

Building Great User Experiences for Location Based Applications

[from a native point of view]

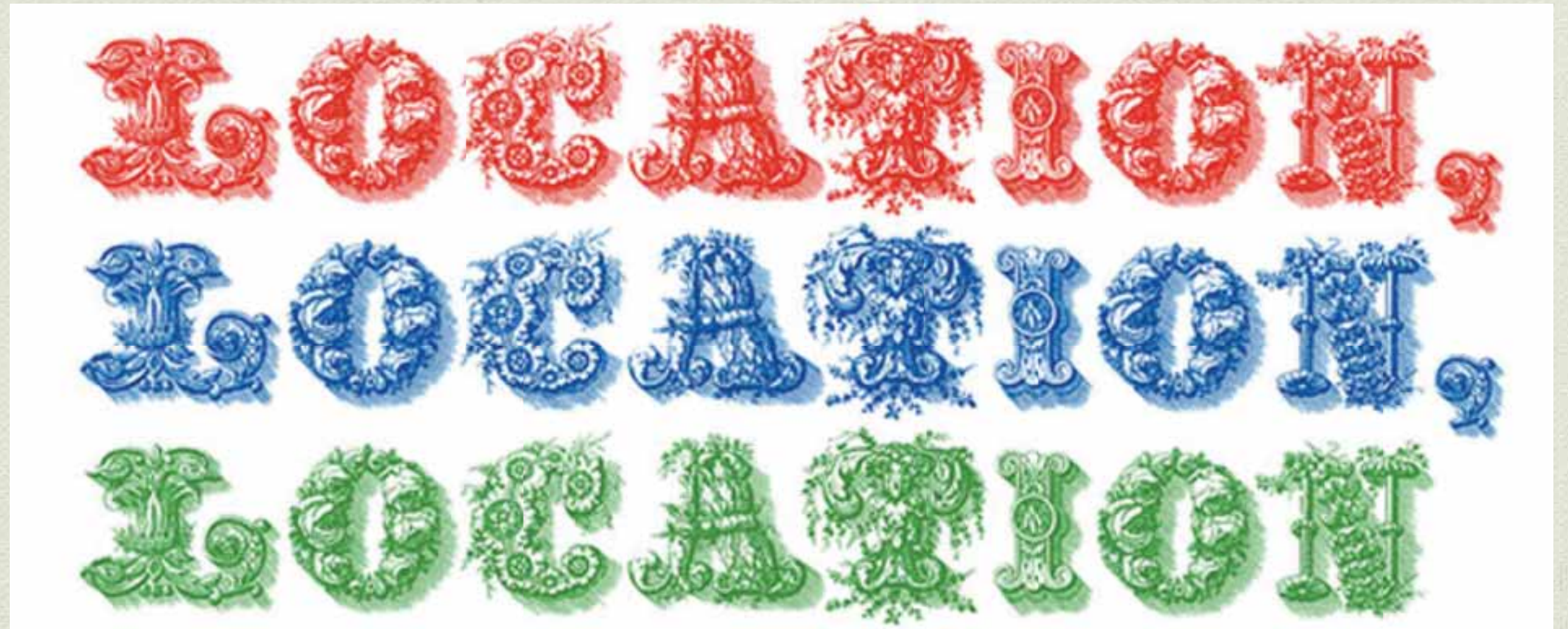
@willcrick

What sort of location based app are you building?



What part does location play in your app?

Location Based Experience: #LBX

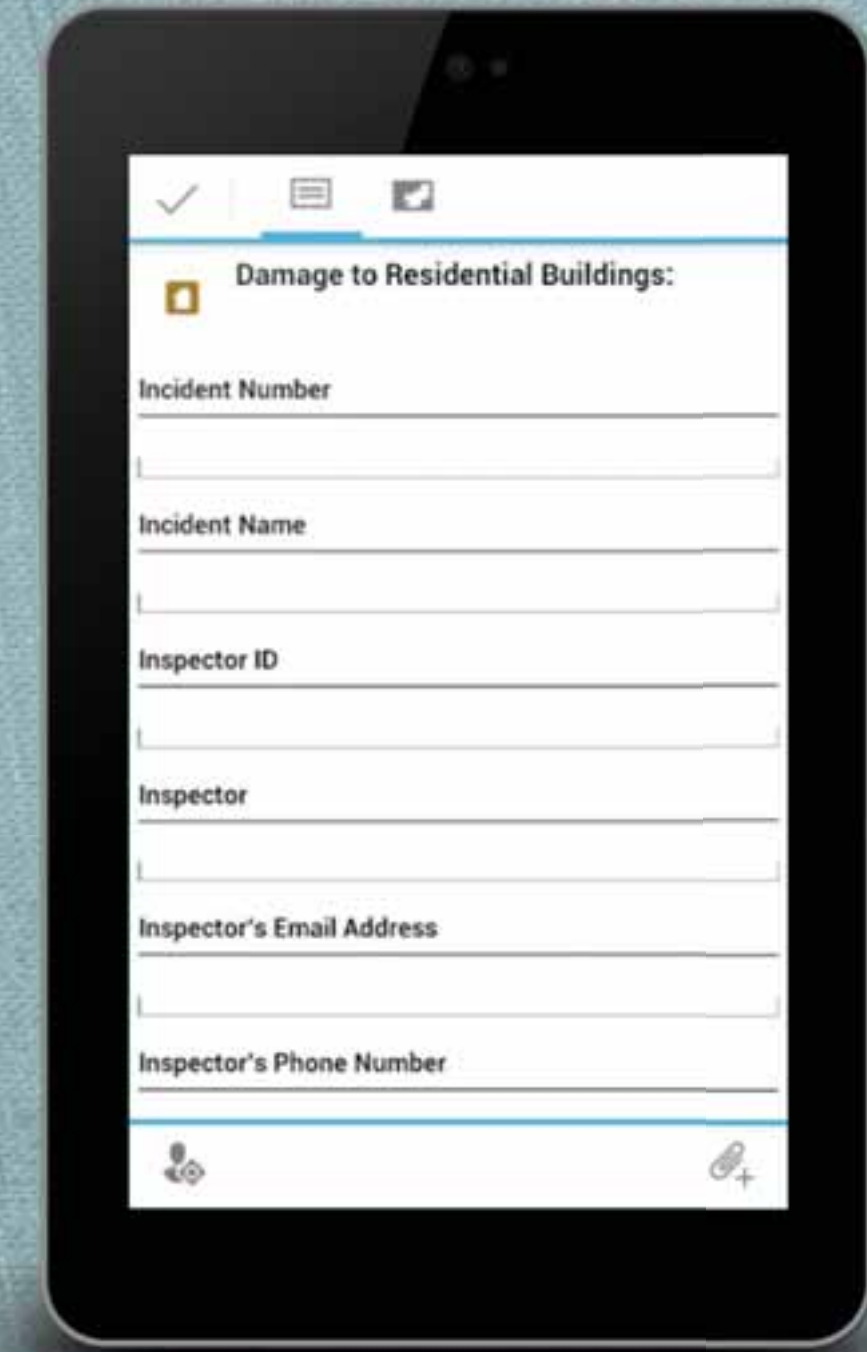
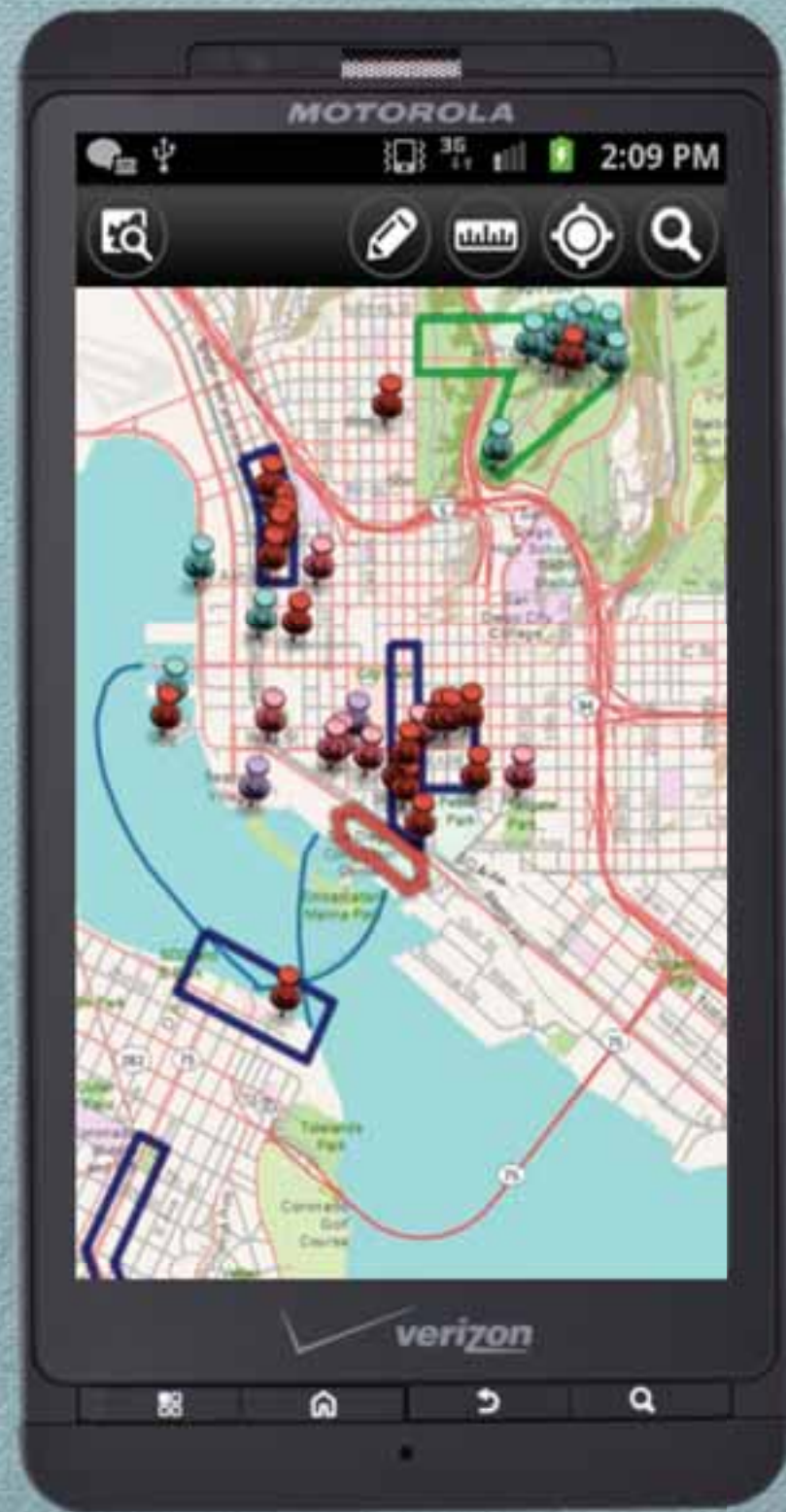


