



Three Campuses, Three Mobile Solutions

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Three Campuses, Three Approaches

- UIC: Vended
- UIS: Hybrid
- UIUC: Native, mobile web and mobile responsive approach



Key Terms

Native application: written for a specific platform, such as android, iOS Windows; downloadable from app stores

Hybrid applications: written in HTML, Java; write once, write anywhere (WORA); downloadable from app store

Vended Applications: have similar looks unless you have a few extra dollars to spend; ATT app; downloadable from app store

Mobile Web applications: display best on handheld

Mobile responsive websites: website that dynamically adjust to fit any screen



UIC

- UIC chose to work with ATT and modo

Pros

- Quick delivery of functioning products on IOs, Android and mobile web
- No application development support required
- Ability to unveil large feature set in v1.0
- Built-in features that may have been difficult or taken time to develop in house
- Integration with 3rd party services such as DoubleMap bus tracking, athletics website, Twitter, Facebook, Flickr, YouTube, library catalog system, Blackboard

Cons

- Less control over features and troubleshooting issues
- Still requires significant skilled IT support
- Bland look and feel
- Have to wait on vendor to introduce new features



UIC: Future Plans

- Addition of facilities module
- Integration with Blackboard
- Expansion of mapping module
- Refresh with new campus branding



UIS: Hybrid

- HTML5, CSS3, JavaScript are commonly used
- Webview capabilities have improved
- “Phone gap” helped bypass native skillset hurdles
- In-house development allowed for freedom of features
- Other PhoneGap apps are available in store

Future plans: to get app on Windows



UIUC

- Native and Web approach
- The approach customers wanted → positive feedback received from customers
- Provided higher quality user experience
- Found hybrid to be slow, difficult to debug, didn't meet Apple/Google standards
- Access to gestures, Raphia's, animations, built-in components, robust accessibility support
- Native apps in Stores
- UI Dining and Chicago WaterWalk



UIUC: Future Plans

- More native apps in queue
- Deploy departmental apps
- Real-world training for AITS staff
- Ability to process credit card payments
- Reevaluate hybrid tools
- Explore evolving technologies



Food For Thought

- The approach that is right for your app depends on a variety of factors.
- There is no single silver bullet solution for every project.
- Time, money, and expertise are always limitations.



Three Tips For Customer Satisfaction

- Involve users early and often
- Make essential data a priority on a small screen
- Test your app outdoors and without a connection

