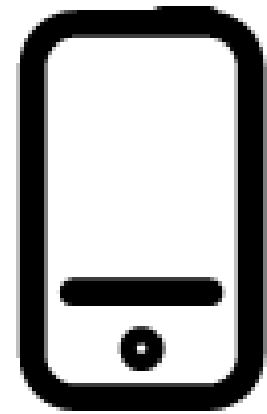




THE OHIO STATE UNIVERSITY

# Mobile App Development at Ohio State

# Impact



**65,141,754**

Screen views in the Ohio State App within the past year.



**264,074**

General article and wellness article views in the Ohio State App within the past year.



**247,181**

Unique Users in the Ohio State App within the past year.

<https://go.osu.edu/ohiostateapp2021>

# How We Started and Our Journey

1. Rag tag group of code bandits
2. Believed the University needed a mobile app
3. Volunteered time from a lot of different units
4. Confidence that we could deliver it
5. Presented by students to the Board of Trustees for funding
6. Moved centrally
7. Orientation
8. We're Official
9. Alumni
10. Wellness
11. What's next?

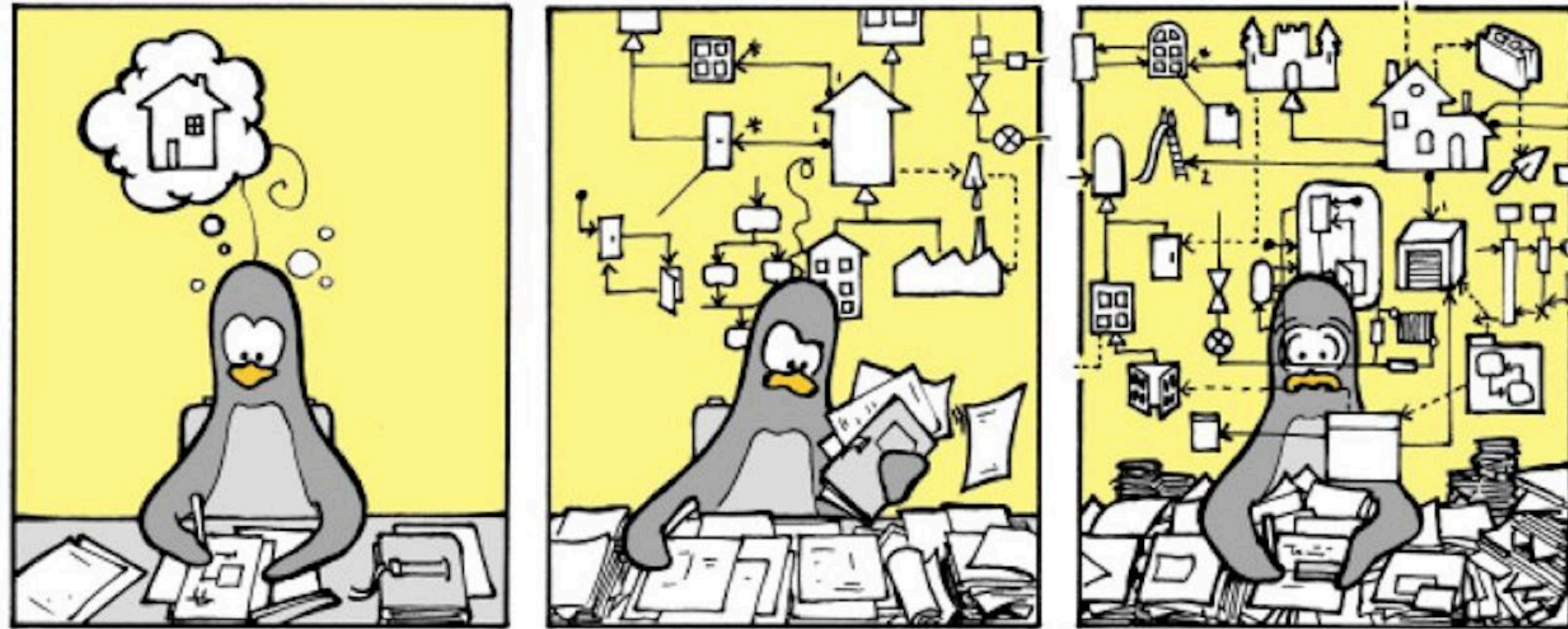
# Guiding Principles

1. Make people's lives easier.
2. Deliver useful features over noise.
3. Obvious always wins.
4. Respond to every single feedback thoughtfully.
5. Make the experience more awesome, always.
6. Discover, adapt, and reflect.
7. You can change the University.

