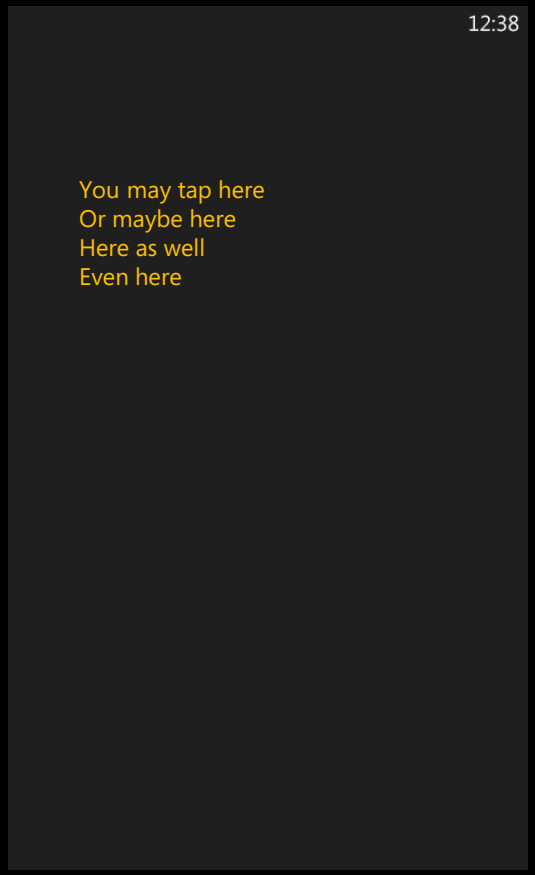
Top 20 UX mistakes to avoid when creating WP7 apps

Space between touchable items and size of items too small



Minimum font size is 15 pt.

Recommended touch target size is 9mm

Minimum touch target size is 7mm

Minimum spacing between elements is 2mm

Visual size is 60-100% of the touch target size

Panorama versus Pivot control





Pivots are:

Efficient

Focused

Habitual

Examples: email, calendar

Panoramas are:

Expansive

Explorative

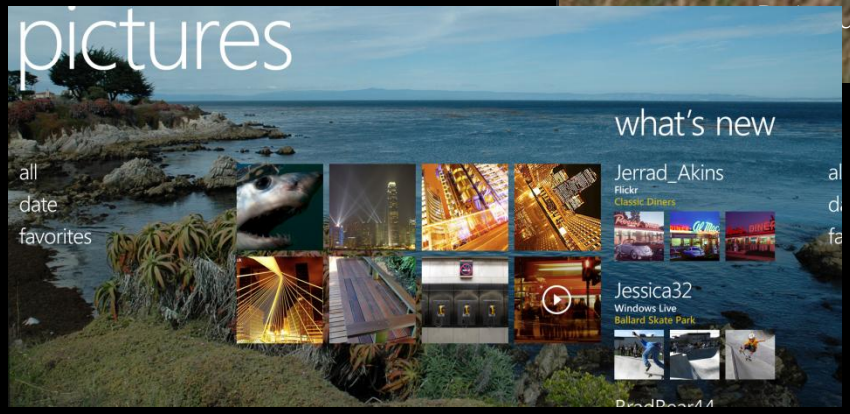
Dynamic

Examples: games, photos

Panorama miscellaneous mistakes

-Content overflow
-Using app bars
-Background too noisy
-Multiple scrolling





Entice the user to explore, provide a small set of tasks at this level that are fresh, dynamic and compelling. Exploration turns to focused task.

