3DHTML - WEB: USER EXPERIENCE DESIGN APPROACH

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ABSTRACT

Mobility has already become mainstream interface for applications and end users, even the most complex and heavy applications are converging to be fully compatible to these devices, but supporting mobility comes with technical and hardware constraints such as memory space, processing speed and small display screen sizes. These constraints force applications to compromise on user experience. As part of software development till now we have been able to adapt in order to improve processing and memory utilization, but the small screen sizes on mobile devices has always been a challenge.

This paper proposes a new User Experience [1] design approach (3DHTML-Web) to bring 2D and 3D content under a common single 3D virtual context environment. This virtual 3D environment resolves the screen viewability problem by providing a wide viewable area and allows traditional applications that majorly deal with 2D content to provide new engaging user experience.

KEYWORDS: New User Experience [1] Design Approach (3DHTML-Web)