What value does location give your user?

How will the user interact with location?

How do apps consume location?

What are the patterns i can learn from?



LBX Patterns

Maps vs Map-less

Map centric apps

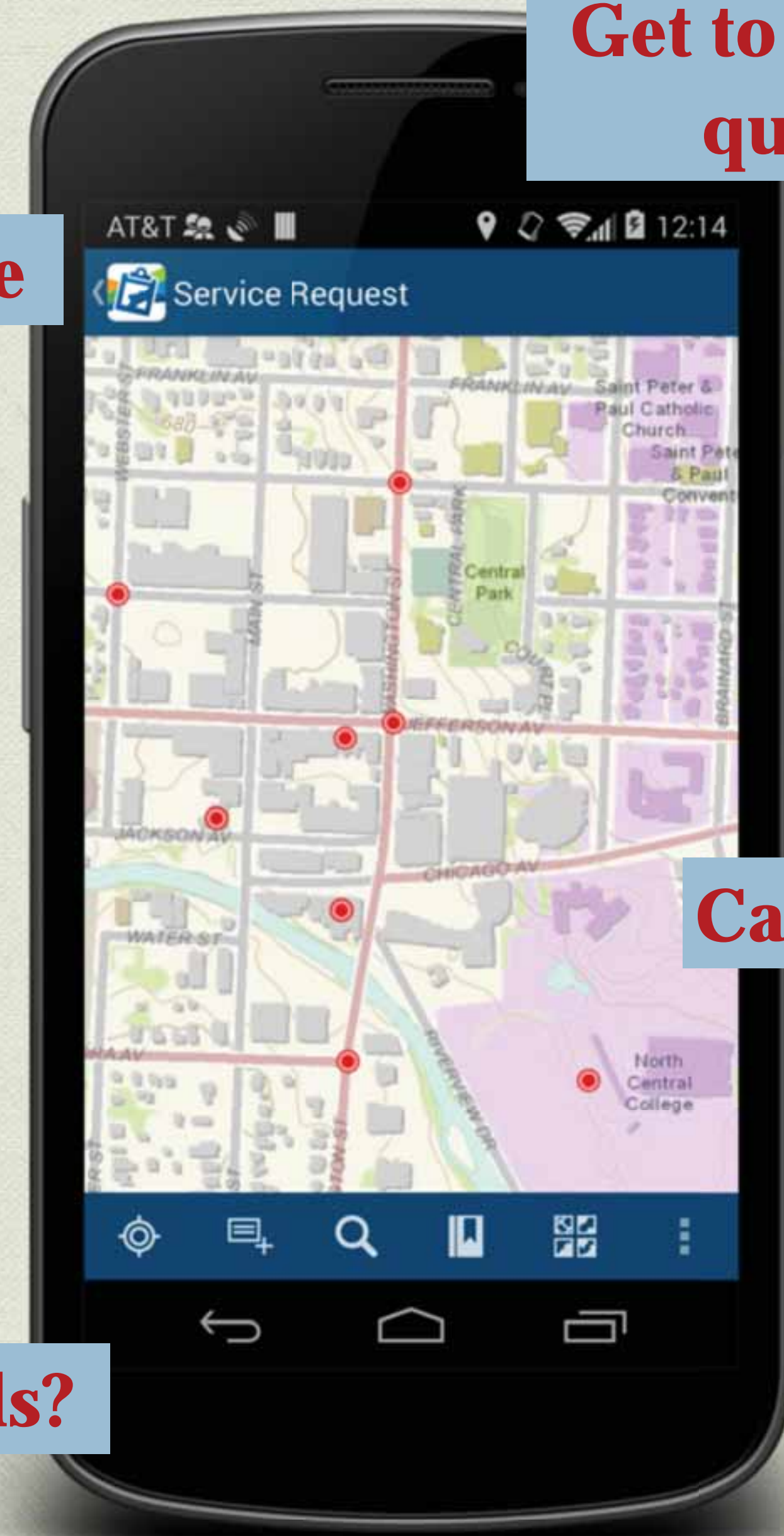
Its all about the map

Maximise map-estate

Get to that map quickly

Cartography

Tools?