Going pivot happy

- More than six pivot sections
- Unresponsive clogged infinite content

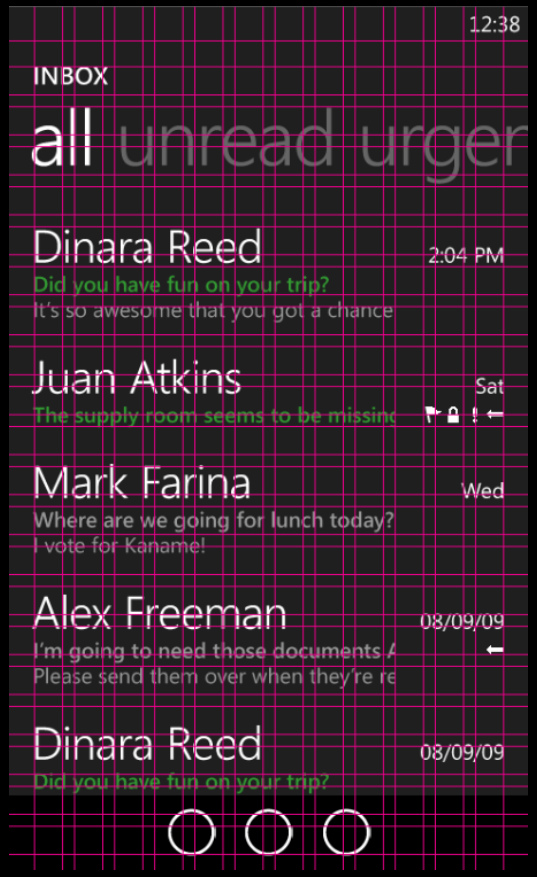


Home button



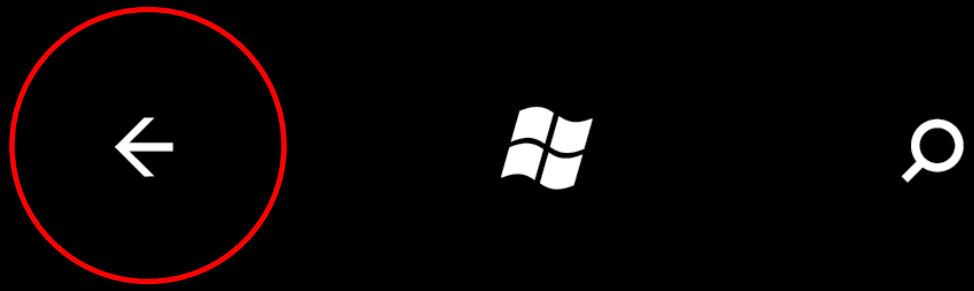
Main screen should be ideally not more than two “backs” away.

Layout misalignment



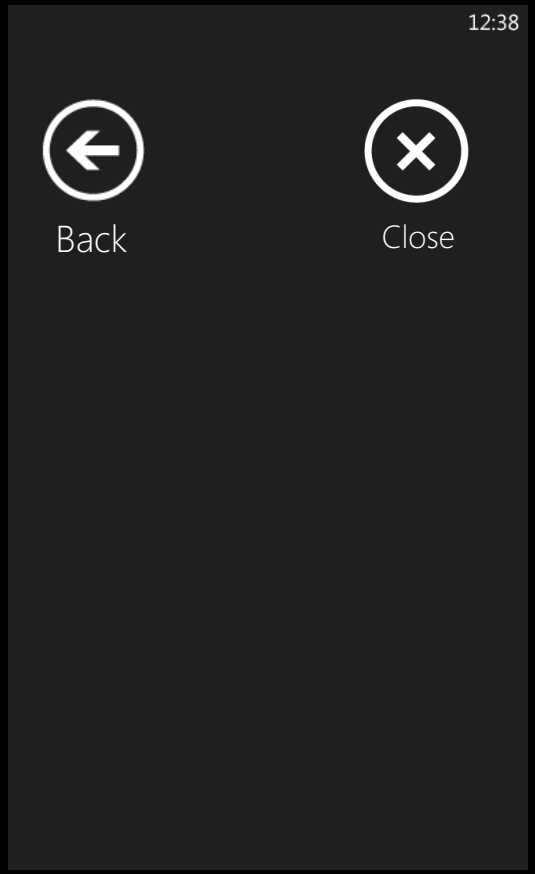
Follow WP7 layout guidelines or at least use a grid system

