

# UX for Mobile Applications

UI/UX Design Guide · Module 7 of 7 · CHERIEDU Dev Series

## 1. Mobile UX Is Different

Mobile users are often on the go — distracted, one-handed, on a slow connection. Mobile UX must be simpler, faster, and more forgiving than desktop UX.

## 2. Thumb Zone — Design for How People Hold Phones

- Easy zone: Bottom-centre of screen — most reachable with right thumb.
- Hard zone: Top corners — require stretching or two hands.
- Place primary CTAs in the easy zone (bottom navigation, floating action button).
- Place destructive actions (Delete, Log Out) in hard zones to prevent accidents.

## 3. Mobile Touch Targets

Element	Minimum Size	Recommended Size
Button	44 x 44px	48 x 48px
Tab bar item	44 x 44px	56px height
List item row	44px height	56–72px height
Checkbox / Radio	44 x 44px	44 x 44px with label

## 4. Mobile Navigation Patterns

Pattern	When to Use	Example
Tab Bar	3–5 main sections	Home, Fees, Attendance, Profile
Hamburger Menu	6+ items (use sparingly)	Side drawer for settings
Bottom Sheet	Secondary actions	Pay fee confirmation dialog
Floating Button (FAB)	Primary create action	+ Add Student button

## 5. Mobile-Specific Design Principles

- One primary action per screen — do not overwhelm with choices.
- Progressive disclosure: show summary first, details on tap.
- Empty states: Design what users see when there is no data yet.
- Loading states: Show skeleton screens, not just a spinner.
- Offline handling: Tell users clearly when they have no connection.
- Input minimisation: Pre-fill, use pickers instead of typing where possible.

## 6. Platform Conventions







Back navigation

Swipe right from edge

Back button / gesture

Primary button

Centred bottom

Filled, full-width preferred

Alert dialogs

Buttons horizontal, right = confirm

Buttons right-aligned

Tab bar

Bottom always

Bottom nav bar (preferred)

## FINAL PROJECT

Design a mobile app for CHERI SMS parents (5 screens in Figma): Login, Home Dashboard, Fee Payment, Attendance View, Notifications. Follow all mobile UX principles from this series.

