



## Looking at the future

# Mobile accessibility and other new technologies

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## Putting your intranet on the road ...







## Mobile v Mobile

### What is mobile?





























## What should you consider before moving into this space?





## What are people using already?

- Smart phones?
- Mp3 players?
- iPads?
- Tablets?
- eReaders?















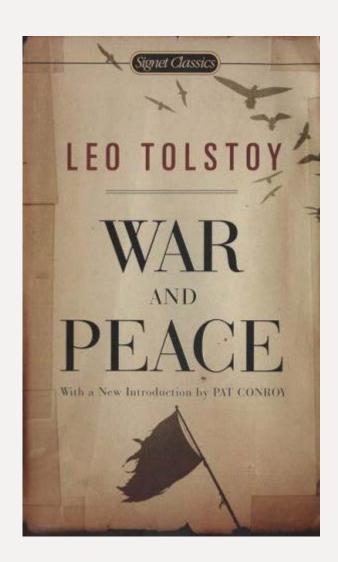
- Experiences need to be streamlined if using mobile technologies
- Need a clear set of tasks
  - Watch a video
  - Visit a webpage
  - Respond to a comment







## **Activity 1: Great literature**





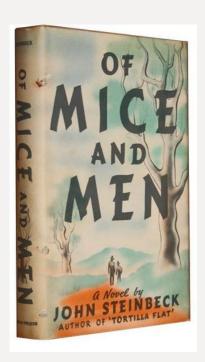


## Activity 2: Great literature reprised

Aw, Lennie. First you squash the mouse and now you've gone and squashed the girl. I'm gonna have to kill you." "What about the rabbits?

(135 characters)





## Activity 3: Literature again ...





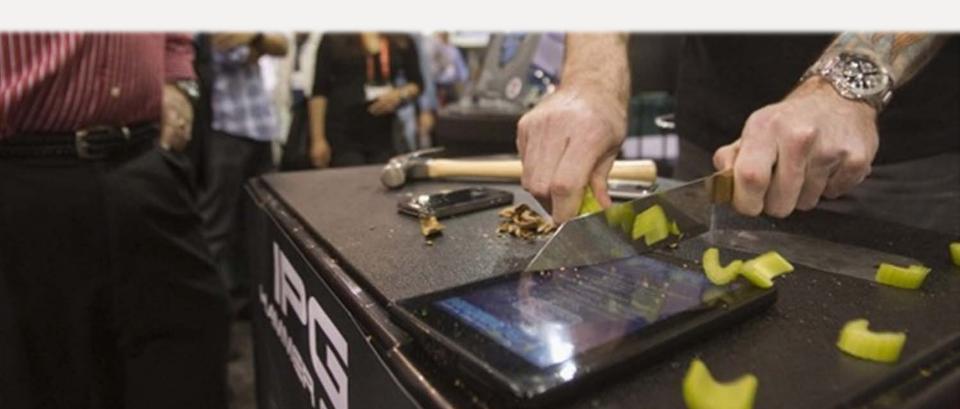






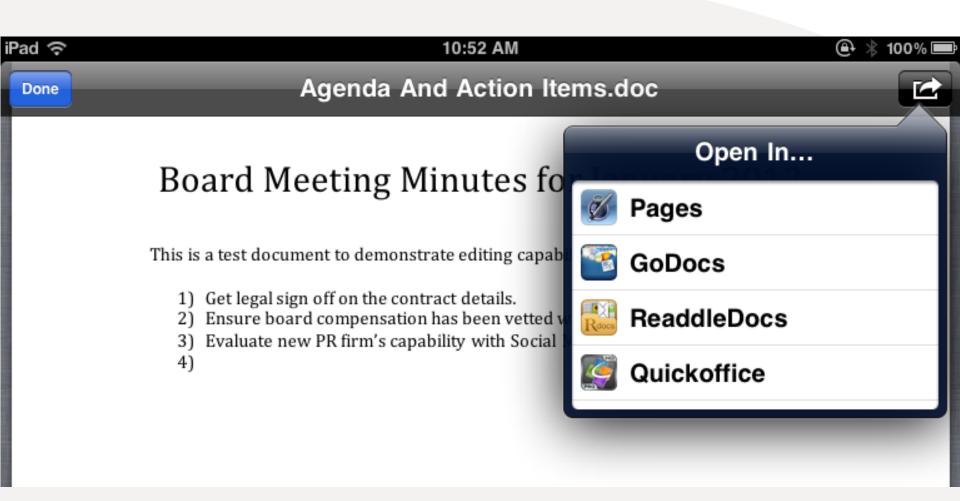
## Can't replicate systems ...

 Making existing systems mobile means they will lose richness of features













# Formatting for content on the move; is your content concise and easy to read?



## But ...





# Is being mobile about doing ... or reading?

Commenting
Photographing
Speaking
Viewing
Messaging







## If you're not in the office ...







## Considering video and audio delivery to boost interest ...







## What will people need on the move?

It's not about what you can keep, but what you can lose ...