Back stack



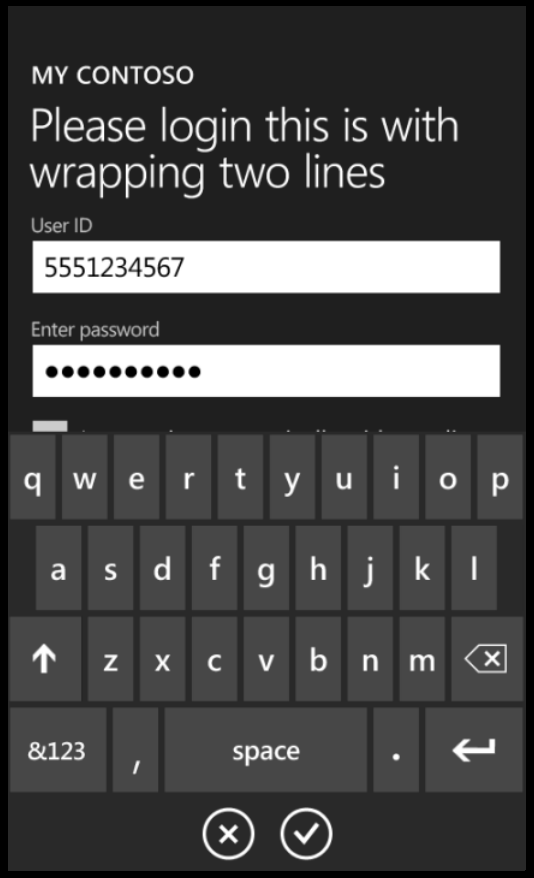
Take back stack into account when designing the app

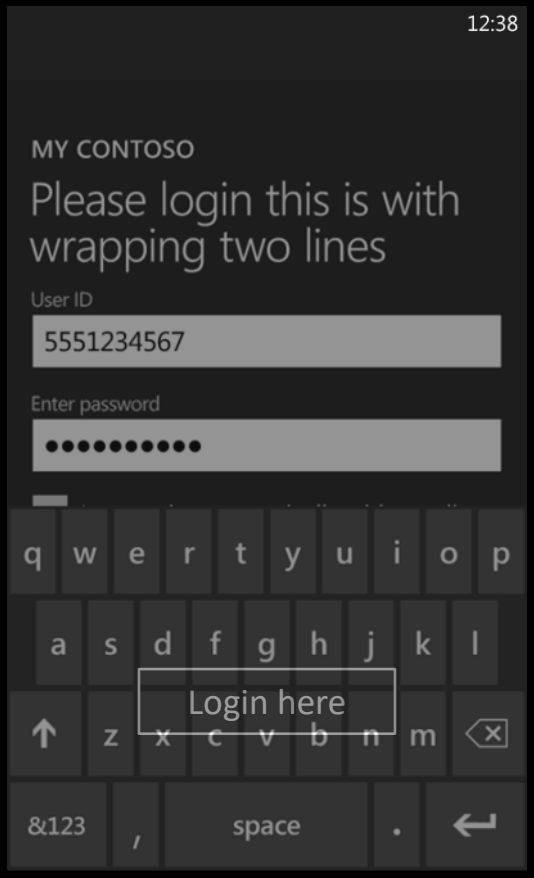
Close or Back button on screen



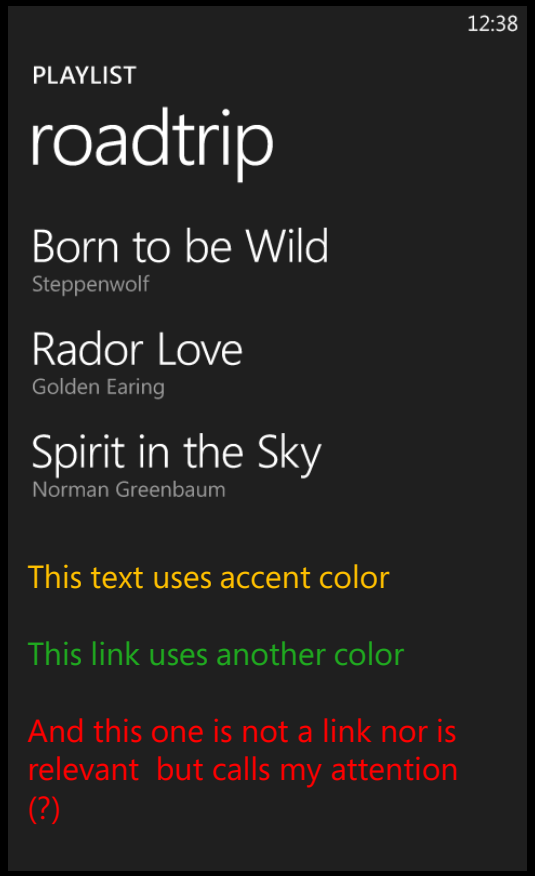
Close or Back are handled by the hardware back button

