# Designing Moodle Courses for Mobile

GET THE RIGHT BLEND

Consider what parts of your teaching you want to deliver via mobile.
Is it feasible for the student to complete the chosen activities on a mobile?
Is the expereience better or worse than the desktop?
How can you make it better?

CONSIDER THE DEVICE

Think about the smallest screen.
What does 2000 words look like on a mobile?
Avoid using text on images as it shrinks on smaller devices.
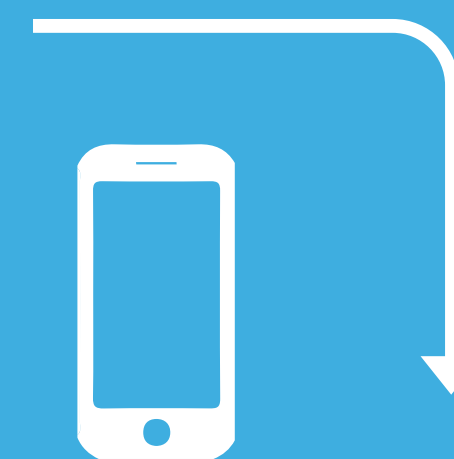
BREAK UP CONTENT

Break up content into sections.
Use books or pages.
If you can't sacrifice content, then make it easily digestible.

MAKE IT TACTILE

Create your own navigation and work flow. Use iconography as links to resources . Add "Call to Actions" at the end of resources to aid navigation.

ENCOURAGE MOBILE USE

Design activities that encourage mobile use, e.g assignments that use the phone camera, audio clips, podcasts, eBooks & HTML5 video.

TEST WHILE BUILDING

Continually test your build.
Use the Opera Mobile Emulator or Web Browser extensions that simulate a mobile device.
Or even better, use a real phone.
Ask yourself, "Does this really work?".

DESIGN WITH THE OFFICIAL MOODLE APP IN MIND

Favour resources and activities that play well with the current Moodle App. Such as Pages, Books and now offline SCORM activities.

Remember, mobile is more than just responsive design.

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