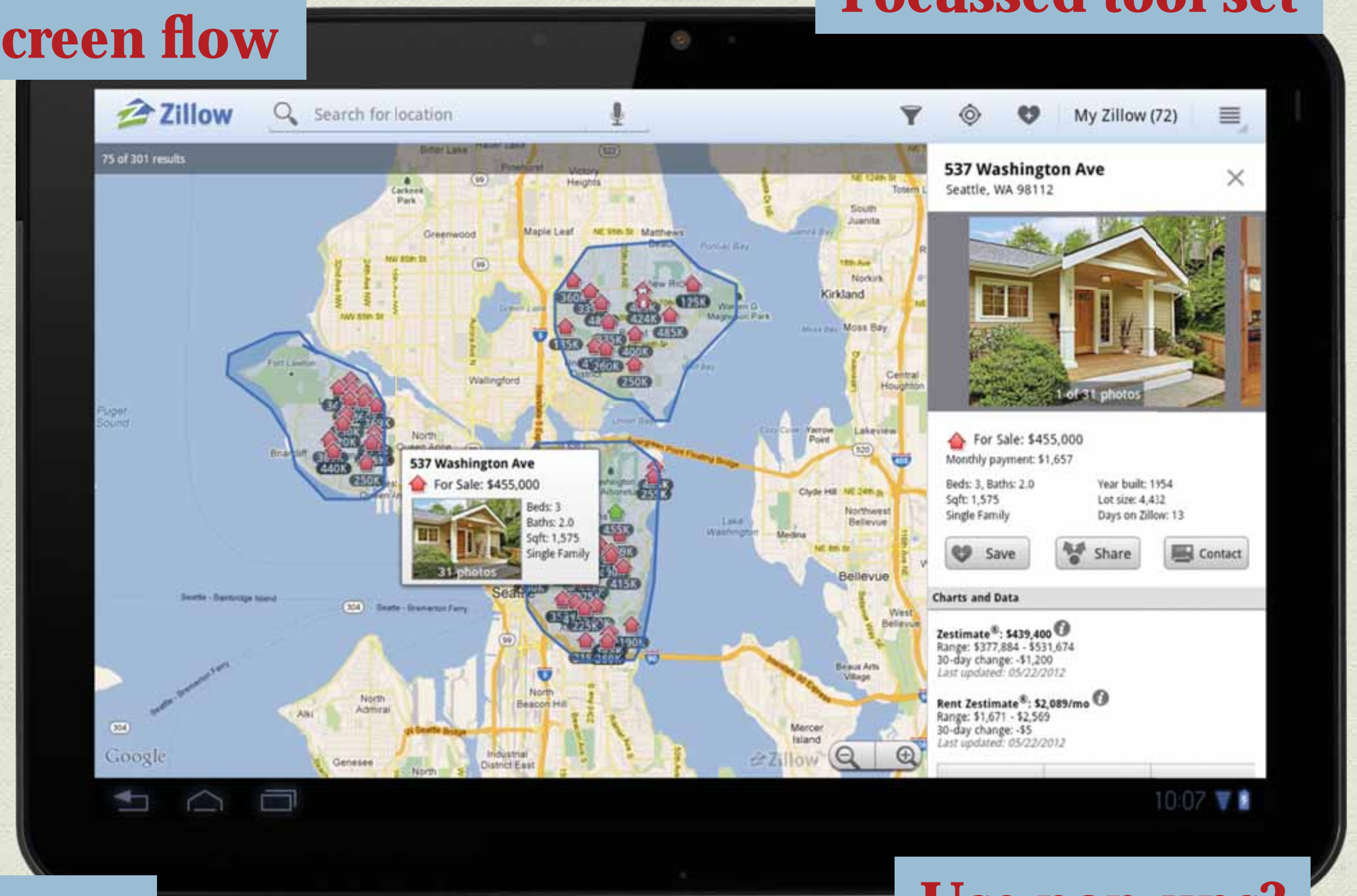


Part of apps screen flow

Focussed tool set

Maps as app navigation

The map helps you get to other information
The map is a navigation tool



Simple carto

Use pop-ups?

Embedded in other information

Tools?

Maps as context

*The map 'may' provide extra information
Its secondary*



Map driven by other content

They should never know

Map-less apps (eh?)

You dont need a map to add location information

✓ | ☰ | 🐦

Damage to Residential Buildings:

Incident Number

Incident Name

Inspector ID

Inspector

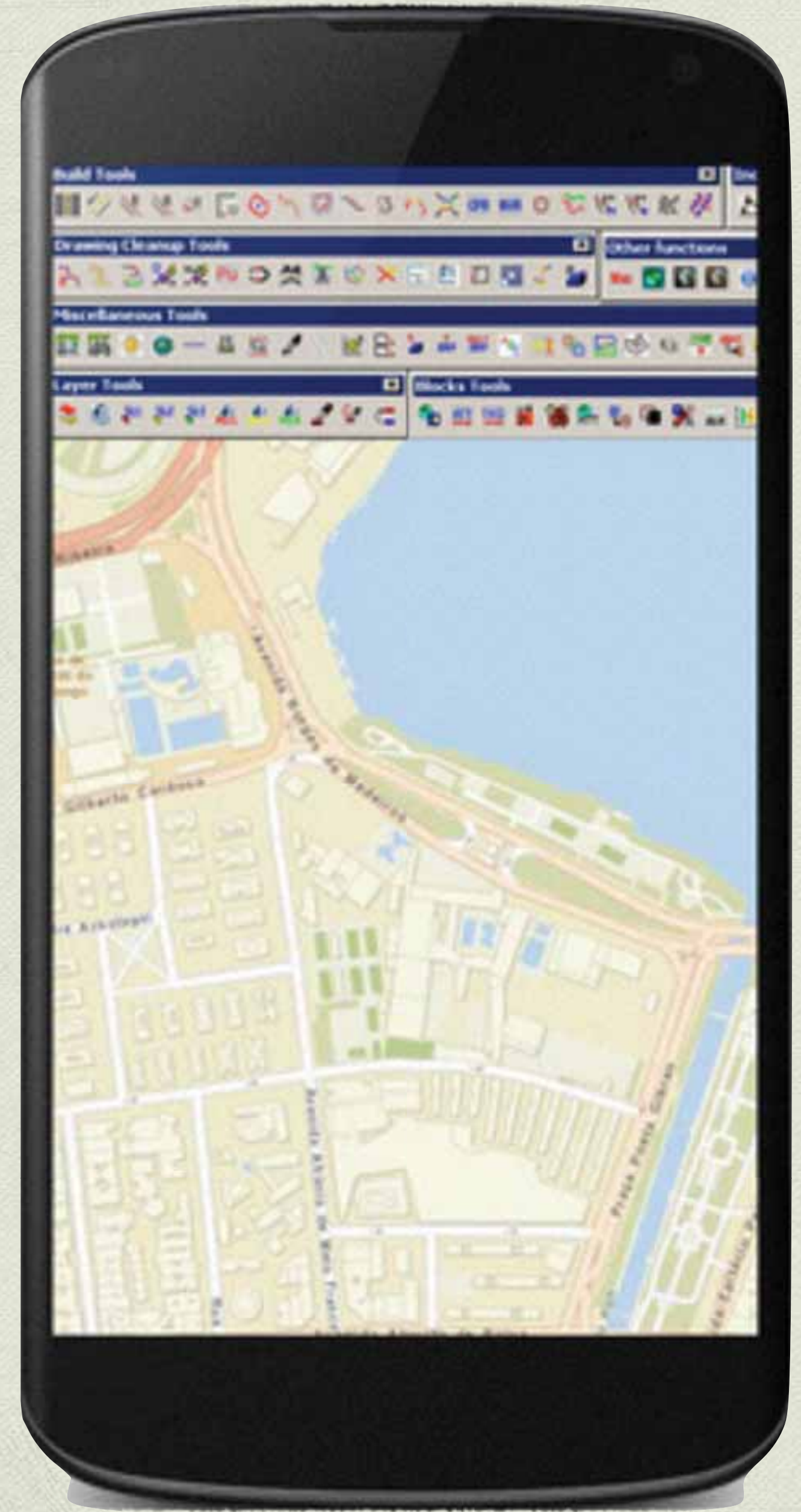
Inspector's Email Address

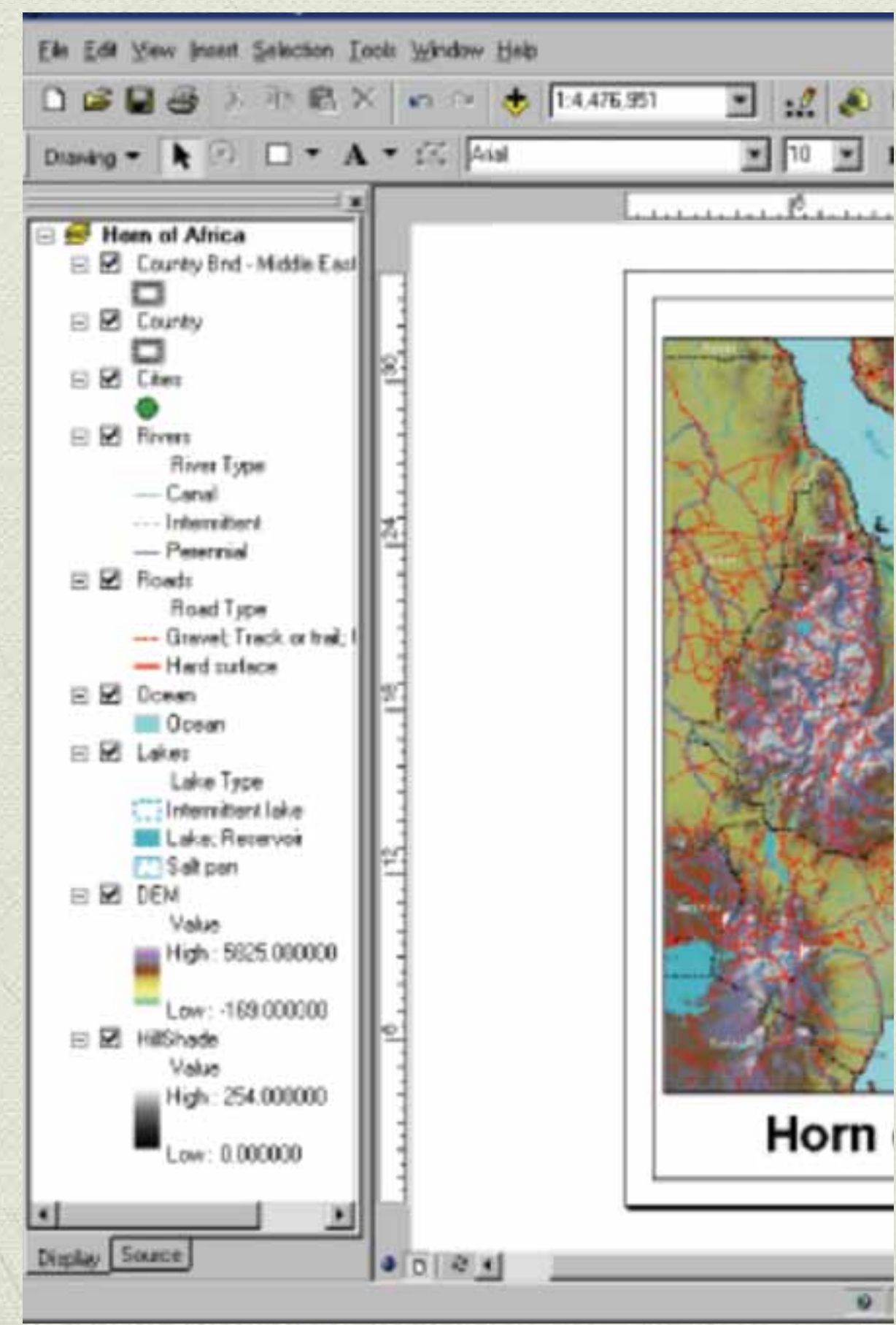
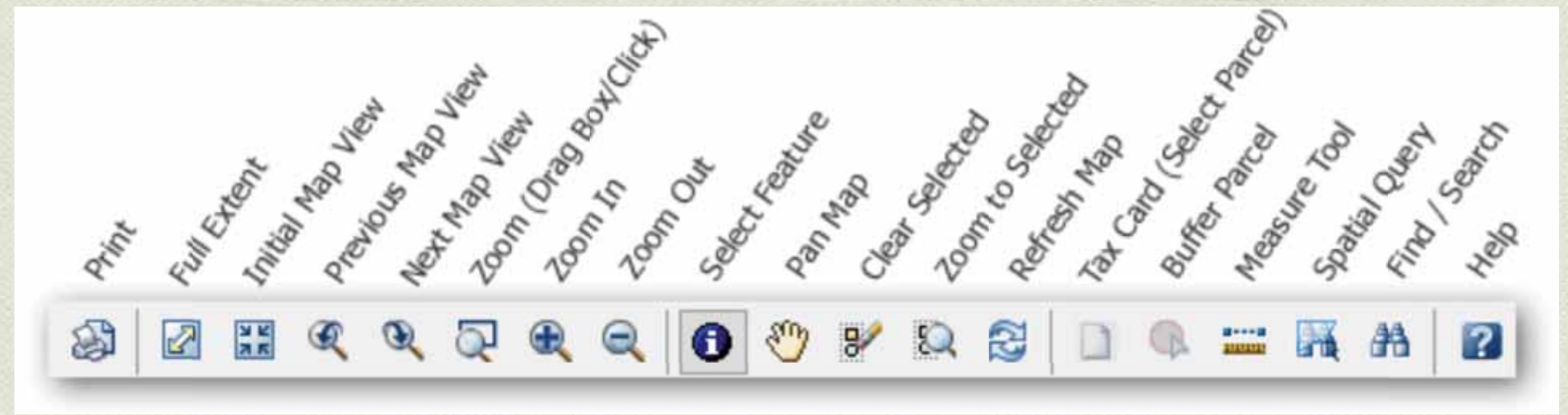
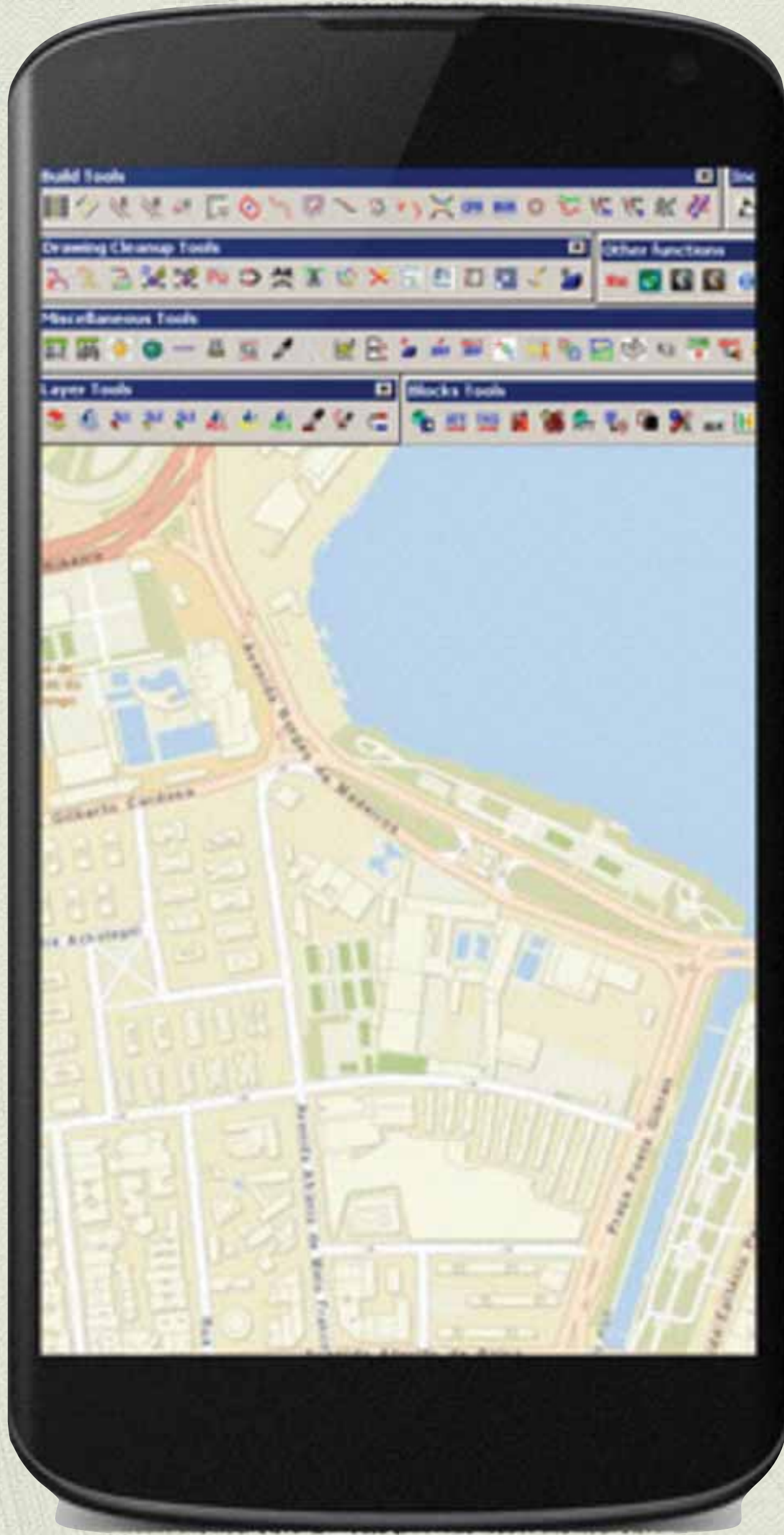
Inspector's Phone Number