Buttons hidden under keyboard



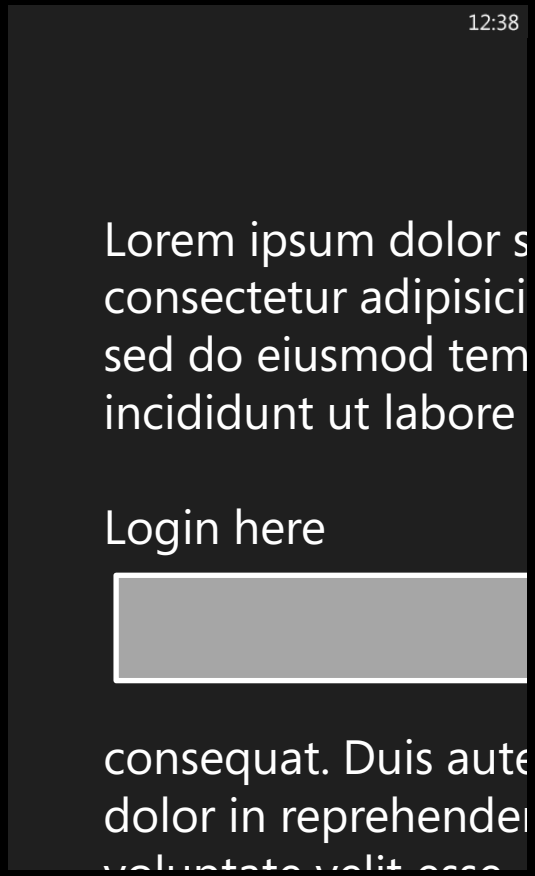


Use of the accent color.



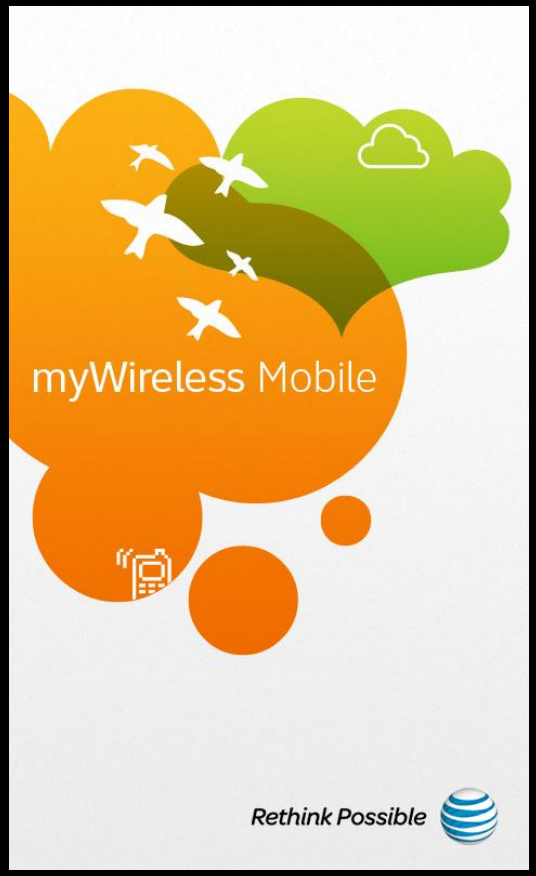
Accent color could be used to highlight content that can be touchable or not, make sure you define a visual language and apply it consistently.

