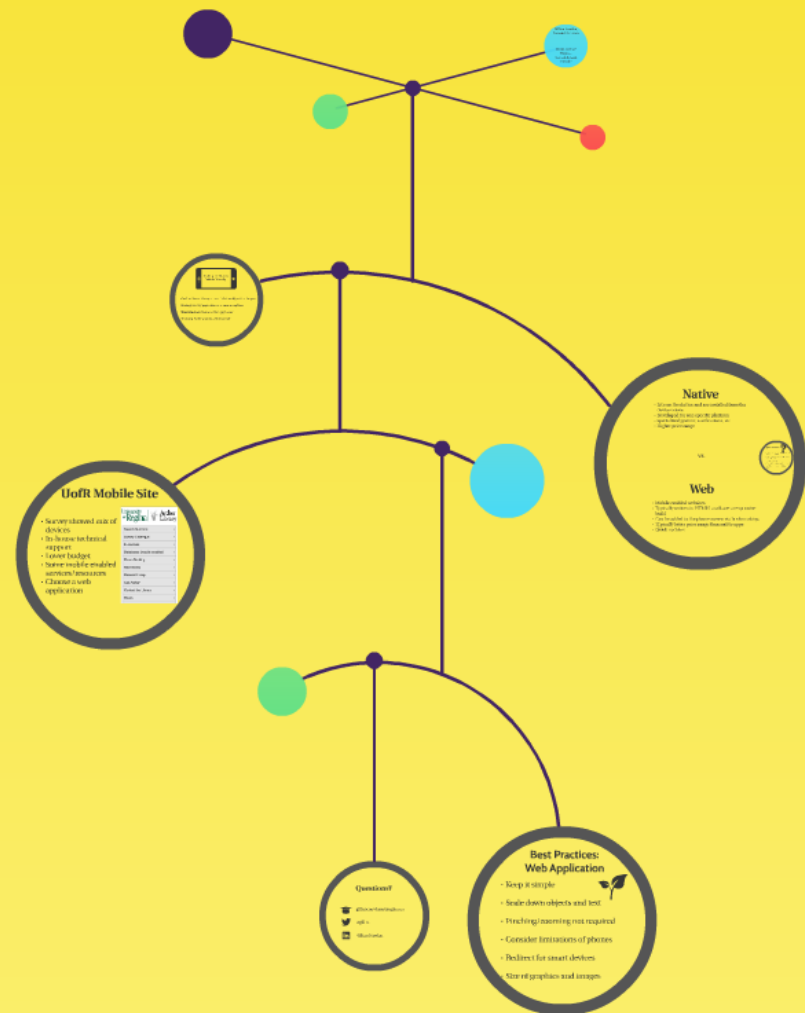


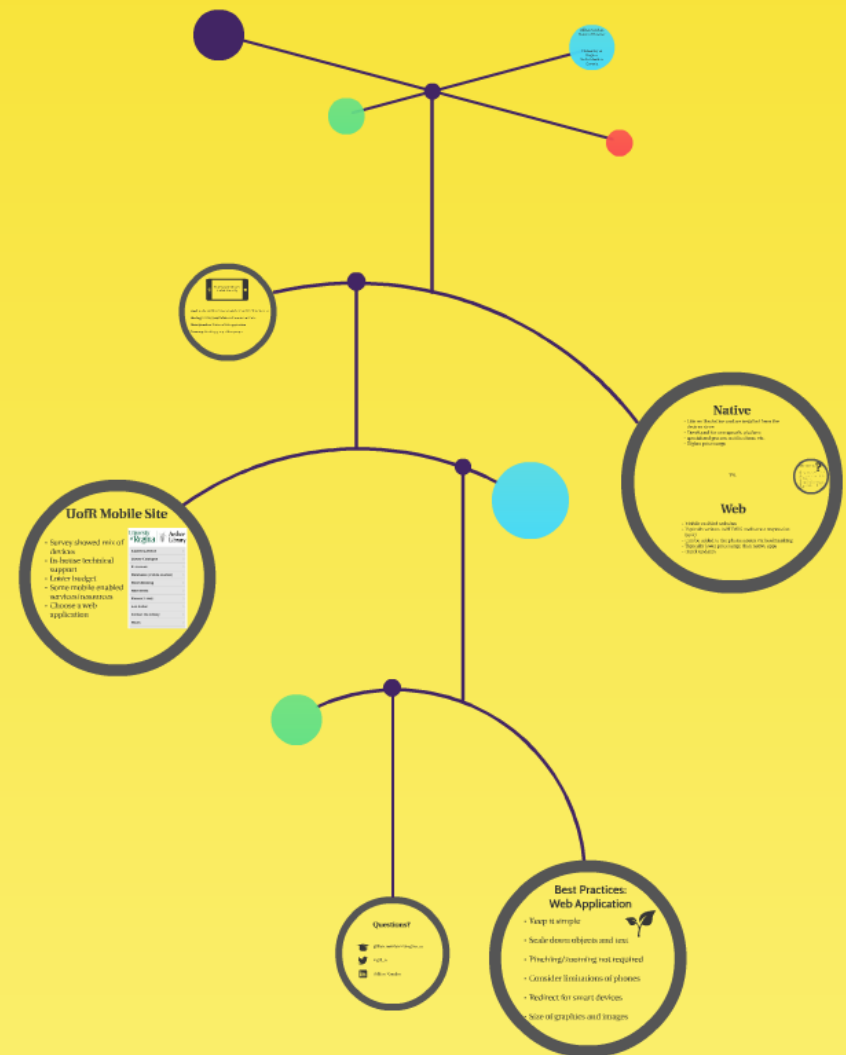
Web vs. Native Applications:

Best Practices and Considerations
in the Development and Design
of Web Applications



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Best Practices and Considerations in the Development and Design of Web Applications



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Making our Library
Mobile Friendly

Goal: make our library more mobile friendly within the year

Strategy: Survey population and research options

Main Question: Native vs Web application

Team-up: Working group of four people

A dark grey, rounded rectangular frame representing a smartphone. On the left side, there is a vertical oval shape with a small dot above and below it, representing a volume button. On the right side, there is a solid yellow circle representing a camera lens. The background of the slide is yellow with a grey arch at the top.

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Native

- Live on the device and are installed from the devices store
- Developed for one specific platform
- specialized gesture, notifications, etc.
- Higher price range

vs.

Web

- Mobile enabled websites
- Typically written in HTML5 and have a responsive build
- Can be added to the phone screen via bookmarking
- Typically lower price range than native apps
- Quick updates

Questions to ask?

- What type of device is the population using? What might they use in the future?
- What other services/resources would they like to access on their phone?
- What's your price range?
- What technical knowledge do you have on hand?
- What services/resources are already mobile enabled?

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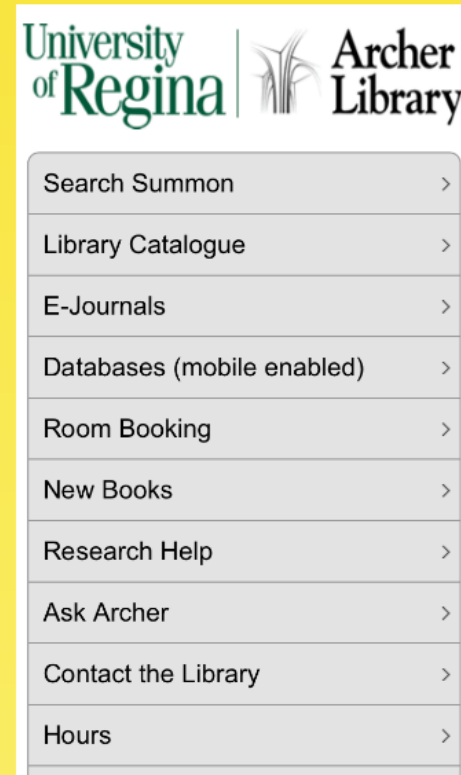
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- What library services/resources would they like to access on their phone?
- What's your price range?
- What technical knowledge do you have on site?
- What services/resources are already mobile enabled?

UofR Mobile Site

- Survey showed mix of devices
- In-house technical support
- Lower budget
- Some mobile enabled services/resources
- Choose a web application



Best Practices: Web Application

- Keep it simple
- Scale down objects and text
- Pinching/zooming not required
- Consider limitations of phones
- Redirect for smart devices
- Size of graphics and images



Questions?



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[Gillian Nowlan](#)

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