

Most of these articles can be found on the Nokia Forum site.

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## S60

[\[S60 UI Style Guide \(PDF\)\]](#): Just what it sounds like.

[\[Series 60 Usability Guidelines for J2ME Games \(PDF\)\]](#): This is a really useful document. Many issues addressed will be useful to not only Flash Lite developers but creators of small advertising or content based application. Also includes sections on game experience and gameplay.

[\[S60 Platform: Visualization and Graphic Design Guidelines\]](#): This document discusses graphic design for the mobile world including use of color, contrast, animation, and icon design, and gives tips on how to make the most of the small screen of a mobile device. The example images relate to the S60 platform and the QVGA display resolution, but the same design principles can be applied to virtually any mobile platform, device, or display.

## Games

[\[Turn Limitations into Strengths: Design one Button Games \(PDF\)\]](#): Short but useful article with reference to an old [\[Gamasutra article/tutorial\]](#) and a great quote by Noah Falstein "When you find yourself constrained by a difficult circumstance or combination of limitations in design, look for a solution that turns those very limitations into a fun solution. Try to make the limitations work in your favor, not against you."

[\[Top 10 Game Usability Guidelines\]](#): From the Nokia Forum Usability section.

[\[Designing Single-Player Mobile Game \(PDF\)\]](#) : Interesting little white paper discussing theoretical and practical issues in the design of single player games for mobile devices.

[\[Mobile Game Playability Heuristics \(PDF\)\]](#) : An introduction to heuristics as they apply to mobile games.

[\[Mobile Game Graphics ? Overcoming the Small Screen Challenge\]](#): Best practices and visual examples related to designing games for small screens.

## Java ME

[[User Experience Checklist for Java ME Applications\(PDF\)](#)]: A good reference with headings to indicate which checklist items apply best to which OS or type of application (ie. games etc.) Lots of good stuff including handy tips like ?Application has been tested with actual end-users, not just in-house developers, The user is not forced to guess the right format for information and Obscenity or foul language is not used.? LOL!

## Mobile Web

[[Designing XHTML MP Content \(PDF\)](#)]: Includes a checklist of ?top guidelines for optimizing mobile XHTML services? as well as details on each XHTML MP element. Found through the [[W3C Mobile Web Best Pactices](#)] reference section.

[[Nokia Web Browser Design Guide](#)]: A 5 part series discussing features, design and best practices in development for the Nokia mobile browser.(A PDF version is [[also available](#)].)

[[Browsing on Mobile Phones](#)]: Short paper from Nokia discussing usability as it relates to mobile web content and the Opera-style single column layout.

## Culture and Internationalization

[[Usability Culturally Speaking](#)]: Short paper by Nokia introducing common issues such as differences in text direction, colour usage, iconography, number and date conventions etc.

## Books on Mobile Design

[[Designing for Small Screens](#)] by by Carola Zwick and Burkhard Schmitz is a good introduction to visual and interaction design for small screens. Includes lots of great visuals!

[[Mobile Interaction Design](#)] by Matt Jones and Gary Marsden includes a good history of mobile design as well as in-depth guidelines and case studies.

[[Personal Content Experience: Managing Digital Life in the Mobile Age](#)] by Juha Lehikoinen, Ilkka Saminen, Antti Aaltonen , Pertti Huuskonen (all from Nokia) Includes a chapter on UI and interaction design. --[Yiibu](#) [steph](#) 18:49, 31 May 2007 (UTC)