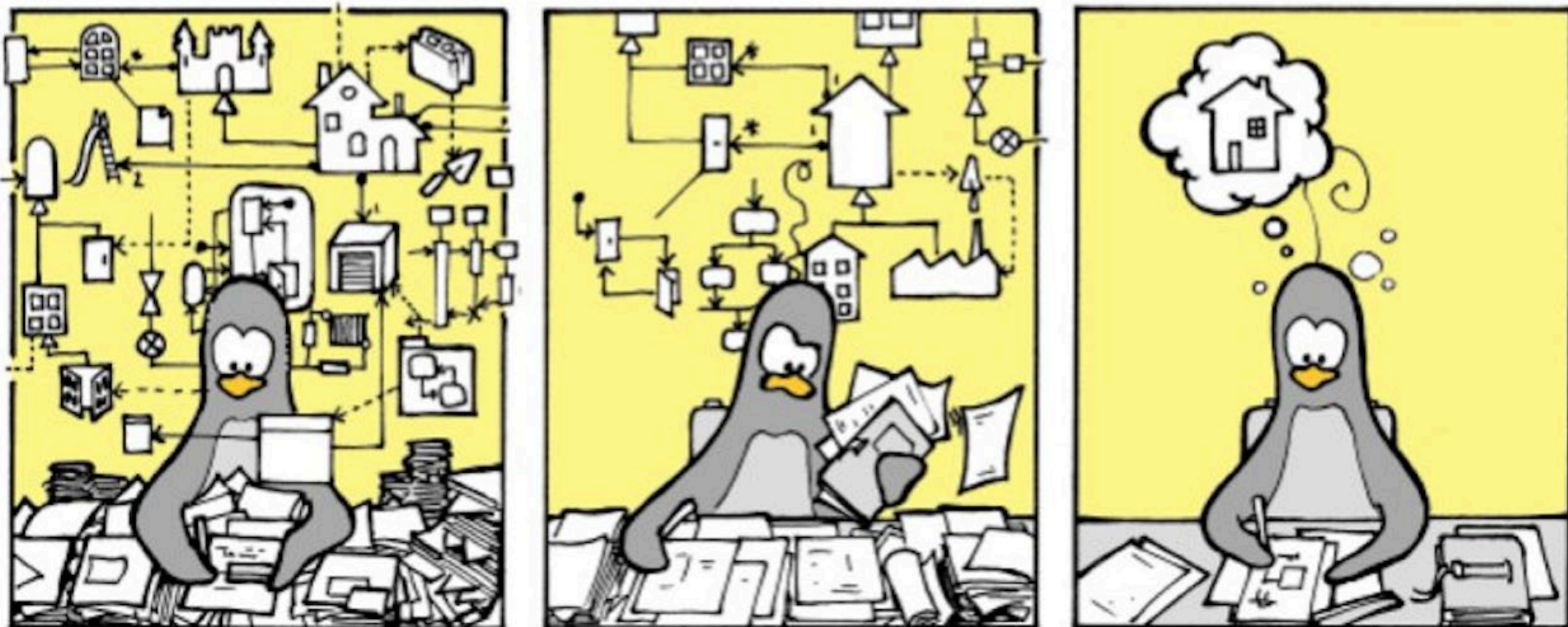


# In Practice

## STEP ONE



## STEP TWO



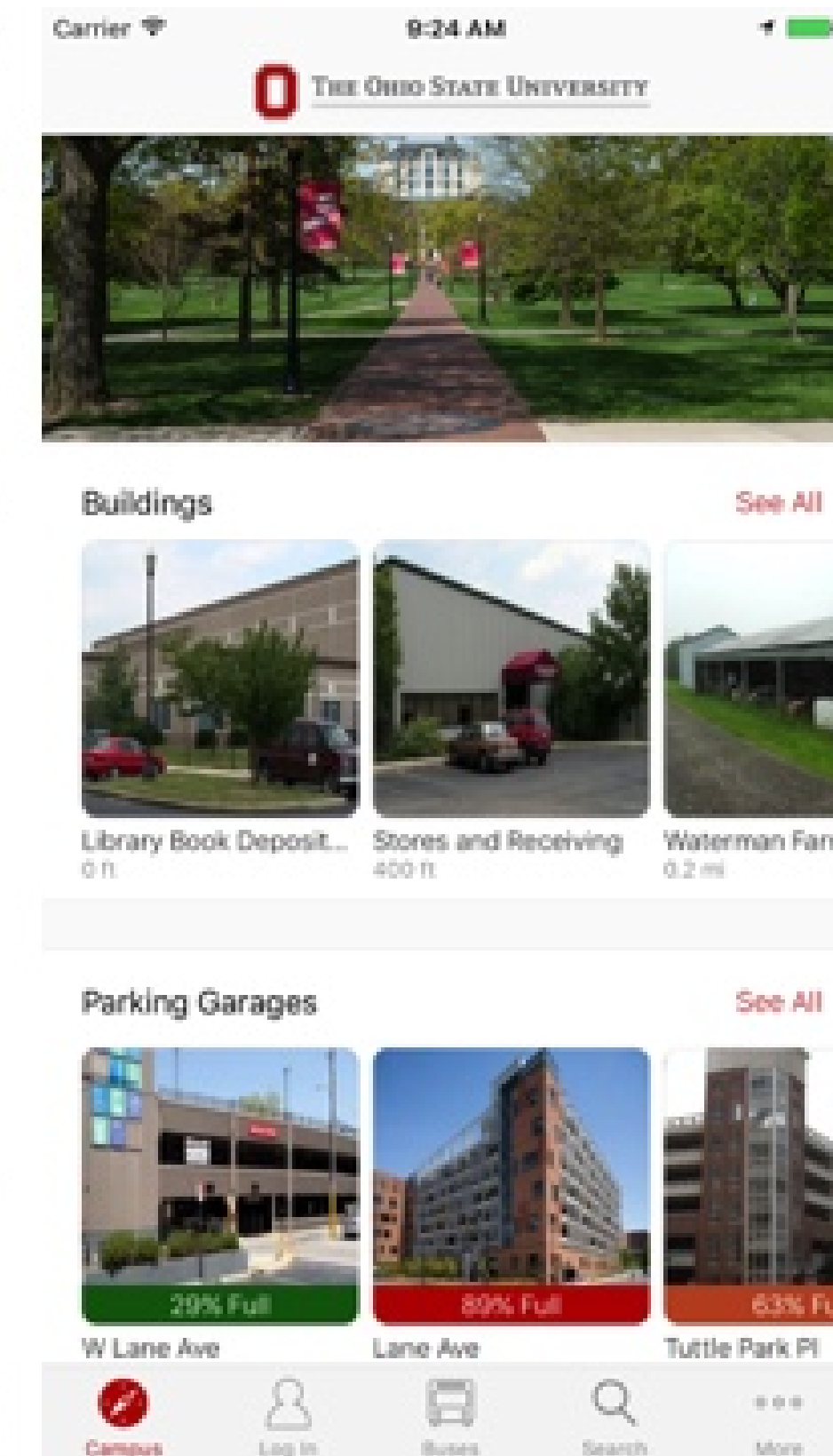