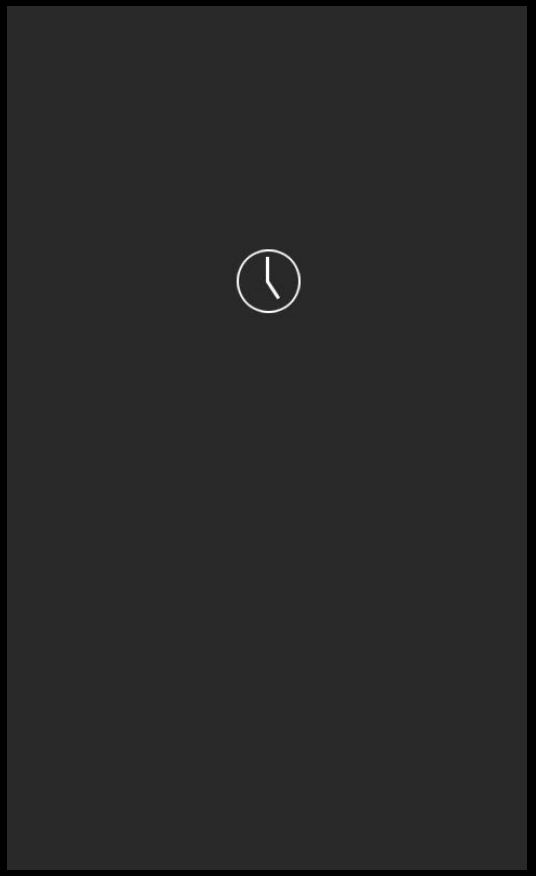
Embedded web content behaving as web browser content



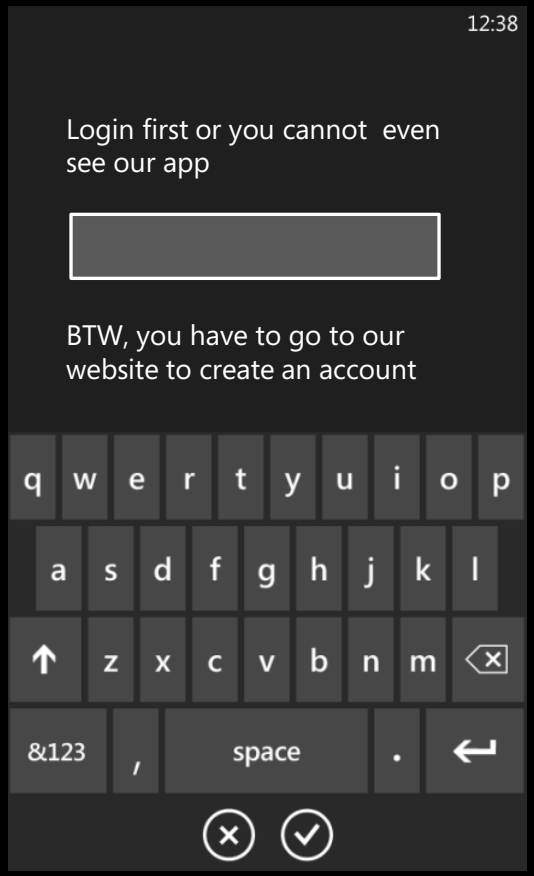
User doesn't expect app content to behave as it was using the web browser, don't have them pinching or double tapping to read or navigate content.