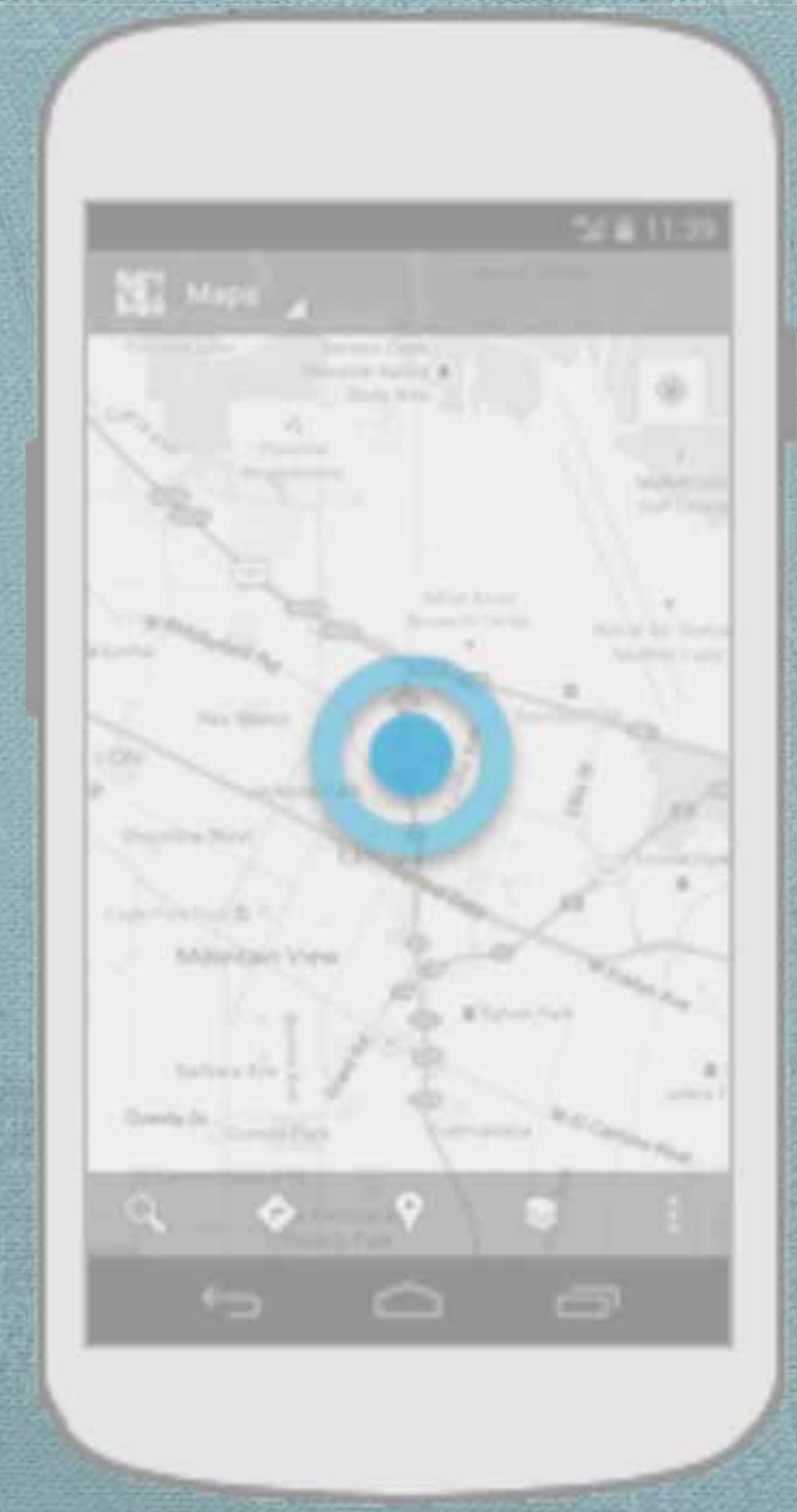
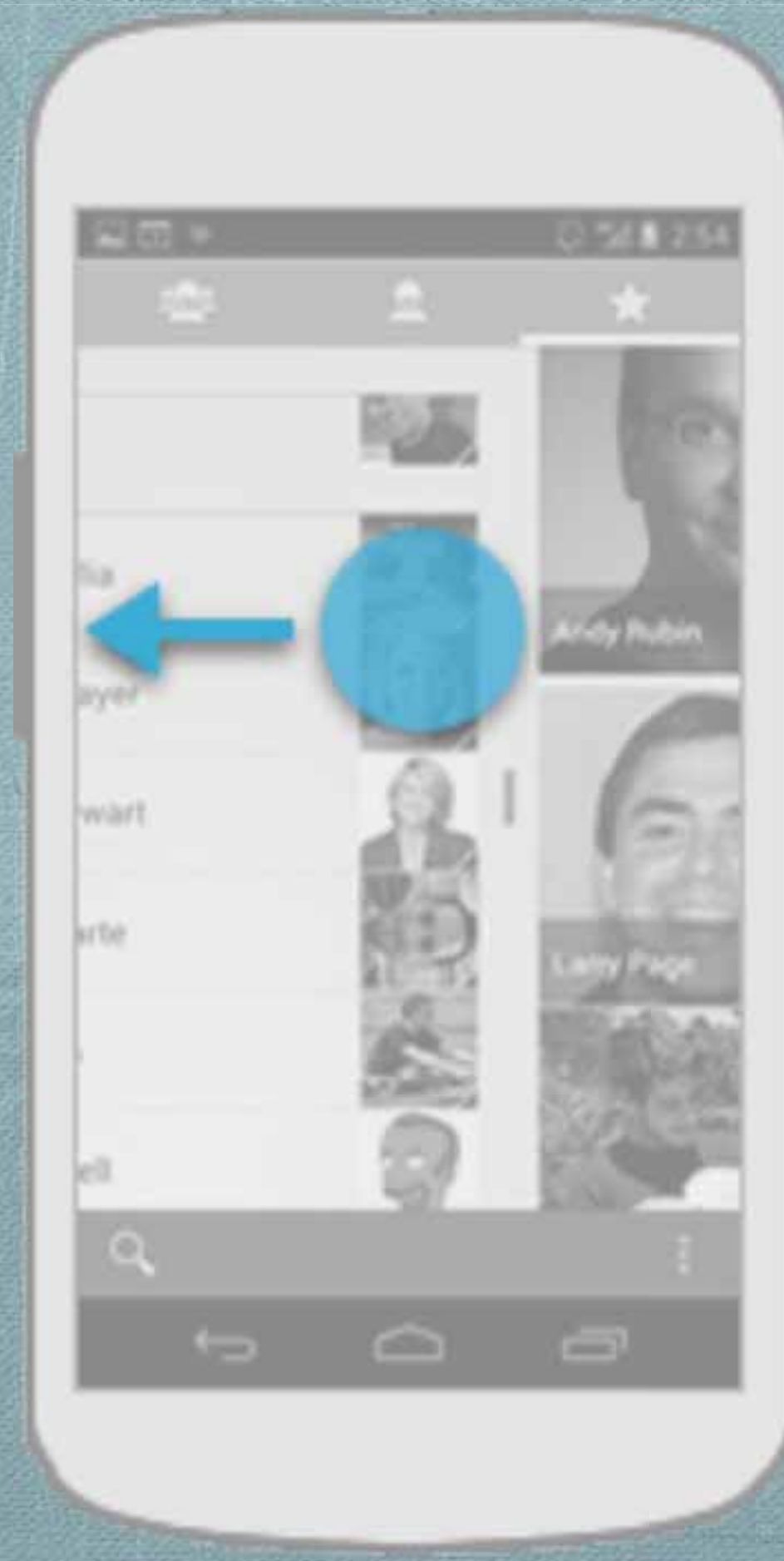
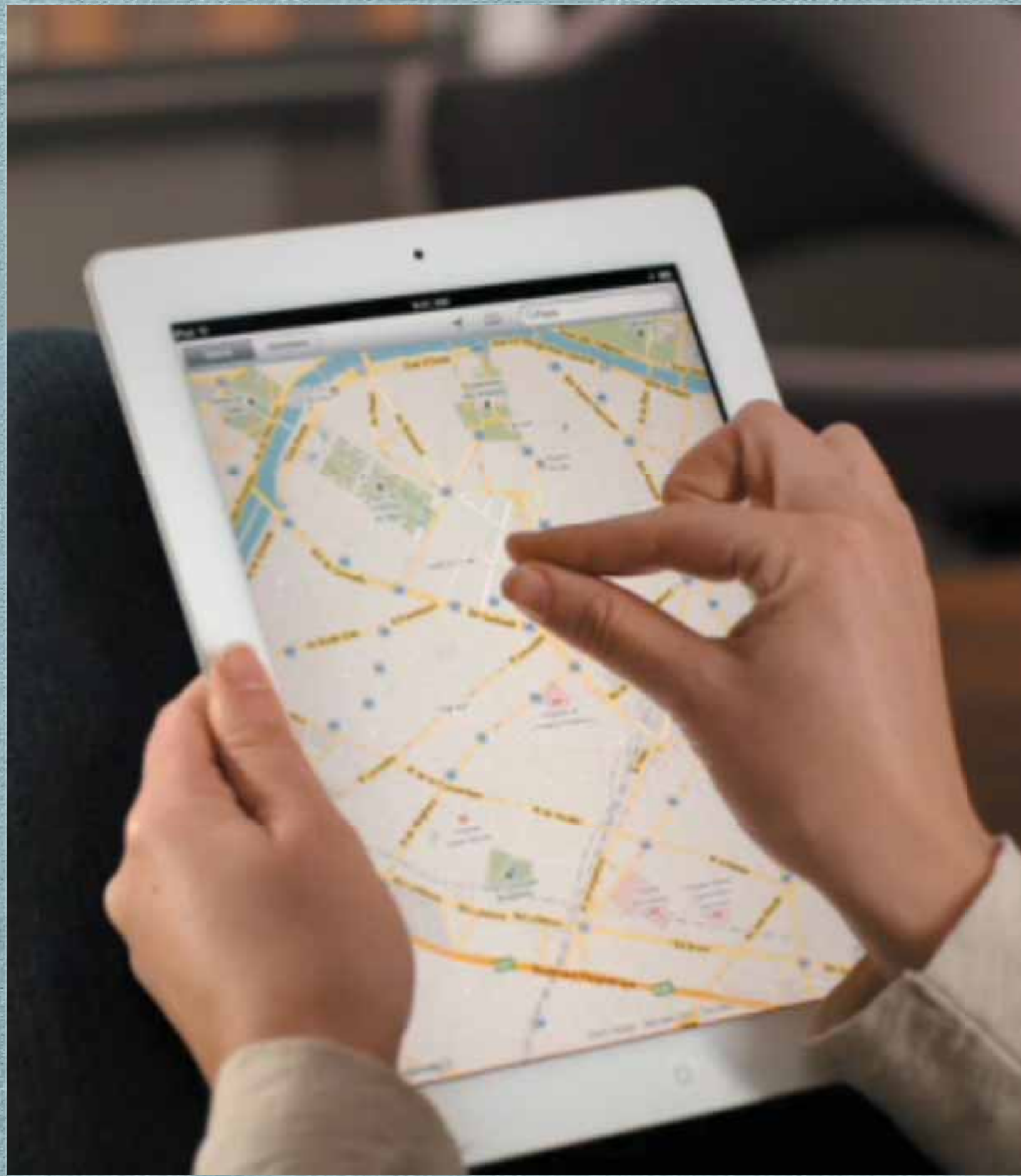
📍 +