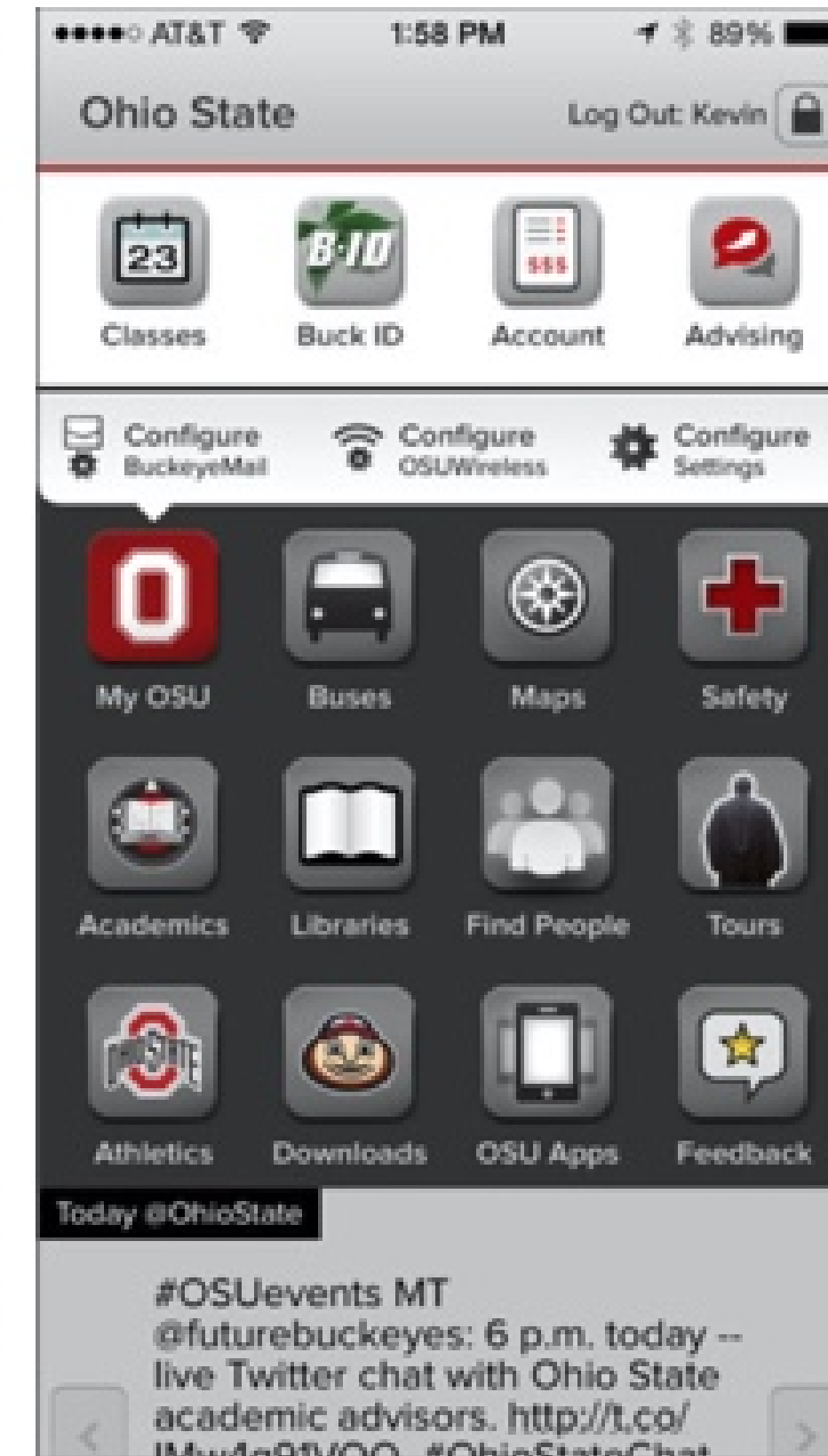
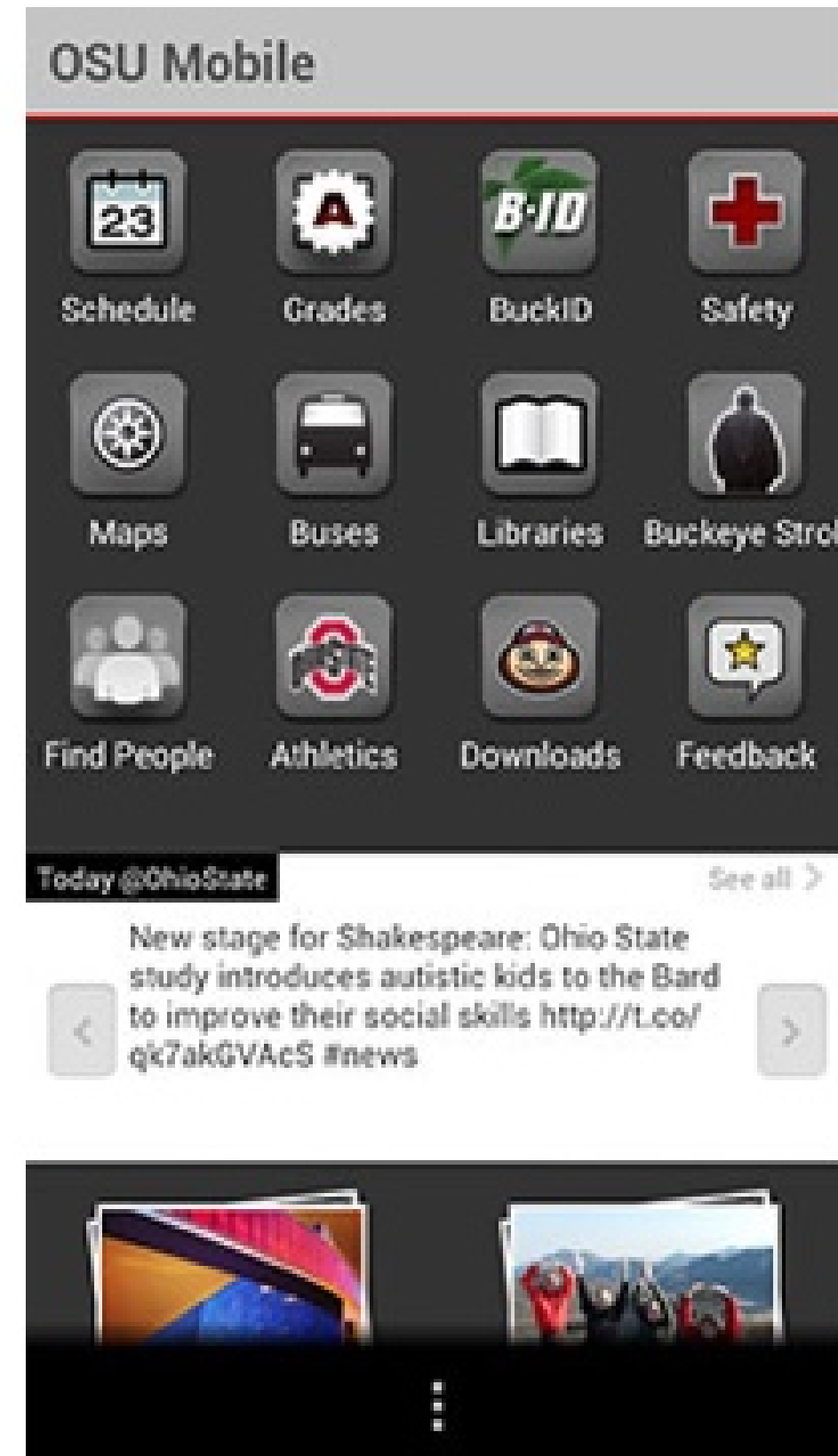
## Behaviors

