**Course Evaluation Checklist:**

**Mobile App Design Considerations**

**Please Note:** This resource is designed to act as an addendum to the [Canvas Community - Course Evaluation Checklist v 2.0](https://community.canvaslms.com/groups/strategies/blog/2019/12/21/course-evaluation-checklist-v20).

**How To Use** The legend in each header references what type of criterion is demonstrated. A ★ rating indicates an **Essential** and standard design component to online learning; a ★★ rating is considered **Best Practice** and adds value to a course; and ★★★ is **Exemplary** and elevates learning.

We know each institution has unique requirements for their courses and we hope this document will serve as a great resource or starting point. *We’d love to hear how you’re using this checklist. Please leave comments in the* [*Canvas Community - Mobile App Design Course Evaluation Checklist*](https://community.canvaslms.com/groups/designers/blog/2018/06/29/mobile-app-design-course-evaluation-checklist) *blog post.*

It’s always best practice to review your course(s) in the app. Search “Instructure” to find free teacher and student apps available for iOS and Android.

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| --- | --- | --- |
| Mobile Design ★ Essential ★★ Best Practice ★★★ Exemplary | | |
| Yes ✔ | Criteria | Example |
| * ★ | **Text Headers** are included within modules to help guide student navigation. [Canvas Guide - Add Text Header](https://community.canvaslms.com/docs/DOC-13022-415240798) 📍UDL 2.2 Clarify syntax and structure | [Text Headers in Module](https://drive.google.com/file/d/1YdGrkfHdc3NzC2agurFHKDbSElhdov7i/view?usp=sharing) |
| * ★ | **Chunk content** into smaller parts and use the module tool to organize Canvas Pages into a table of contents.📍UDL 2.2 Clarify syntax and structure | [Chunking Content](https://docs.google.com/presentation/d/1Ig9RS9WRL31eeeUkkjLtIVgt62OokbWXayu4tNk8cvs/edit?usp=sharing) |
| * ★ | When possible, Canvas **Pages** are used to present content, instead of linking to external URLs or files in the flow of the module.📍UDL 7.3 Minimize threats and distractions | [Text Readability - Comparisons](https://drive.google.com/file/d/1ltLYTk2er6JMNK0zDLhq-DDEYIj41asi/view?usp=sharing) |
| * ★★ | Instructions and prompts are **platform neutral** to minimize student confusion.📍UDL 7.1 7.1 Optimize individual choice and autonomy | [Multiple Device Guidelines](https://drive.google.com/file/d/1BK4vay8gPnLWUZDYrza1kT0_kvJKeTlY/view?usp=sharing) |
| * ★★ | Students are alerted and given **alternatives** when an unsupported file type is used.📍UDL 7.3: Minimize threats and distractions | [Access Alternative](https://drive.google.com/file/d/1jQA7vGFYkQZPJbBAQiKRt5JyNc4HPWcx/view?usp=sharing) |
| * ★★★ | Use **Requirements** within Modules to give users a visual bookmark of their progress. [Canvas Guide - Add Requirements](https://community.canvaslms.com/docs/DOC-13134-415261967)📍UDL 2.2 Clarify syntax and structure | [Module Requirements](https://drive.google.com/file/d/1l-bFipzVKFj1KKtAV1L3l3OP2OCidc-5/view?usp=sharing) |

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| --- | --- | --- |
| Course Enhancements ★ Essential ★★ Best Practice ★★★ Exemplary | | |
| Yes ✔ | Criteria | Resource |
| * ★★ | Assessment design takes into account the **additional tools** students have when working on a mobile device - camera, video, audio, file upload, GPS. | Mobile Series Video: [Tips to Designing Mobile-Friendly Assignments](https://community.canvaslms.com/videos/2212) |
| * ★★★ | Assessment design takes into account the ability for students to use the **Mobile Annotations** tool on an assignment that uses an uploaded PDF. [Canvas Guide - Submit a PDF assignment with annotations in the Canvas app - iOS](https://community.canvaslms.com/docs/DOC-9836-18561633679) and [Canvas Guide - Submit a PDF assignment with annotations in the Canvas app - Android](https://community.canvaslms.com/docs/DOC-9784-18555639643) | Canvas Live Video: [Canvas Mobile Annotations Quick Demo](https://community.canvaslms.com/videos/2566-canvas-mobile-annotations-quick-demo) |

## Resources

CAST (2018). Universal Design for Learning Guidelines version 2.2. Retrieved from <http://udlguidelines.cast.org>

Going Mobile with Webcourses@UCF. Retrieved February 18, 2020, from <https://vimeo.com/134745175>

## Additional Resources

* [Canvas Live Presentation: Canvas Mobile Design](https://community.canvaslms.com/videos/2622-canavs-mobile-design)*,* Ryan Seilhamer, UCF
* [Canvas Blog: Are Courses Really Mobile First?](https://blog.canvaslms.com/en/are-courses-really-mobile-first)Ryan Seilhamer, UCF
* [Design a Mobile Ready Course with Universal Design](https://docs.google.com/presentation/d/124wW2QCpharLR6wNBViJpvn2NW_yVxW-xzyHi-yIOSs/edit#slide=id.p7), Kate Miller, CU Online
* [Canvas Teacher Mobile Features](https://s3.amazonaws.com/tr-learncanvas/docs/Mobile_CanvasTeacher.pdf) and [Mobile Guides - Canvas Teacher](https://community.canvaslms.com/docs/DOC-11886)
* [Canvas Student Mobile Features](https://s3.amazonaws.com/tr-learncanvas/docs/Mobile_CanvasStudent.pdf) and [Mobile Guides - Canvas Student](https://community.canvaslms.com/docs/DOC-4048)

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