

FE - Mobile

Our museum mobile application is designed to support the in-museum visitor experience by allowing visitors to learn more about artifacts in the space, watch video clips, explore related artifacts, collect artifacts, and more.

General

- > [Mobile design overview](#)
- > [Benchmark of iPhone and mobile in museums](#)
- > [Review of mobile platform UIs](#)
- > [Tweets from MoMA's "What features would you like in an museum iPhone app?"](#)
- > [Mobile features and functionality list](#)

Design

Design iterations

Mobile design, draft 9 (Jan.-Feb. 2010)

- [Wireframes & storycards](#)
- [Interaction flow diagram \(PDF\)](#)
- [User testing results summary](#)
- [more...](#)

Mobile design, draft 8 (Dec. 2009)

- [Wireframes](#)
- [User testing results summary](#)
- [more...](#)

Mobile design, draft 7 (Aug. 2009)

- [Wireframes \(PDF\)](#)
- [SME feedback](#)
- [more...](#)

Mobile design, draft 6 (Jul. 2009)

- [Wireframes \(PDF\)](#)
- [Interaction flow diagram \(PDF\)](#)
- [more...](#)

Mobile design, early draft

Scenarios

- > [Mobile scenario \(Robert the adult-aged tourist\)](#)
- > [Mobile scenario \(Dave and Peter, the graduate students, remote user\)](#)
- > [Mobile scenario \(Paula the teacher\)](#)
- > [Mobile scenario \(Patrick the industrial designer\)](#)
- > [more...](#)

Accessibility considerations

- > [Developer notes for iPhone a11y](#)
- > [Using iPhone VoiceOver](#)
- > [Accessibility considerations for mobile design \(Draft 9, Engage 0.3\)](#)

On this page

- [General](#)
- [Design](#)
 - [Design iterations](#)
 - [Scenarios](#)
- [Accessibility considerations](#)