- We are the product managers of The Ohio State App, we advocate for people, before the University.
- Products over projects.
- Developers are always in the room.
- Make behaviors intentional.
- Refactor religiously.
- Be self critical. **Design is never done.**
- Always consider the entire problem. Critical mass has gravity.
- Pivot when stuck, but differentiate when hard problems are worth solving.
- Believe we can deliver like Apple/Google/etc.
- Let the work speak for itself.



# Design is Never Done

## The Ohio State App 2011 - 2021

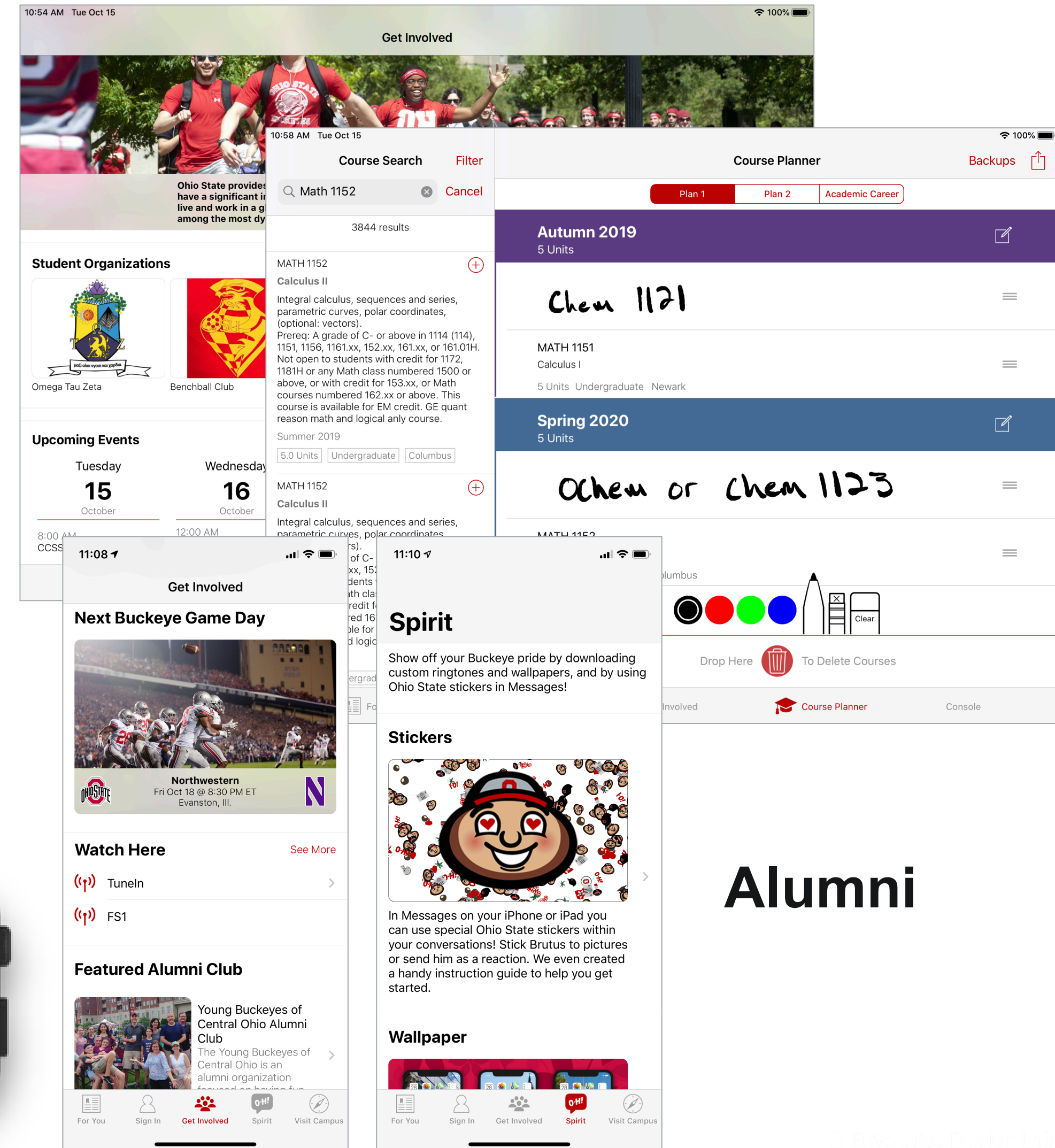
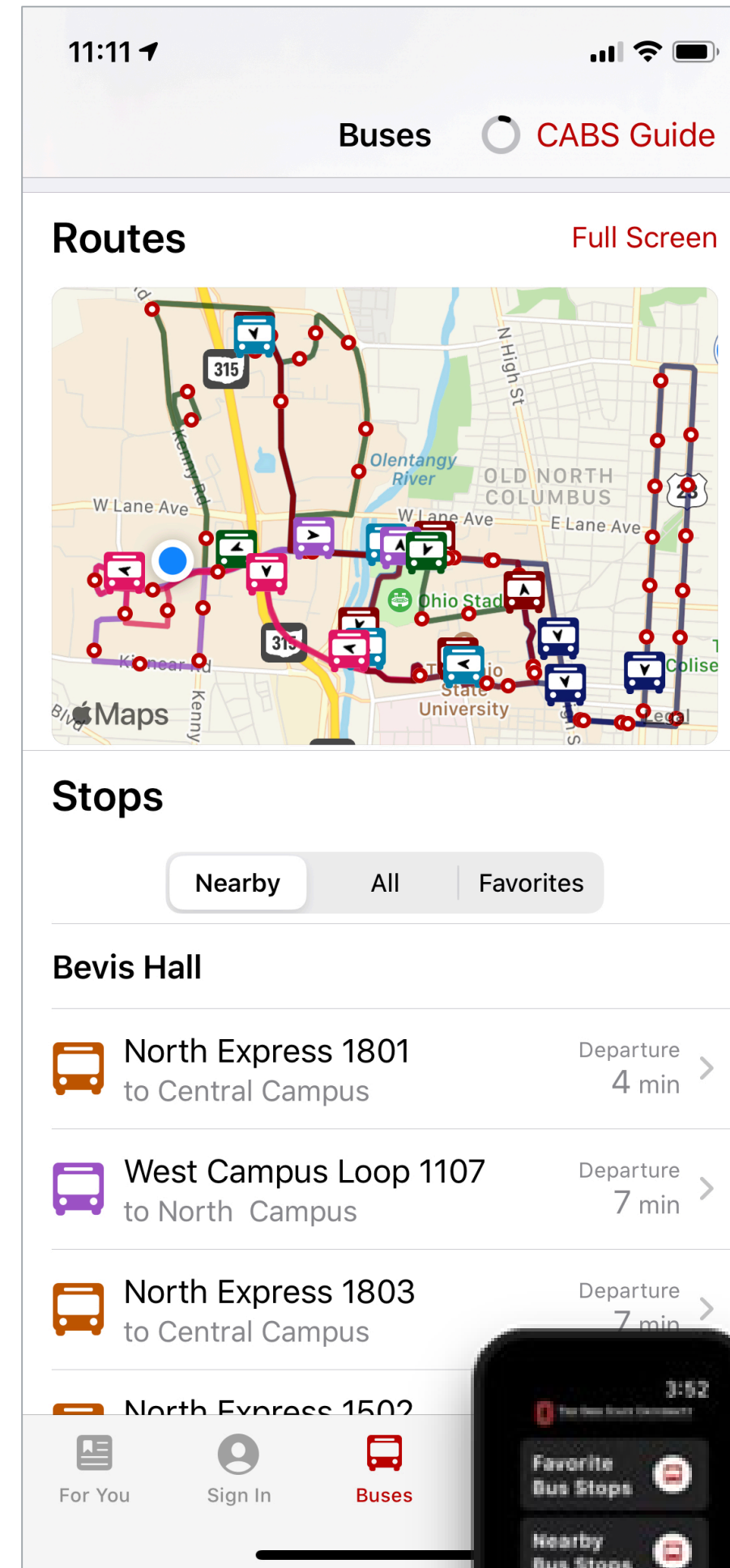
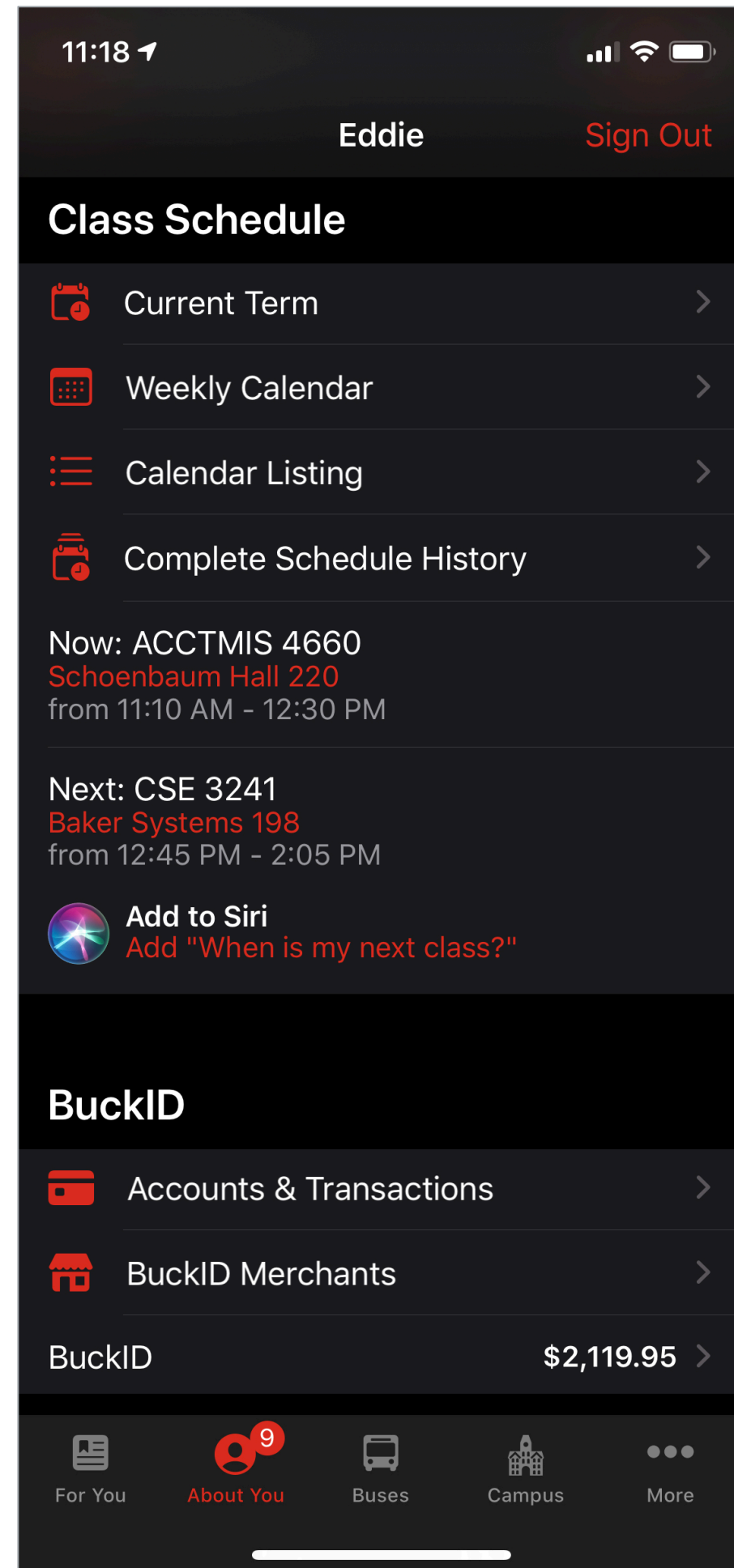
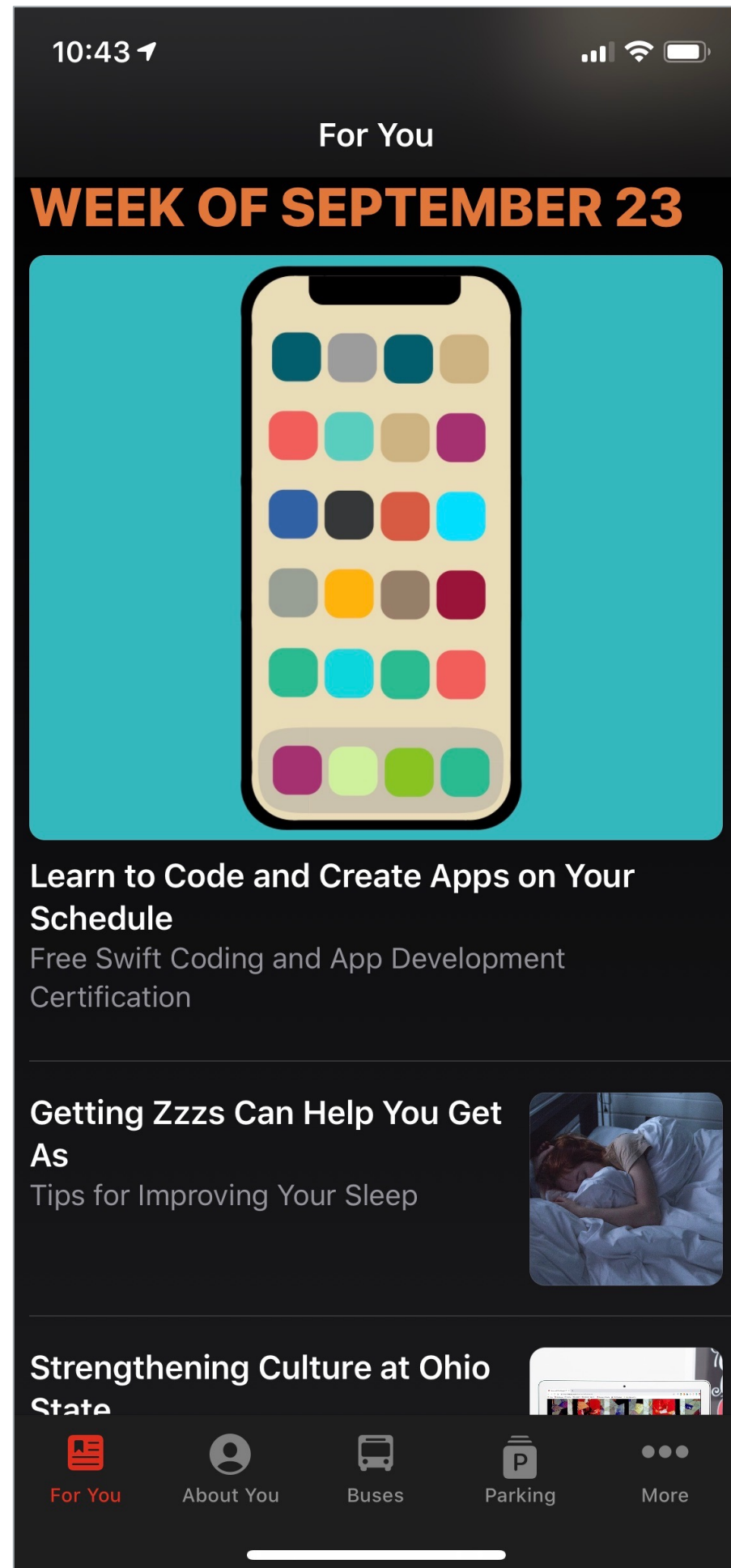