Adds spatial intelligence

Providing tools

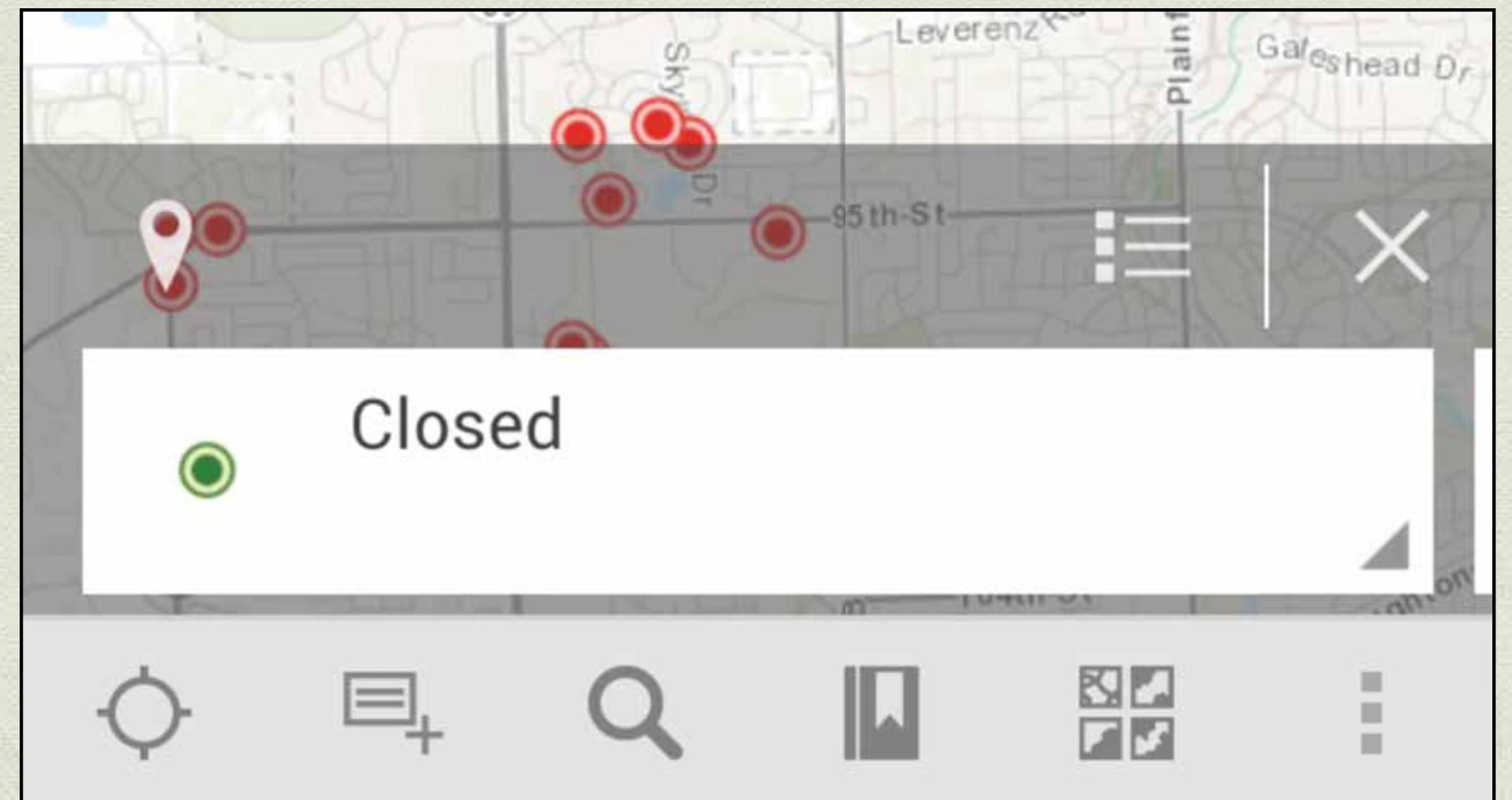
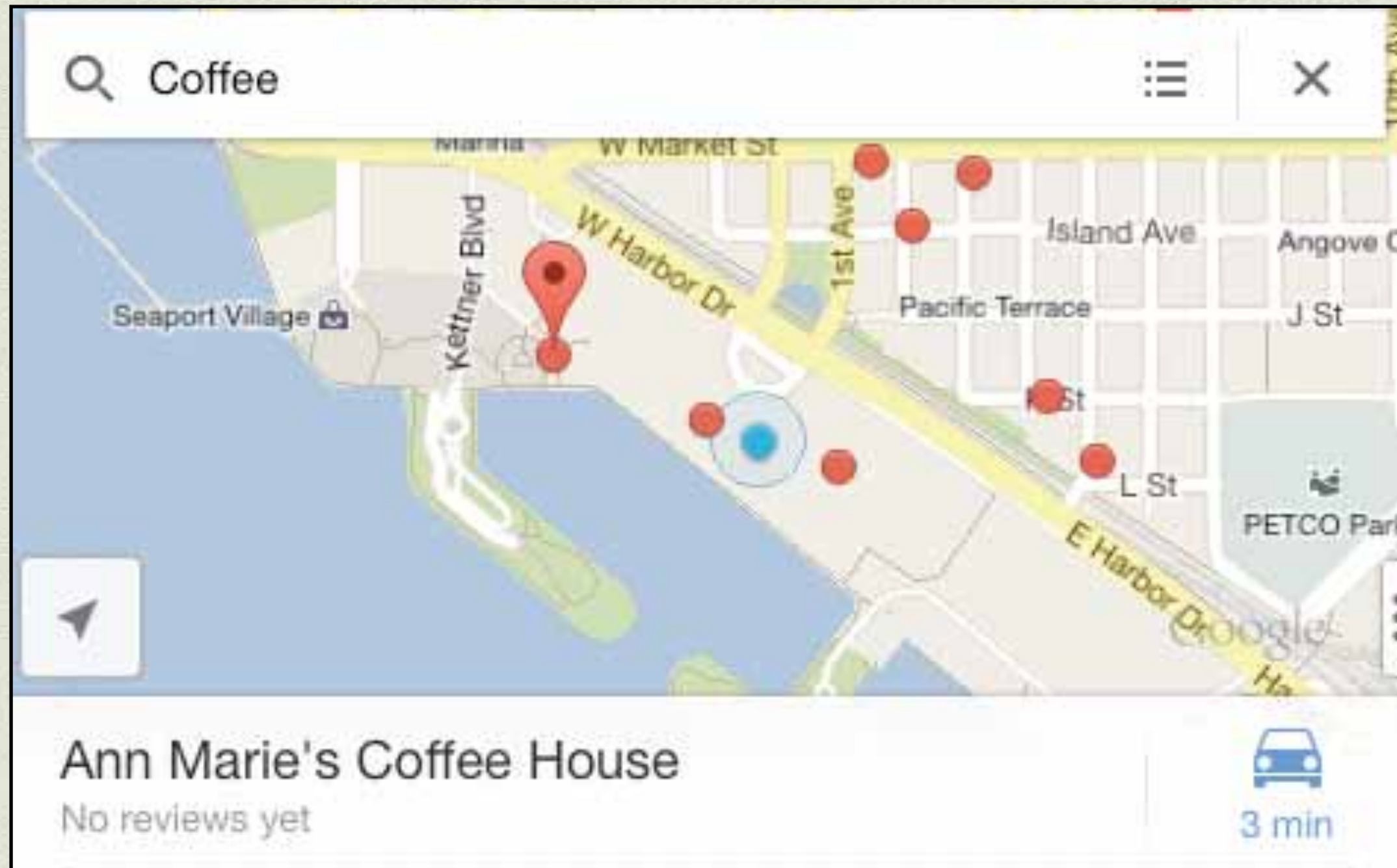