Using the default splash screen



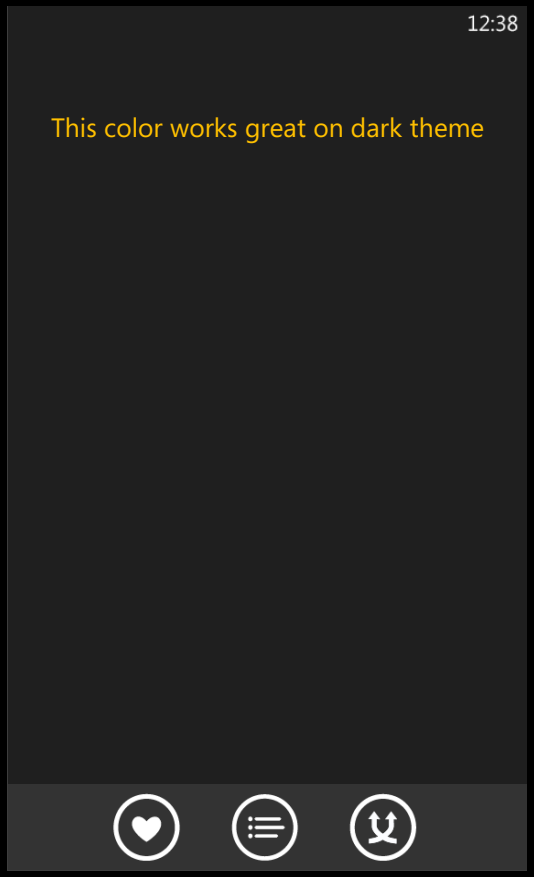


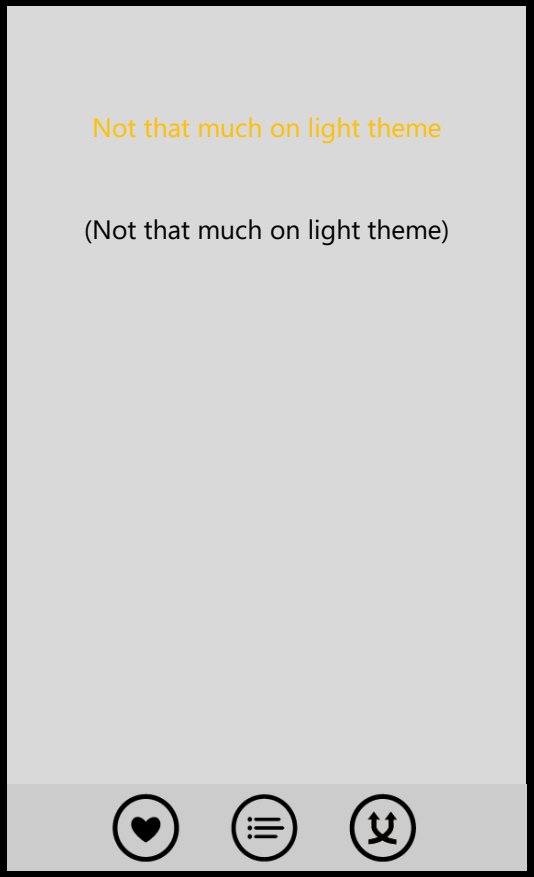
Login needed to enter the app



Your app will be downloaded by many users that know nothing about it, make sure you reach them right away, have them sig-in when absolutely needed.

light theme support





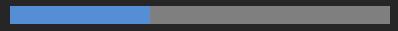
Make sure your assets and colors work well with both light and dark themes, if your app has a strong dependency on a color palette, lock it to one.