# Design is Never Done

## The Ohio State App

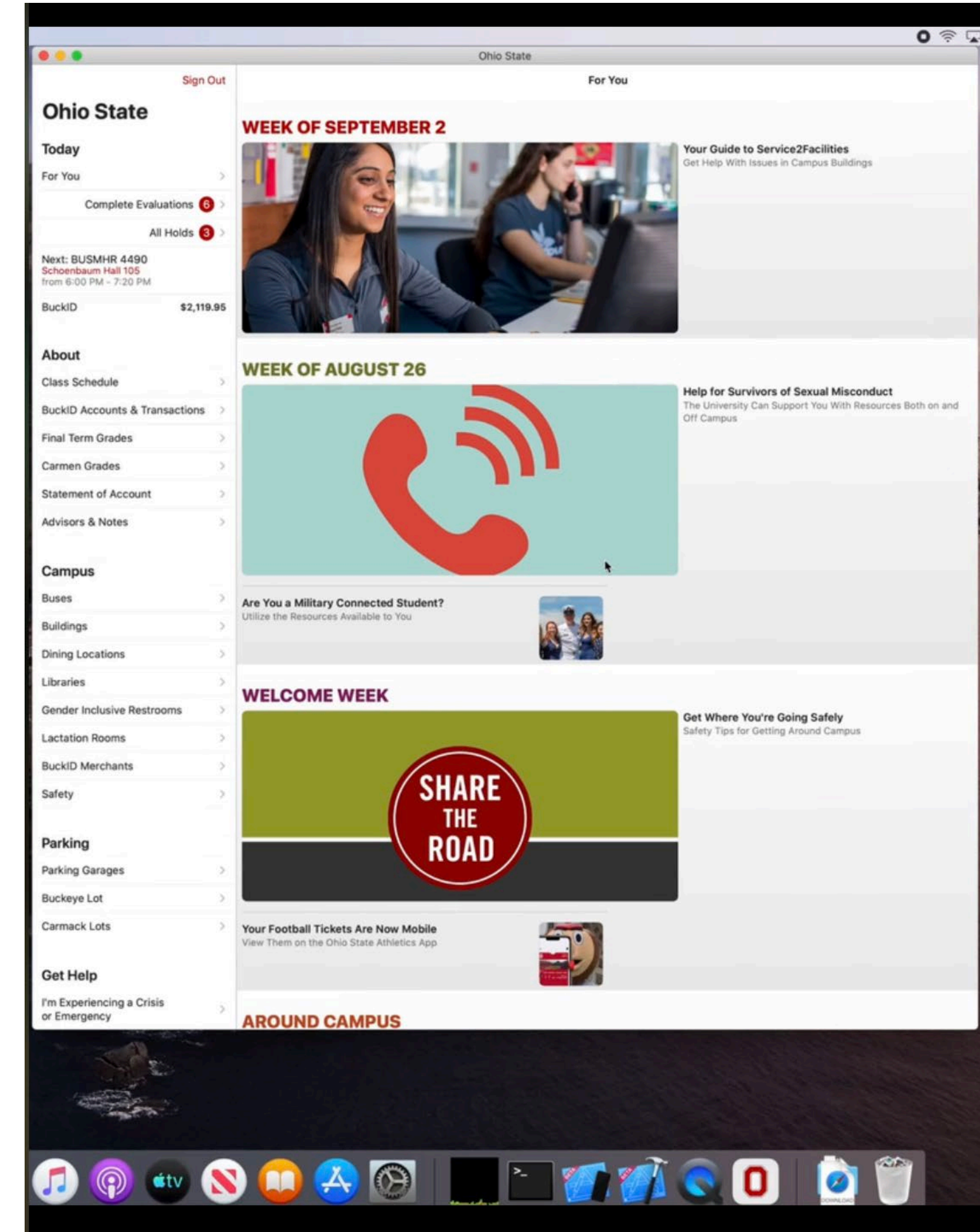
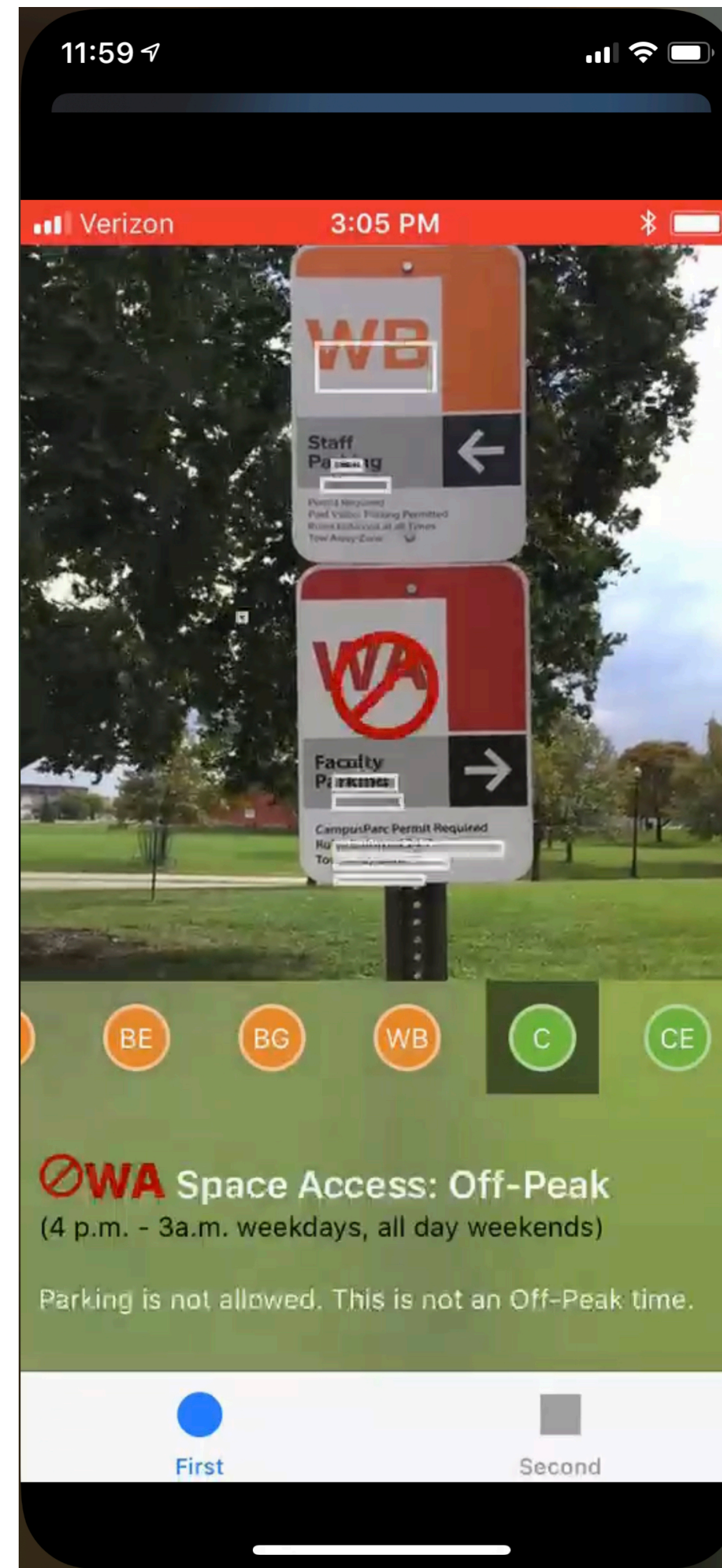
## iPad, Watch, and Alumni





