How to Use your Mobile Phone – 4250

Turn in a hardcopy only – Finish and Get Approval for First Draft by End of Class Group Project

Your job is to design a two page (average) instructional manual that helps novice readers learn about the most used features in a mobile phone. You will choose to work under one of these two conditions.

1. Your readers might not know how to use a mobile phone in general.
2. They might not know the specific model you use.

Mainly, you are responsible for designing the text, but try and see how best you can use illustrations.

Instructions that might help you complete this assignment:

- Don’t loose sight of the fact that you are designing this for novice readers.
- Ignore those features that novice readers might not need to know, but focus more on issues that are absolutely necessary for them to know to complete absolutely basic tasks.
- Ask yourself the basic set of tasks that novice readers would need to complete.
- Try to distinguish between features describing installations (battery charging, phone book set-up etc) versus direct operation (sending and receiving a call etc).
- Select illustrations that best describes individual steps. Do not try to describe all features and actions based on one single illustration.
- You might use a specific online mobile phone manual if required.

Focus on Issues: Audience features, Task priority, Ease of learning, Text design, Illustration design, Organization style.

Readers who do not know how to use a mobile phone
If you are designing the manual for someone who does not really know how to use a mobile phone, then you have to take an overly generalized approach. In this approach you might want to compare and contrast basic differences in operation styles between mobile phones for some basic actions. Else, you might simply talk about a specific model of a mobile phone that is generally used in the market.

Readers who do not have an Idea about a specific model
If you are designing the manual for someone who is not familiar with your model of the mobile phone, then it is a different consideration where you will have to discuss basic features specific to your model. In this case, your instructions might still be basic and specific to a particular model. Else, your instructions might be advanced because your readers are advanced in terms of knowing the basic tasks but novice in terms of knowing functions specific to your model.

Organization
When designing text for the manual, focus on the organization style. In other words, make a choice about the order in which the features needs to be discussed. Remember that the audience would like to learn about the features in an order that works best in terms of task priority, learning needs and ease of learning. For example, don’t talk about how to use a phonebook before you talk about how to connect your call.

Provide basic illustrations wherever necessary and you can label the illustration to demonstrate your point mentioned in the text

Design illustrations at 2 levels (wherever applicable):

A. Show action as it is completed (using arrows to point out the buttons or screen features or user’s hands).
B. Show actions that show the screen after the action is completed.