Misuse of common controls

my panorama

Toggle



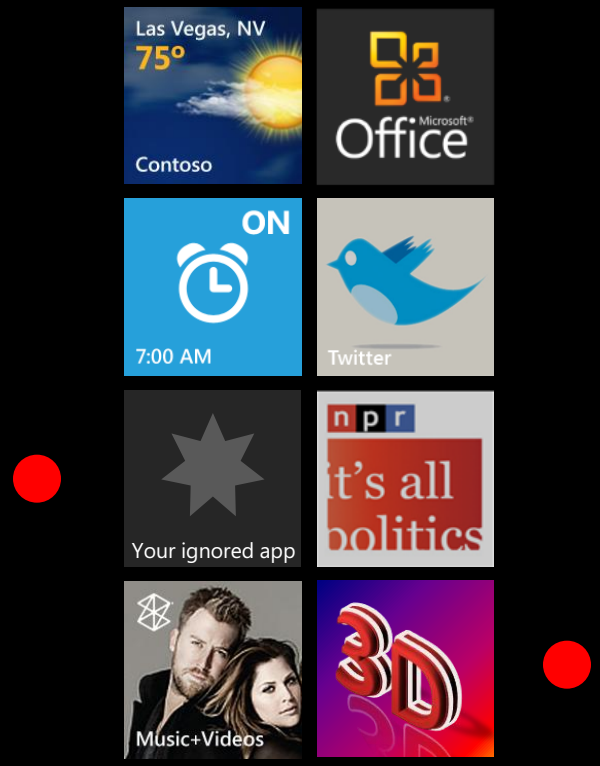


Slider

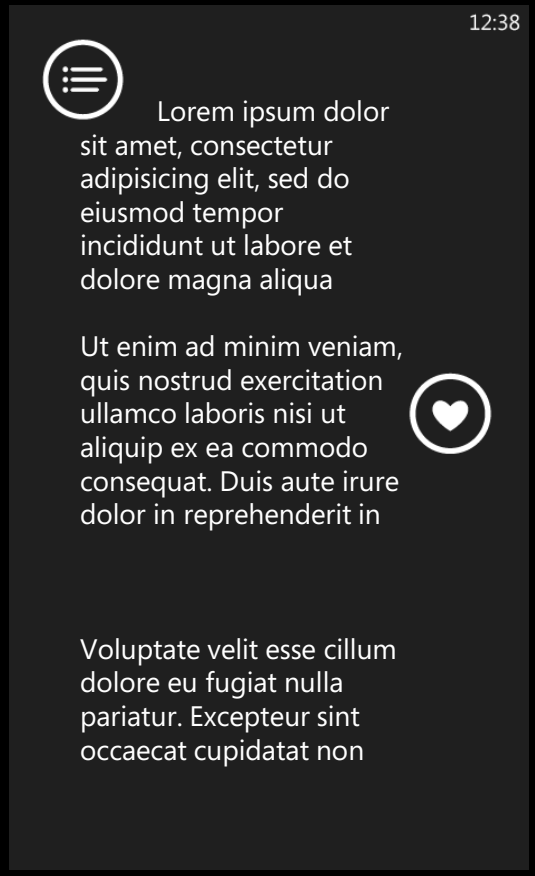


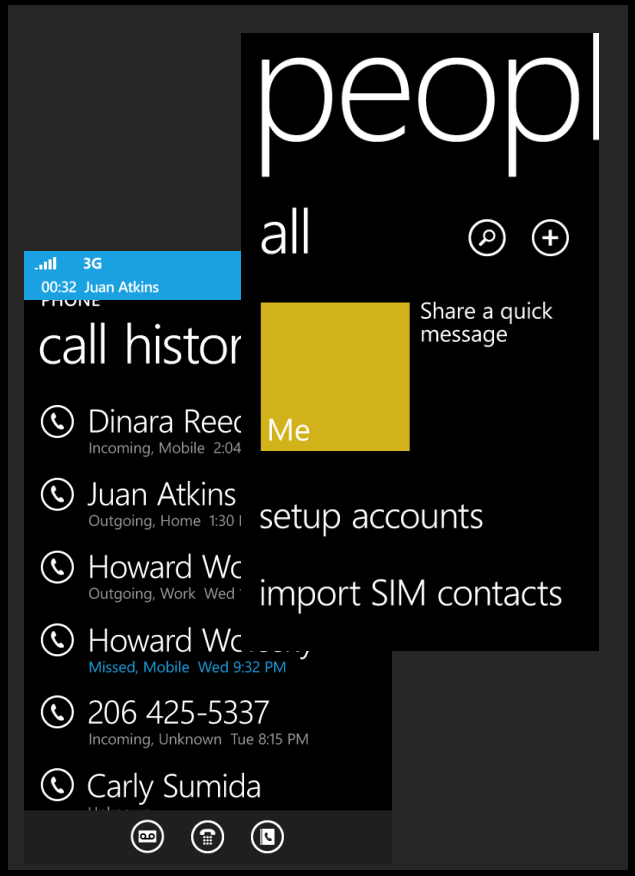
Whenever possible use the WP7 library of common controls and make sure gesture controls don't conflict with each other.
Like using sliders, toggle or map controls on panoramas or pivots

Bad start icons or not icons at all



Floating buttons





Buttons should be placed on the app bar or specific places like headers or list items

No feedback on touch (tilt effect)



The tilt effect provides additional visual feedback to the user confirming that the interaction was understood and in progress.

No progress bar indicators



If data loading takes more than 2 ", a progress bar is needed to inform the user that the app is working.

Bad performance