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## What does #Success mean to you?

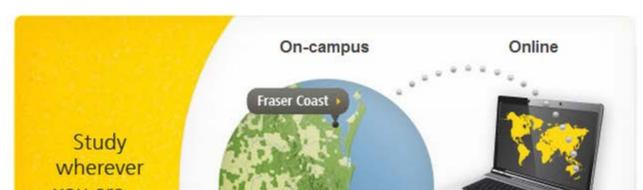
### Begin study in July

Applications are now open for Semester 2, 2013. Achieve #success and apply now.

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#### Degrees and courses

Sciences

**English Language** 



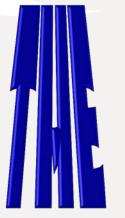
Information Technology

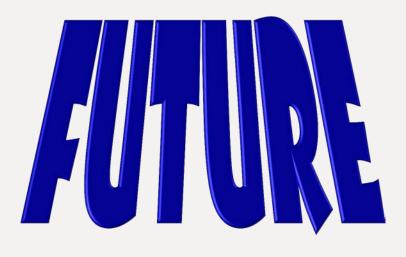
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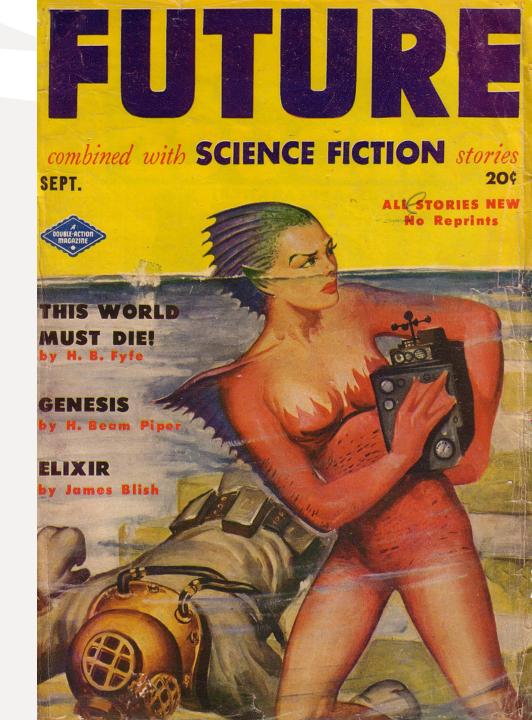




# Just what I need and nothing else











## About people not artefacts







The world is open ...







Tagging is king ...







## User generated content







It's gotta work!







Is in the Cloud





## **AUGMENTED REALITY**













## Virtual worlds ...

- Virtual meetings
- Staff Development





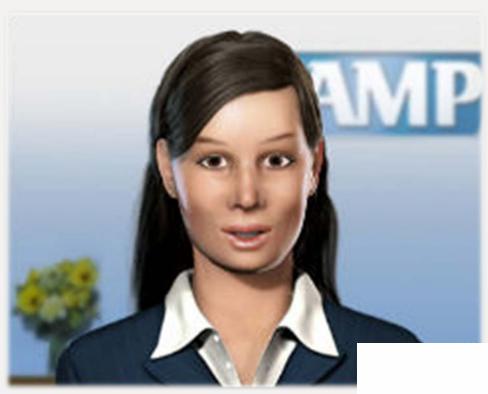




## Artificial intelligence







Mycybertwin.com





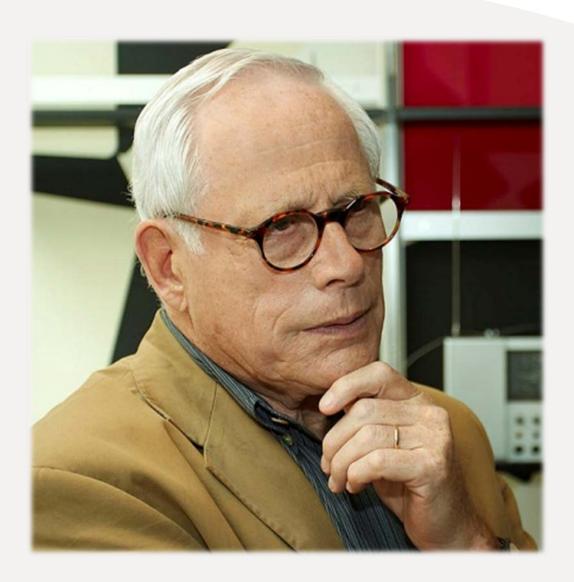


## One last word ...





## Design is key ...







## Good design ...

- 1. Is innovative
- 2. Makes a product useful
- Is aesthetic
- 4. Makes a product understandable
- 5. Is unobtrusive
- 6. Is honest
- Is long-lasting
- 8. Is thorough down to the last detail
- 9. Is environmentally friendly
- 10. Is as little design as possible





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