Gestures

Showing info

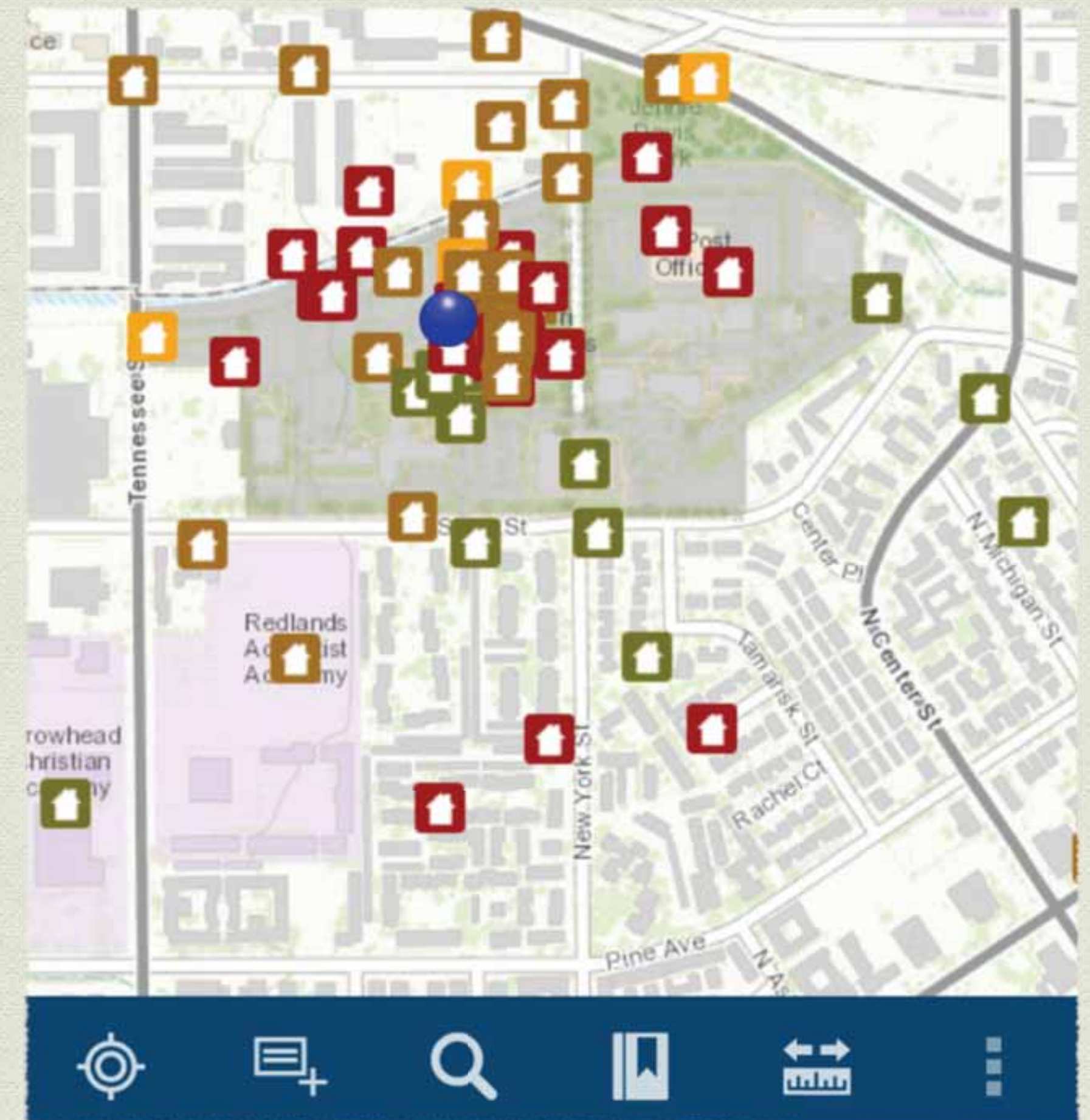


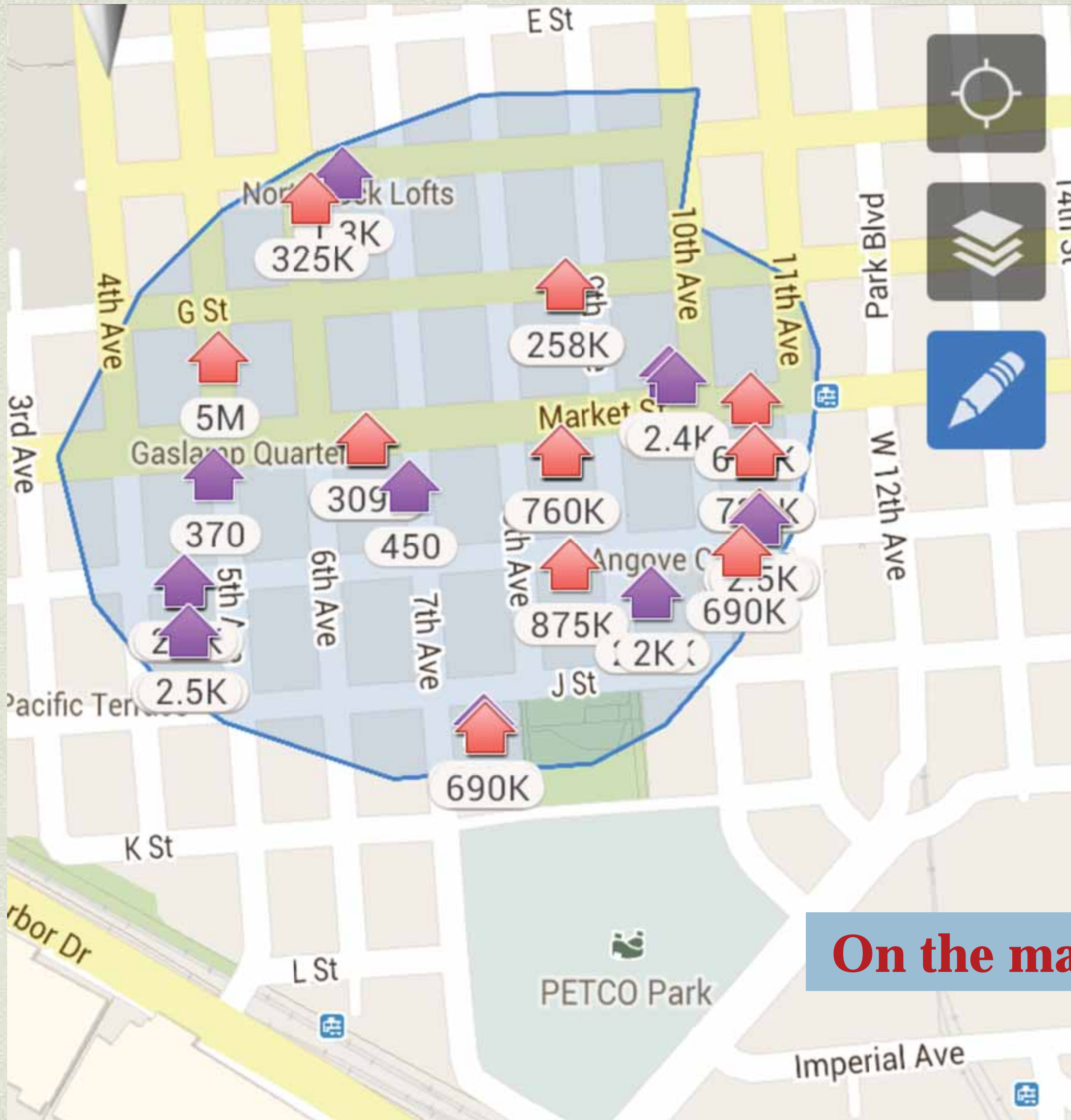
If you must....

