Mobile Apps for Libraries

Internet Librarian
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A Look Ahead...

- Native Apps versus Mobile Apps
- A Conversion Story
- Demo
- Getting Started
- Future Development
Native Apps

- Installed on the iPhone or Device
- Access to the hardware (speakers, accelerometer, camera, etc.)
- Written with Objective-C (Apple)
- "App Store" or Proprietary Distribution
Mobile Apps

- Web site that is specifically optimized for the iPhone or mobile device
- Built with standard web technologies
- Available at a URL
- Speedy debugging and development
Mobile

v.

Native
A live mobile web app...

**Demos:**
Terra - lifeonterra.com
Terra mobile - lifeonterra.com/m/

MSU Flickr - flickr.com/photos/msulibrary/
MSU Flickr mobile - lib.montana.edu/~jason/files/mobile/

**Code Samples:**
http://www.lib.montana.edu/~jason/files.php
A live mobile web app...

Terra - lifeonterra.com

becomes

Terra mobile - lifeonterra.com/m/
functional

essence

necessary primary core essential

simple
Best Practices

- Respect URL
- Secret sauce - `<meta viewport`
- Know your devices (320 and 480)
- New interface = touch
- Whitespace is your friend
- Economy of language
- Only Essential App Functions
Future Development

- HTML5 and CSS3
  - Geolocation in Browser
  - Native Video
  - Native Audio
- Testing for interest
- Testing across devices
Contact Information

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