# What About This Cool New Thing?

VR, AR, ML, AI, ABCDEFG





# Technology Decisions

**Should we do this?**

Yes

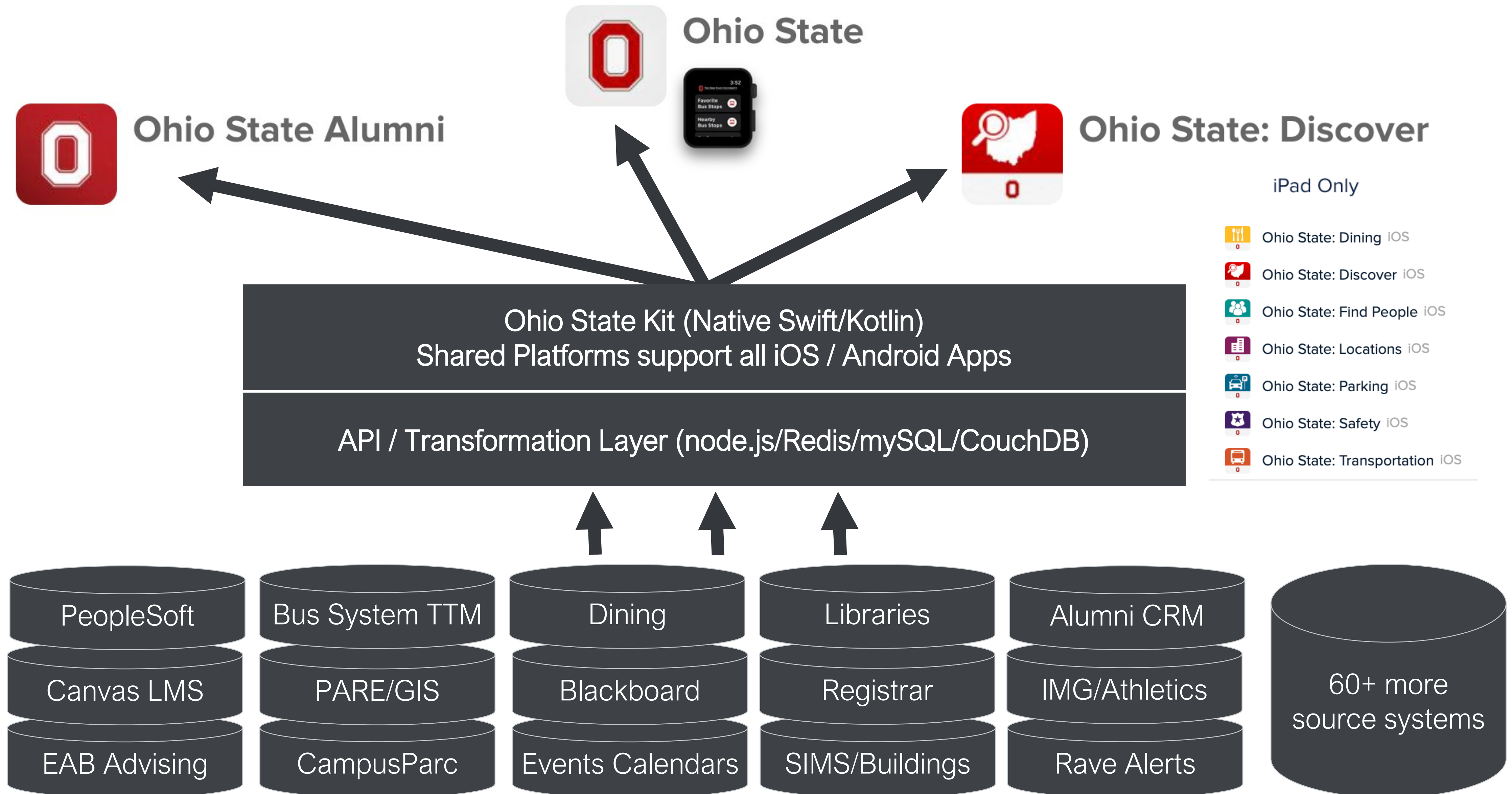
**How should we do this?**

Buy (e.g. MODO/Blackboard) vs.

Build (e.g. React Native/Flutter) vs.

Build (Native iOS/Android)

# Technology Concept



# Questions?

## Helpful resources

1. Talk to us (and others!)
2. Watch: <https://t.co/OU2dMPDw68>
3. Read: It doesn't have to be crazy at work
4. Read: Ruined by Design
5. Read: Creative Selection
6. Read: Apple's human interface guidelines
7. Read: Google's material design guidelines
8. Follow: @lukew on twitter
9. Play: <https://cantunsee.space>