F - frequent

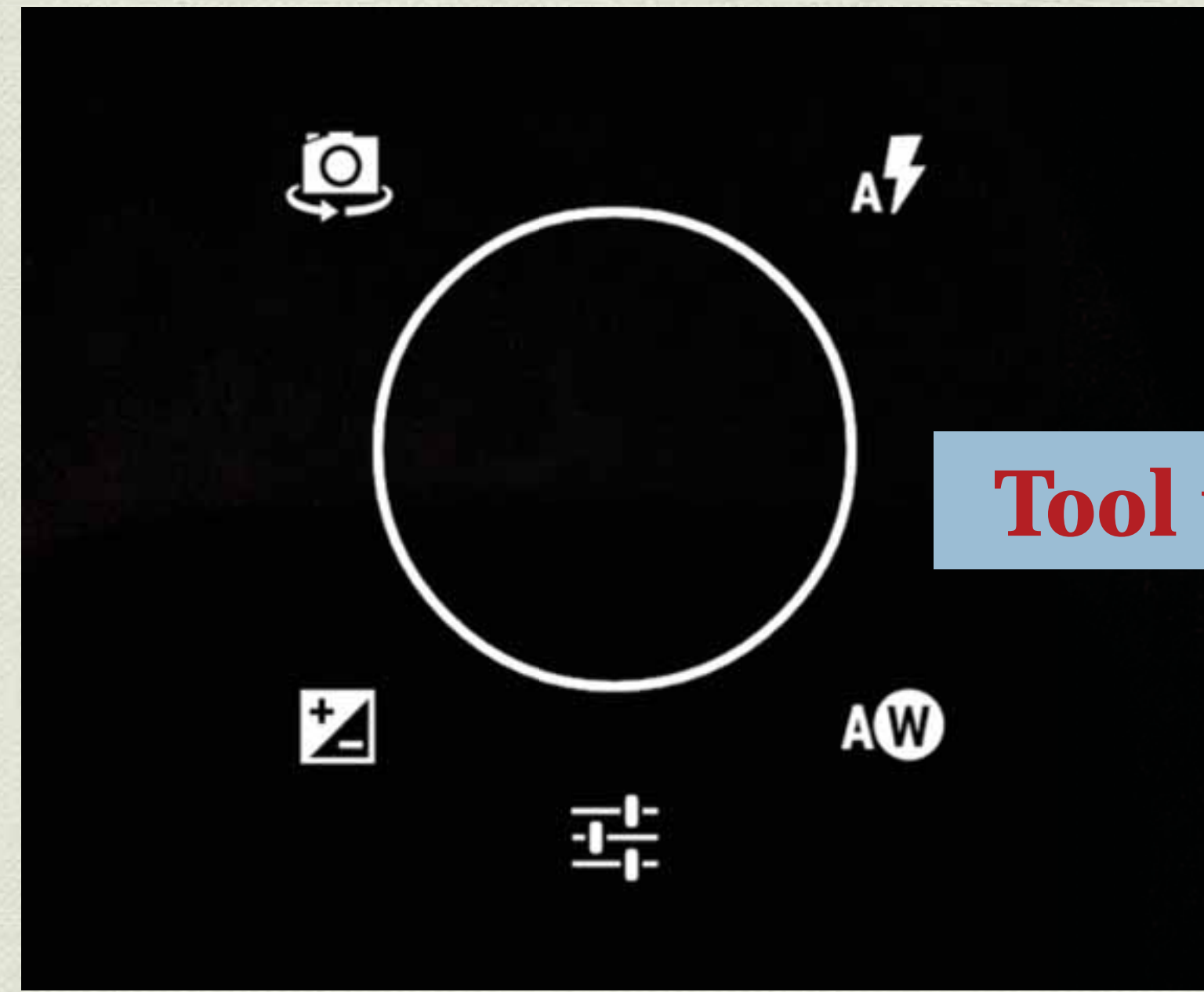
I - important

T - typical

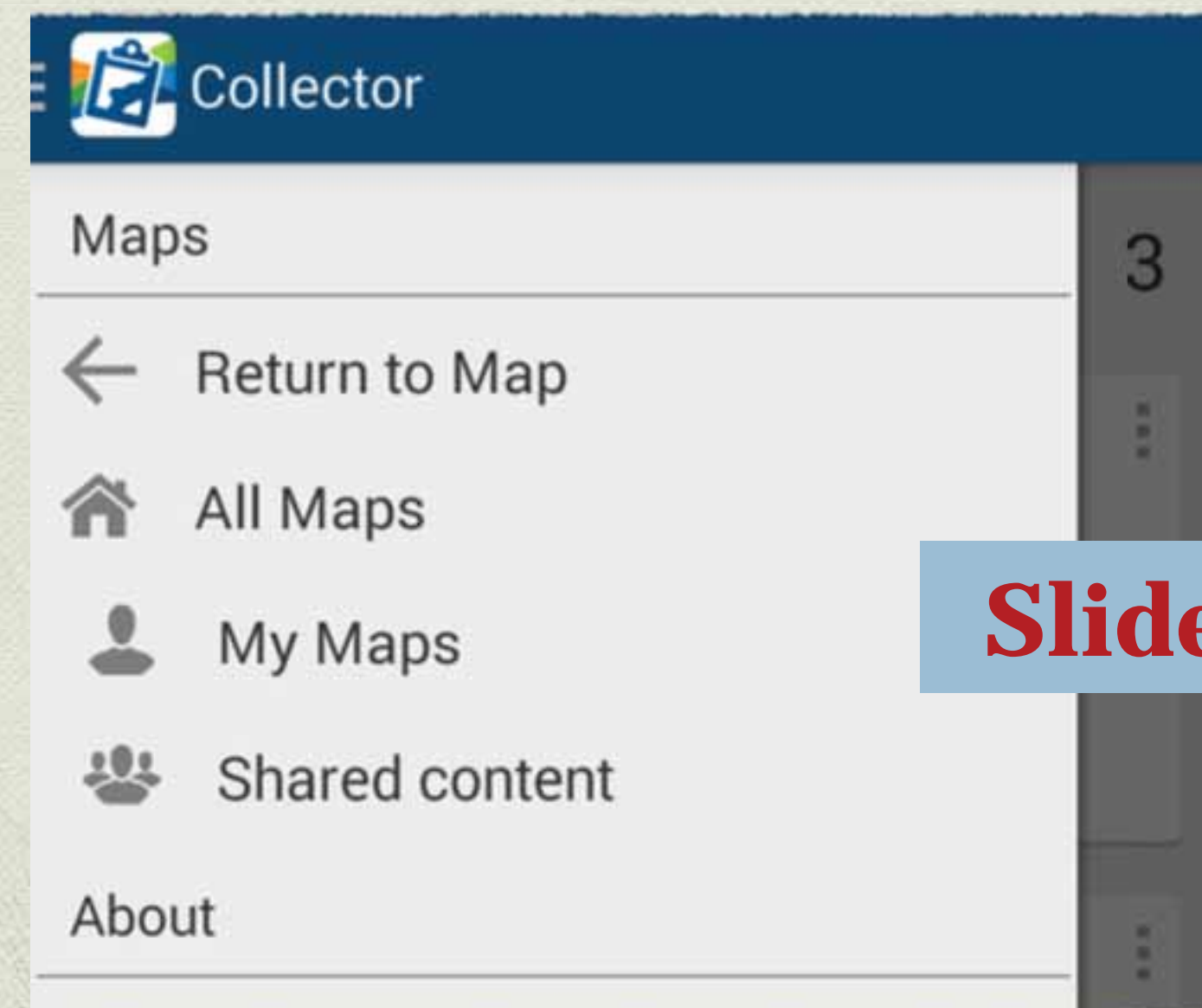




On the map?



Tool wheel?



Slide out?

more info:

<https://developers.arcgis.com/android/guide/design-considerations.htm>

Determine what pattern you are implementing



Ensure your mum can use it