EuroSciCon

Fluid Lesson Plan for Teaching Mobile Application Design

Linh Dao

[1] *Monmouth University*

Abstract (not more than 300 words)

How do designers and design practitioners teaching in higher education adapt to the ever changing nature of technology as they teach design application for the mobile devices? Given that this is a rather traditional space that has been focusing on print format for almost the entirety of its history, the change is much needed and is no doubt a drastic one. How should mobile application design be taught in the traditional space of print design in the way that it is both natural to both instructors and students who come from a print design background? In this article, I propose a fluid lesson plan that is adaptive to most recent changes of mobile technology with the right amount of both graphic design and information design. It aims to prepare students with both a vocabulary to understand the technology, to communicate, and with the design skills to realize an idea as mockups within a semester.

Keywords—*Mobile Application Design, Fluid Design*

Professional Biography (100-150 words)

Linh Dao completed her M.F.A from the University of Texas at Arlington with a long list of getting involved in multiple grants, both regional and national. She is a design practitioner and creative developer from Dallas/Fort Worth. Her core profile is in visual communication design. Her expertise is in branding and identity, packaging, user interfaces design, video game design and virtual reality platforms. Her list of clients includes Starbucks, America Scores, and California Pizza Kitchen. She is currently teaching full time as a specialist professor at Monmouth University in New Jersey, United States.



Paste your Photograph here

Email Id:

Any Comments: