Version 0.1 of the presentation

Bridging the Gap Between Desktop and Mobile Publishing with Drupal Drupalcon London 2011





About ConsumerSearch

Part of the New York Times company

Traffic information

Drupal 5 -> Drupal 6

Mobile Site since 2011

Mobile Traffic

We Simplify The Complex Collect the best reviews Analyze their picks Recommend what to buy





About the speaker

Director of Technology at ConsumerSearch Twom

http://www.mobiledrupal.com

Expertise

- Solr Search
- Site Migrations
- Mobile Development
- Third-party integration
- Belgian cuisine

Module Maintainer

- Mobile Tools
- WURFL
- Bango Analytics
- Zendesk







Roadmap

Introductions

Mobile Penetration / Stats

Before Development begins

You have a Plan, now Development begins

Unleashing the Power of Drupal

Drupal Strategies & Architecture

Drupal Tools & How Tos

Mobile Testing Techniques / Tools

Q & A





Mobile Penetration

Facebook: 200M mobile users, 2x more active than Desktop users

Twitter Mobile: 50% of total active users, 40% of all tweets

Opportunities

Only 21% of Google's largest advertisers have a website that is optimized for mobile

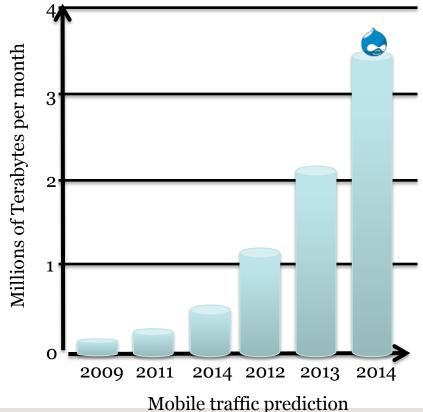
Communicate directly with consumers

Social Networking

E-Commerce

Additional Advertising Medium

Gaming





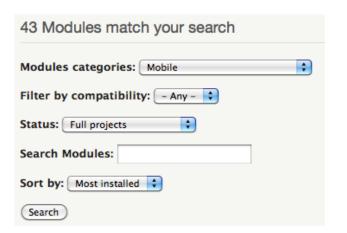




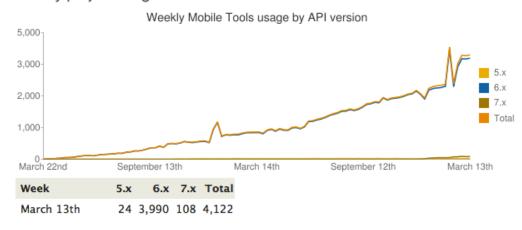
Adoption within the Drupal Community



(http://groups.drupal.org/mobile



Weekly project usage







Module Matrix

Todo: Matrix showing quick comparison between existing modules:

- Device Detection
- Theme switching
- Redirecting
- Mobile Theme
- Views Integration
- Panels Integration
- Context Integration





Drupal as a multi-platform CMS

Drupal not only targets Desktops, but also tablets and mobile devices

Flexible content model & templating engine allows Drupal to target multiple devices

Advantages of using Drupal as a multiplatform CMS

One content store for multiple platforms

Available tools
Mobile Tools
WURFL
Fusion Mobile
Context Module
Services







Drupal 6 / 7 / 8

Some context on the different versions





Drupal as a Desktop focus CMS



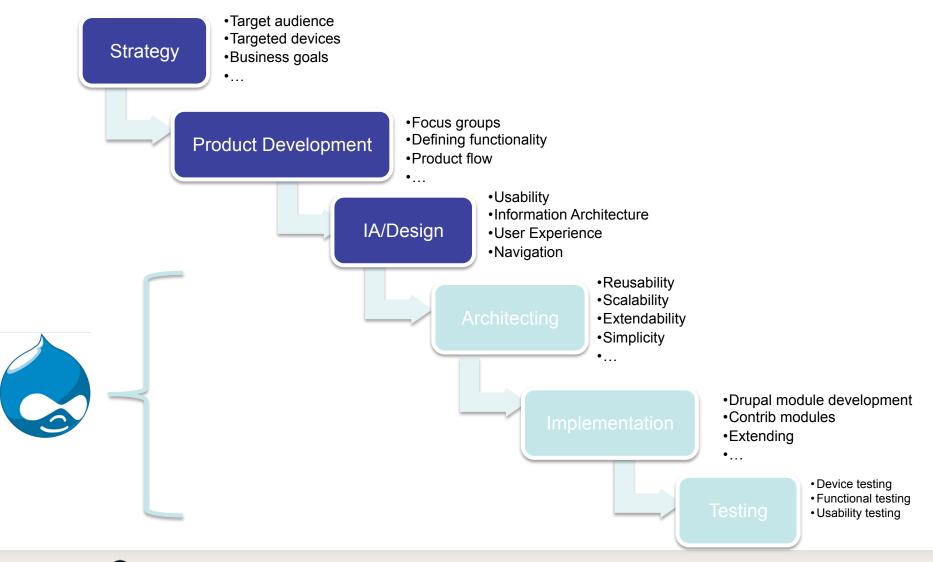


Challenges





STAGES OF CREATING A MOBILE PROJECT









ARCHITECTING FOR MOBILE





"APP" VS MOBILE WEBSITE

iPhone/Android/... App

Mobile Website





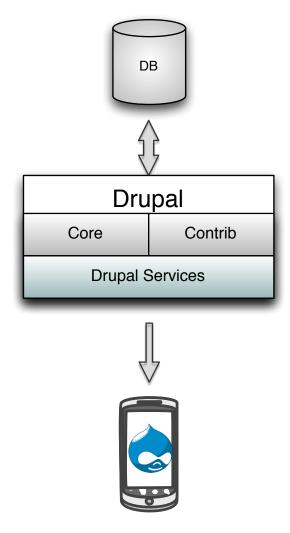


Drupal supports both strategies!





CREATING AN APPLICATION WITH DRUPAL BACKEND

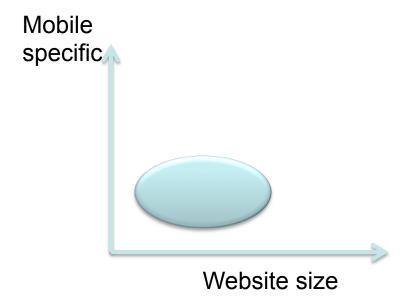






CASE STUDY: MEDIUM-SIZED NON-PROFIT

Give access to information to members on all devices
Focus on availability of content
Consistency of design across platforms is important
No specific contextual mobile functionality
Value device reach more than design







Creating a responsive template

Media Queries

Fluid CSS

Use Drupal Build Modes

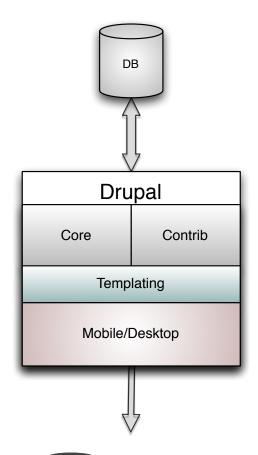
Context Module



Easy setup
Large reuse of existing infrastructure
Multi-content distribution



No mobile first approach
Desktop-focused default theming behavior
needs many changes to fit mobile context
Hard to create real mobile "experiences" or
contextual apps











Use Case: Product Company

Focus on getting crucial information available on mobile devices

- Product information
- Contact details
- Use cases

No specific contextual functionality

- User tasks are similar as on desktop

Need for very high usability and nice design

- Good responsive design must attract customers

Mobile specific

Website size





Creating a Mobile and Desktop Template

Create a theme specific for mobile and desktop

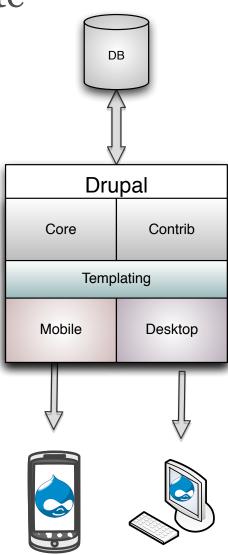
Share functionality across mobile and desktop



Easy to setup Large reuse of existing infrastructure Multi-content distribution



No mobile first approach Desktop-focused default theming behavior needs many changes to fit mobile context Hard to create real mobile experiences or contextual apps







Use Case: Big Hospital

Highly-contextual mobile site

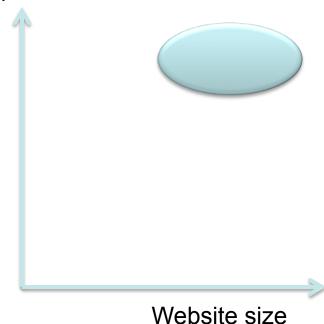
- Navigation through campus
- Make simple appointments through mobile
- Shared content store
- Strip down some desktop functionality

Complex Information Architecture

Reuse of content needed

- Doctors' contacts
- Divisions
- General information

Mobile specific







Multisite installation

Create a theme specific for mobile and desktop

Maintain separate configurations for mobile and desktop

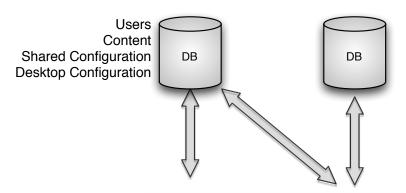


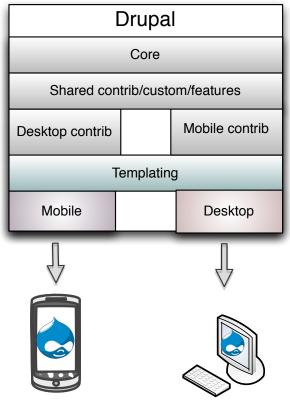
Room to create a highly-optimized mobile experience

Large reuse of existing infrastructure Multi-content distribution



Harder to setup and maintain

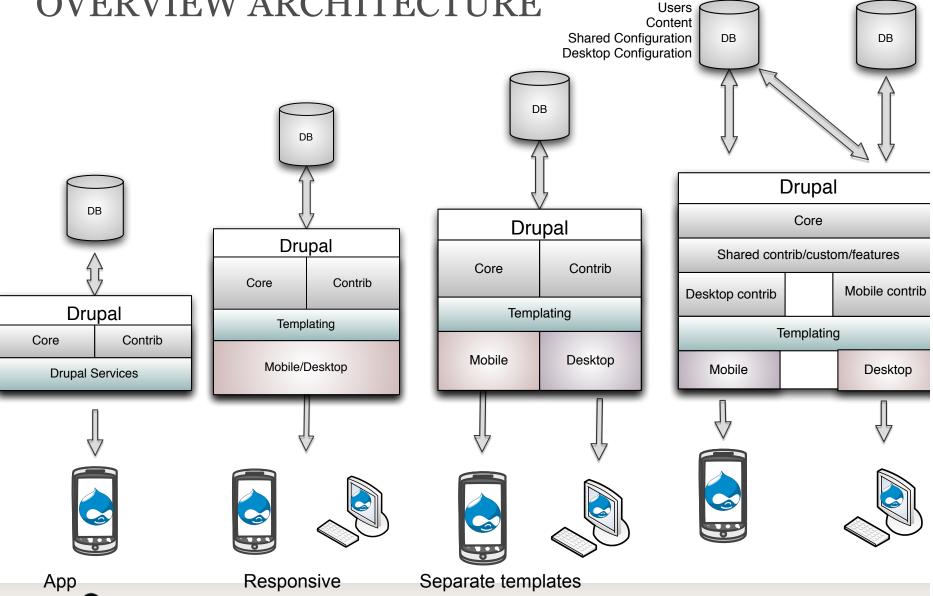








OVERVIEW ARCHITECTURE









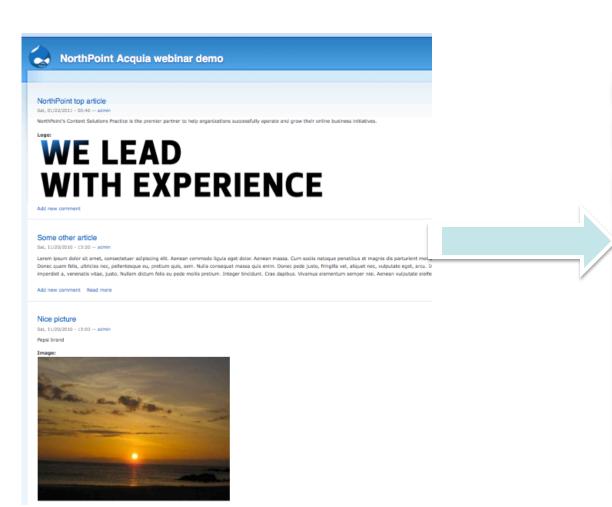
Step-by-step approach

IMPLEMENTATION: CREATING THE MOBILE SITE





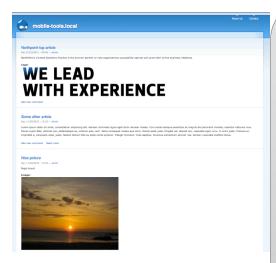
STEP-BY-STEP: FROM DESKTOP TO MOBILE

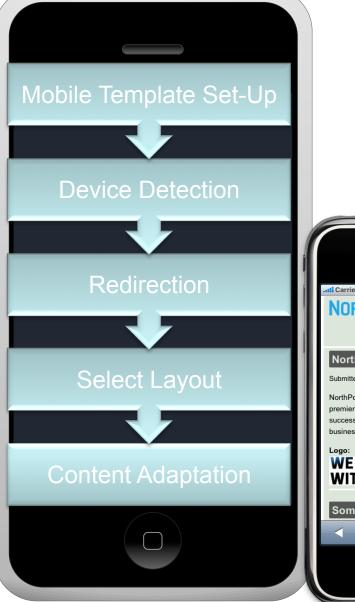


















Mobile Tools

http://drupal.org/project/mobile_tools

Basic Functionality Device detection Device redirection Theme switching Detection of device groups Mobile user roles Force full view | mobile Set custom homepage Custom number of FrontPage r Hide mobile browser scrollbar Viewport header Provide mobile build modes Provide mobile contexts Provide panel context

Mobile Tools

View Git instructions Edit Revisions Maintainers

Posted by twom on March 28, 2009 at 12:41am

Mobile Tools in in active development. We started a new 2.x branch that will hold the future developments for D6 and D7!

The Mobile Tools module provides Drupal developers with some tools to assist in making a site mobile.

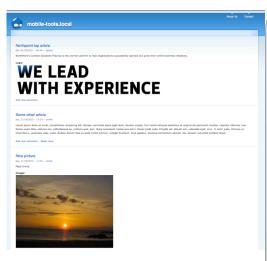
This functionality of the module contains:

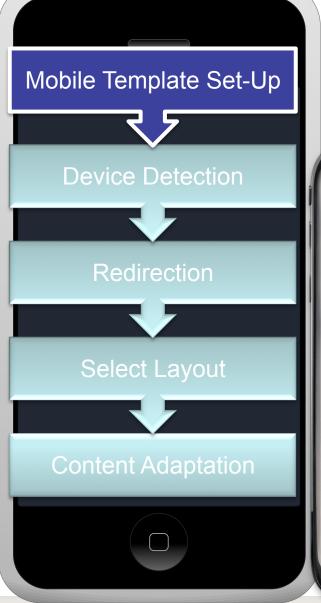
- Detection of the user agent: is the user accessing from a mobile device, or from a desktop device. Support for third party modules is possible. Currently following modules can take over device detection:
 - · Browscap: based on Browser detection
 - Wurfl: based on Device detection
- Automatic redirection to the mobile site
- Automatic theme switching, based on device type (iPhone, Android, BlackBerry, ...)
- · Integration with Panels through a Ctools plugin and for Node Displays.
- Notification for mobile users that a mobile site is available when they are looking at the desktop site

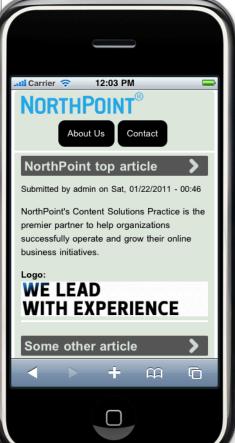
















Mobile Template

Create your own mobile theme or start from existing contributions



Fusion Mobile



Nokia Mobile



jQuery Mobile

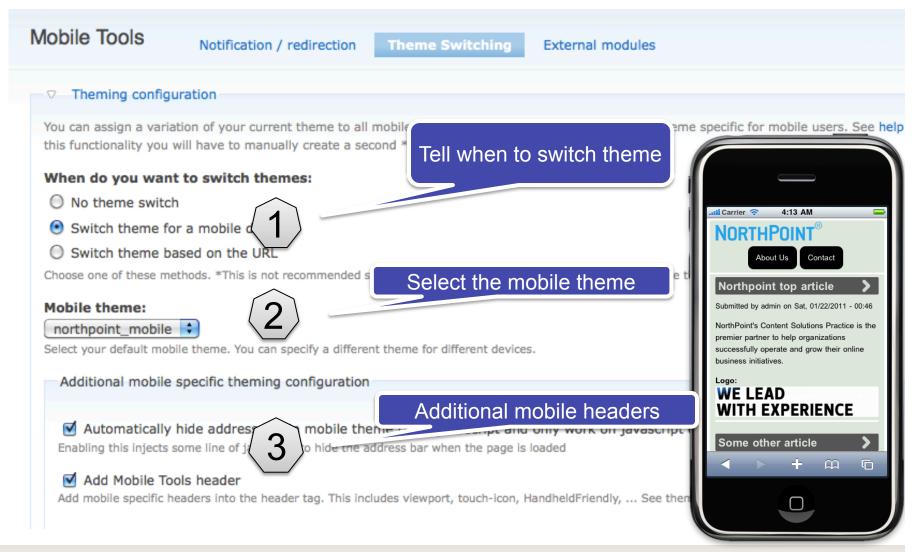


A Cloudy Day Mob





Using Mobile Tools to configure mobile theme

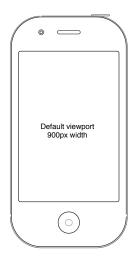






MOBILE-SPECIFIC HEADERS ADDED BY MOBILE TOOLS

<meta name = "viewport" content = "user-scalable=no, width=devicewidth, maximum-scale=1.0" />



- Default iPhone viewport is 900px
- Set viewport to device width
- Do not allow zooming

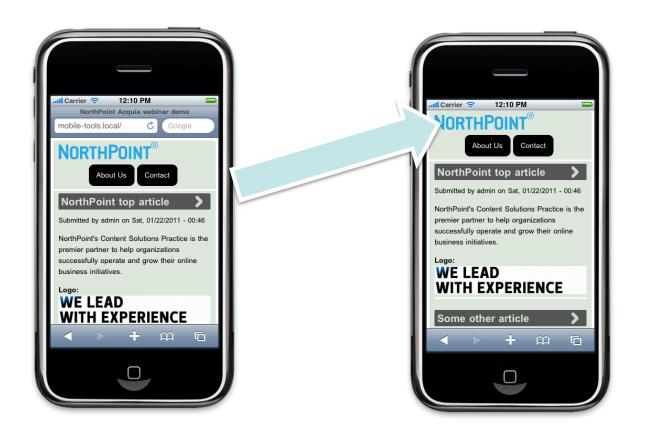
<link rel="apple-touch-icon" href=""sites/all/themes/
northpoint_mobile/webclip.png>





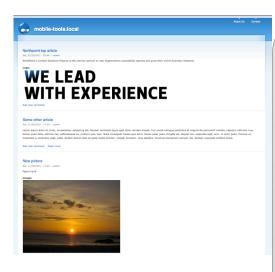


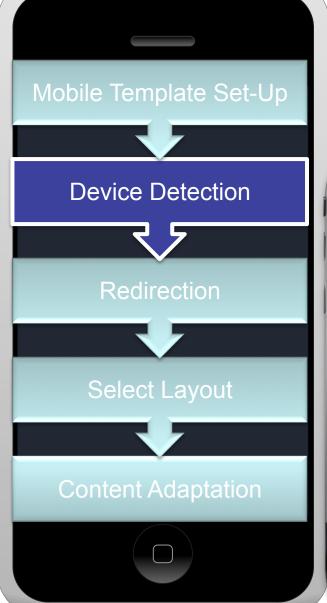
HIDE SCROLLBAR USING JAVASCRIPT WIDGET

















DEVICE DETECTION: READ USER AGENT STRING

Simple detection

Parse user agent string and search for "iPad", "Android", "Nokia", "Blackberry"

Only information about the device manufacturer

Advanced detection

User device library to match user agent string with

Contains more information like Screen Size, device capabilities

http://drupal.org/project/WURFL





Mobile Tools Configuration

Mobile Tools

Notification / redirection

Theme Switching

External modules

∇ External detection modules

You can let other modules do the device detection or detect if your site is being mobilised.

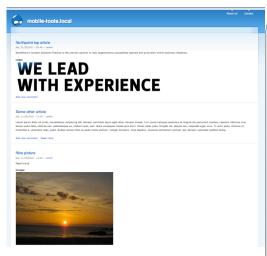
Device detection module:

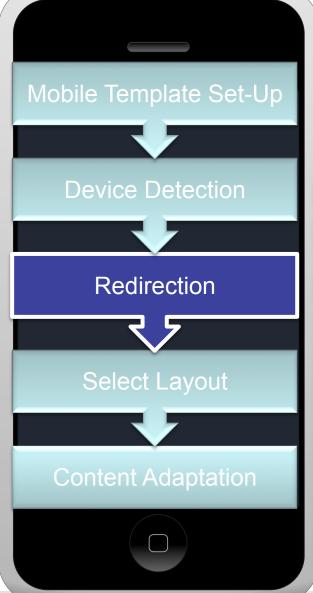
- WURFL Group Webkit
- Wurfl
- Mobile Tools

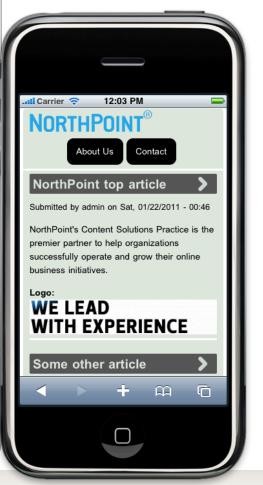
Choose which module is in charge for detecting if the visiting device is a mobile device. The Mobile Tools provides a stand















REDIRECTION SCHEME SHOULD BE SIMPLE

http://m.domain.tld or http://www.domain.mobi





http://www.domain.com

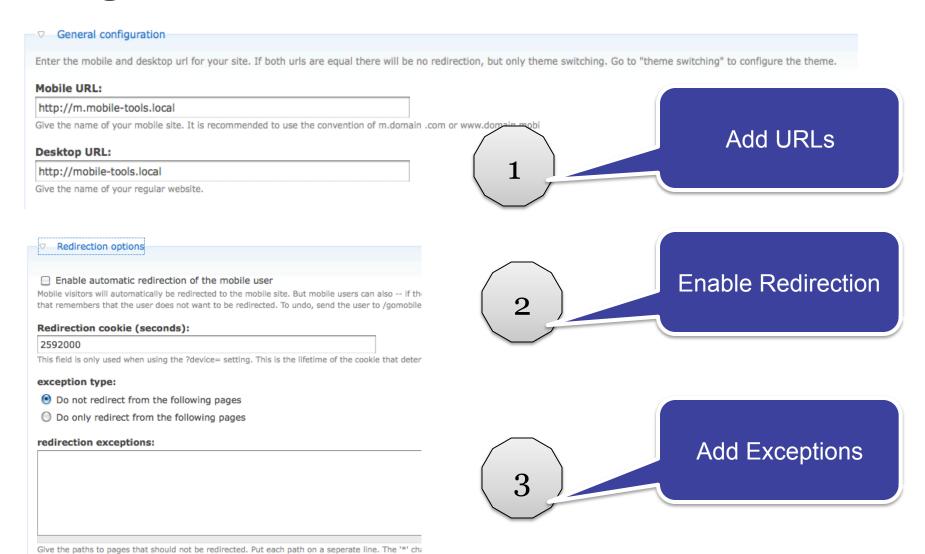








Configure Redirection







Override Redirection

Give users control

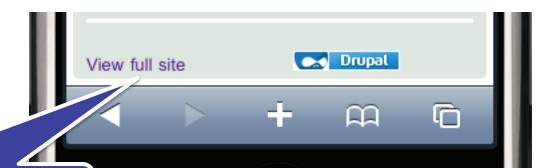
Add override arguments to your URL

?device=desktop

?device=mobile

?device=auto

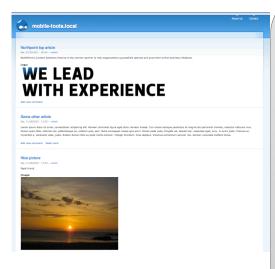
?device=<device-group>

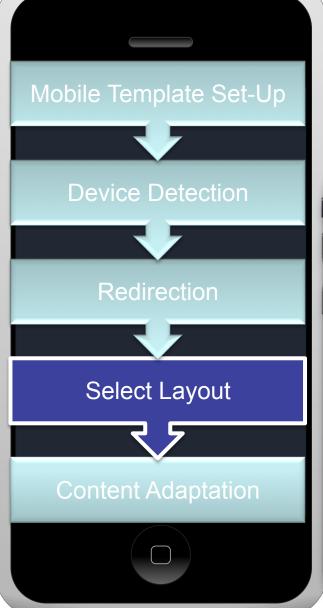


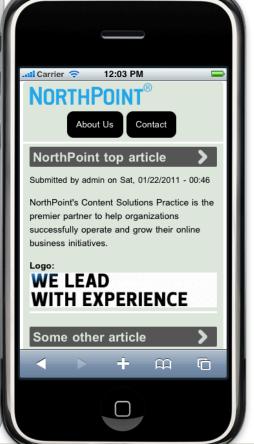
http://mobile_tools.local?device=desktop















CONFIGURE MOBILE LAYOUTS: BLOCKS

Using Blocks configuration page

Configure blocks appearing in your Desktop regions

Configure blocks appearing in your Mobile regions

Mobile







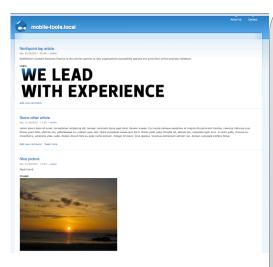


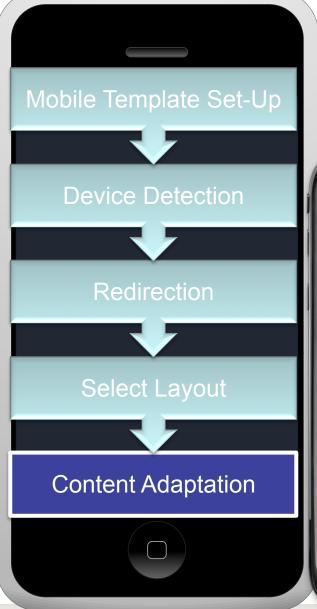
CONFIGURE MOBILE LAYOUTS: CONTEXT MODULE

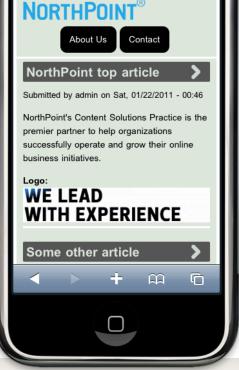
| Conditions Trigger the activation of this context <add a="" condition=""></add> | Context for mobile devices: ✓ Mobile □ Desktop ✓ iPhone |
|--|--|
| Context for mobile devices | □ iPod |
| | □ iPad |
| | ☐ Android |
| | ☐ Opera Mini |
| | □ BlackBerry |
| | Choose for which device type or device group this context must apply |











III Carrier 🤝





CONTENT ADAPTATION

Different adaptations are possible for mobile devices Video adaptation Image resizing Text summarization (e.g.: provide shorter versions) Functional adaptation (e.g. reducing number of form fields)

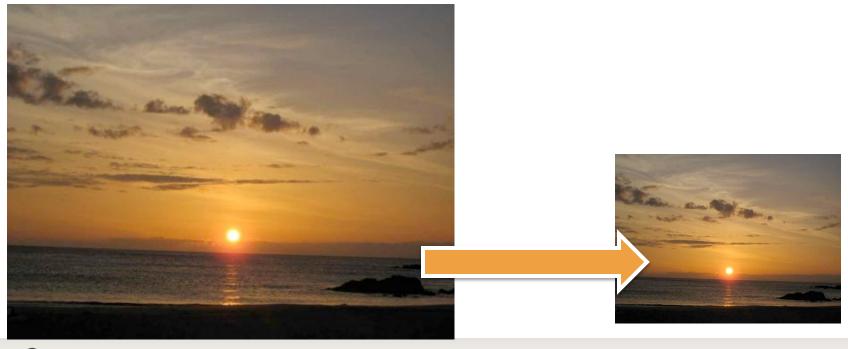
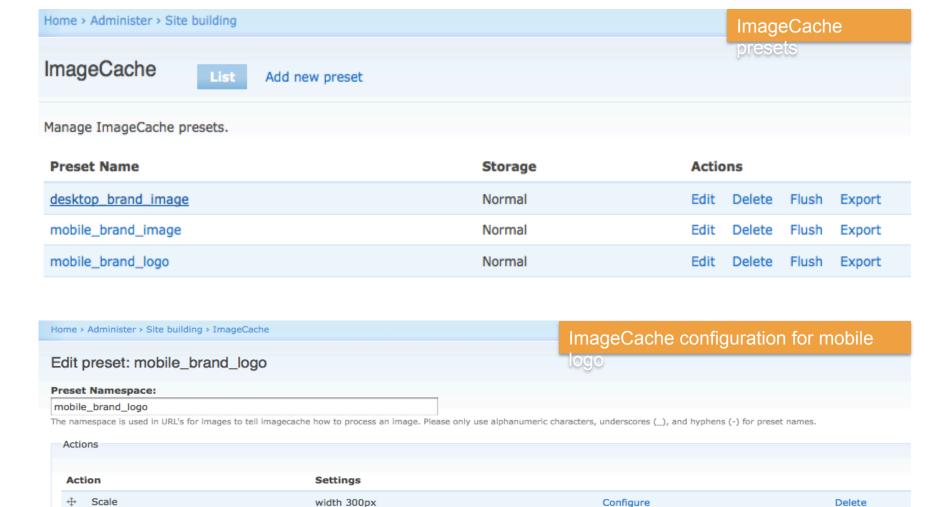






IMAGE RESIZING USING IMAGECACHE

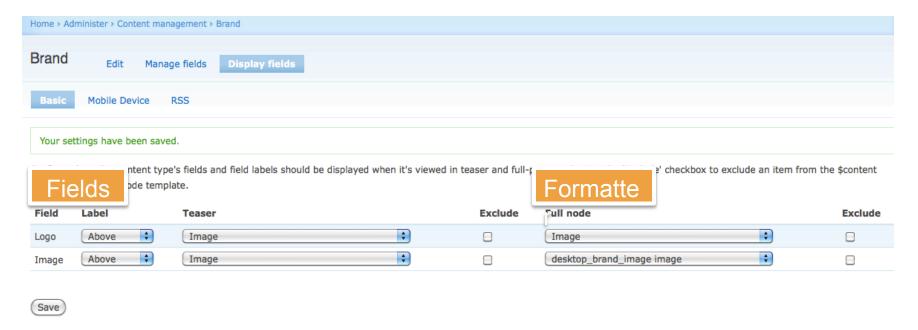




New Actions

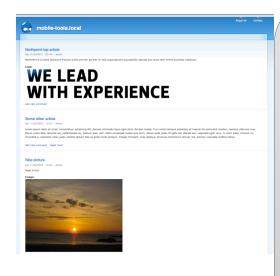


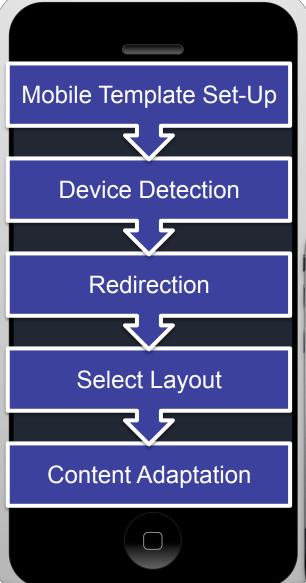
Configure your build mode



















Q&A AND TESTING





Testing

Usability Testing

- Evaluate your designs and improve
- Test on task completion
- Evaluate usage

Test all your targeted devicesSimulators

- iPhone simulator /Android Simulator
- Blackberry Simulators
- Opera Mini Simulator

Device banks

- Nokia Remote Access
- Commercial solutions available

Performance Testing

Speeds can vary from 70-135 Kbits/s while new 4G standard will allow for peak values up to 100 Mbit/s











Know your devices upfront!

Enables good client communication. No surprises at the end

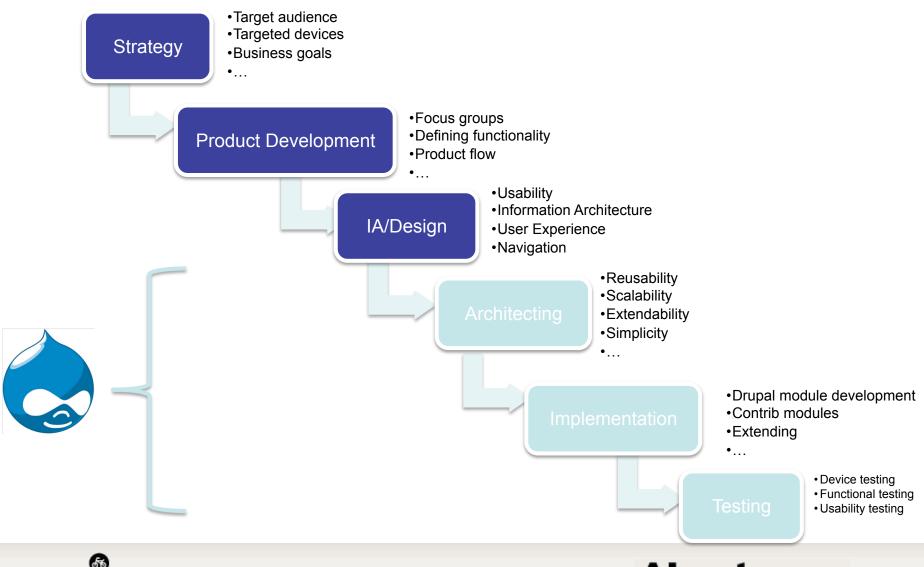
Know what to develop for

| Device | os | Resolution | Browser | js | CSS- Gradie nt | css-rounded- corner | Fonts Replacemen ts | Media Queries | Template |
|-------------------|-----------|------------|---------|----|----------------------|------------------------|---------------------------|------------------|----------|
| Iphone3G | iOS | 320x480 | Webkit | | | | | | High end |
| iPhone4 | iOS | 640x980 | Webkit | | | | | | High end |
| Samsung Galaxy | Android | 480x800 | Webkit | | | | | | High end |
| Tourch 9800 | BB v6.x | 360x480 | Webkit | | | | | | High end |
| Nokia C6 | Symbian^3 | 360x640 | Webkit | | | | | | Low end |
| BB Pearl 9100 | BB v4.6 | 360x400 | BB 4.6 | | | | | | Low end |
| | | | | | | | | | |





STAGES OF CREATING A MOBILE PROJECT







QUESTIONS





Thank you Contact



